

SUSE Linux Enterprise Desktop

11 SP2

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Deployment Guide



Deployment Guide

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About This Guide

Installations of SUSE Linux Enterprise Desktop are possible in many different ways. It is impossible to cover all combinations of boot, or installation server, automated installations or deploying images. This manual should help with selecting the appropriate method of deployment for your installation.

Part I, “Manual Deployment” (page 5)

Most tasks that are needed during installations are described here. This includes the manual setup of your computer as well as additional software and remote installations.

Part II, “Imaging and Creating Products” (page 205)

Mass installations often require the preparation of images or products furnished with the features that are needed in this special case. Several options are described that allow the administrator to prepare these deployment methods.

Part III, “Automated Installations” (page 235)

To do unattended installations, either use the installation with AutoYaST or prepare an image with kiwi or firstboot. This part describes methods to deploy these installations with a minimum of user interaction.

Many chapters in this manual contain links to additional documentation resources, including additional documentation that is available on the system as well as documentation available on the Internet.

For an overview of the documentation available for your product and the latest documentation updates, refer to <http://www.suse.com/documentation> or to the following section.

1 Available Documentation

We provide HTML and PDF versions of our books in different languages. The following manuals for users and administrators are available on this product:

KDE User Guide (↑*KDE User Guide*)

Introduces the KDE desktop of SUSE Linux Enterprise Desktop. It guides you through using and configuring the desktop and helps you perform key tasks. It is

intended mainly for users who want to make efficient use of KDE as their default desktop.

GNOME User Guide (↑*GNOME User Guide*)

Introduces the GNOME desktop of SUSE Linux Enterprise Desktop. It guides you through using and configuring the desktop and helps you perform key tasks. It is intended mainly for end users who want to make efficient use of GNOME desktop as their default desktop.

Application Guide (↑*Application Guide*)

Learn how to use and configure key desktop applications on SUSE Linux Enterprise Desktop. This guide introduces browsers and e-mail clients as well as office applications and collaboration tools. It also covers graphics and multimedia applications.

Deployment Guide (page 1)

Shows how to install single or multiple systems and how to exploit the product inherent capabilities for a deployment infrastructure. Choose from various approaches, ranging from a local installation or a network installation server to a mass deployment using a remote-controlled, highly-customized, and automated installation technique.

Administration Guide (↑*Administration Guide*)

Covers system administration tasks like maintaining, monitoring and customizing an initially installed system.

Security Guide (↑*Security Guide*)

Introduces basic concepts of system security, covering both local and network security aspects. Shows how to make use of the product inherent security software like AppArmor (which lets you specify per program which files the program may read, write, and execute) or the auditing system that reliably collects information about any security-relevant events.

System Analysis and Tuning Guide (↑*System Analysis and Tuning Guide*)

An administrator's guide for problem detection, resolution and optimization. Find how to inspect and optimize your system by means of monitoring tools and how to efficiently manage resources. Also contains an overview of common problems and solutions and of additional help and documentation resources.

Virtualization with Xen (↑*Virtualization with Xen*)

Offers an introduction to virtualization technology of your product. It features an overview of the various fields of application and installation types of each of the

platforms supported by SUSE Linux Enterprise Server as well as a short description of the installation procedure.

Virtualization with KVM

Offers an introduction to setting up and managing virtualization with KVM (Kernel-based Virtual Machine) on SUSE Linux Enterprise Server. Learn how to manage KVM with libvirt or QEMU. The guide also contains detailed information about requirements, limitations, and support status.

In addition to the comprehensive manuals, several quick start guides are available:

Chapter 1, *KDE Quick Start* (↑Quick Start Manuals)

Gives a short introduction to the KDE desktop and some key applications running on it.

GNOME Quick Start (↑GNOME Quick Start)

Gives a short introduction to the GNOME desktop and some key applications running on it.

LibreOffice.org Quick Start

Gives a short introduction into the LibreOffice suite and its modules for writing texts, working with spreadsheets, or creating graphics and presentations.

Installation Quick Start (↑Installation Quick Start)

Lists the system requirements and guides you step-by-step through the installation of SUSE Linux Enterprise Desktop from DVD, or from an ISO image.

Linux Audit Quick Start

Gives a short overview how to enable and configure the auditing system and how to execute key tasks such as setting up audit rules, generating reports, and analyzing the log files.

AppArmor Quick Start

Helps you understand the main concepts behind AppArmor®.

Find HTML versions of most product manuals in your installed system under `/usr/share/doc/manual` or in the help centers of your desktop. Find the latest documentation updates at <http://www.suse.com/documentation> where you can download PDF or HTML versions of the manuals for your product.

2 Feedback

Several feedback channels are available:

Bugs and Enhancement Requests

For services and support options available for your product, refer to <http://www.novell.com/services/>.

To report bugs for a product component, log into the Novell Customer Center from support.novell.com/ and select *My Support* > *Service Request*.

User Comments

We want to hear your comments about and suggestions for this manual and the other documentation included with this product. Use the User Comments feature at the bottom of each page in the online documentation or go to <http://www.suse.com/documentation/feedback.html> and enter your comments there.

Mail

For feedback on the documentation of this product, you can also send a mail to `doc-team@suse.de`. Make sure to include the document title, the product version and the publication date of the documentation. To report errors or suggest enhancements, provide a concise description of the problem and refer to the respective section number and page (or URL).

3 Documentation Conventions

The following typographical conventions are used in this manual:

- `/etc/passwd`: directory names and filenames
- *placeholder*: replace *placeholder* with the actual value
- `PATH`: the environment variable `PATH`
- `ls, --help`: commands, options, and parameters
- `user`: users or groups

- **Alt, Alt + F1**: a key to press or a key combination; keys are shown in uppercase as on a keyboard
- *File, File > Save As*: menu items, buttons
- *Dancing Penguins* (Chapter *Penguins*, ↑Another Manual): This is a reference to a chapter in another manual.

Planning for SUSE Linux Enterprise Desktop

1

This chapter is addressed mainly to corporate system administrators who face the task of having to deploy SUSE® Linux Enterprise Desktop at their site. Rolling out SUSE Linux Enterprise Desktop to an entire site should involve careful planning and consideration of the following questions:

For which purpose will the SUSE Linux Enterprise Desktop workstations be used?

Determine the purpose for which SUSE Linux Enterprise Desktop should be used and make sure that hardware and software with the ability to match these requirements are used. Consider testing your setup on a single machine before rolling it out to the entire site.

How many workstations should be installed?

Determine the scope of your deployment of SUSE Linux Enterprise Desktop. Depending on the number of installations planned, consider different approaches to the installation or even a mass installation using SUSE Linux Enterprises unique AutoYaST or KIWI technology. For more information about this subject, refer to Chapter 2, *Deployment Strategies* (page 7).

How do you get software updates for your deployment?

All patches provided by Novell for your product are available for download to registered users. Register and find the patch support database at <http://www.novell.com/linux/suse/portal/index.html>.

Do you need help for your local deployment?

Novell provides training, support, and consulting for all topics pertaining to SUSE Linux Enterprise Desktop. Find more information about this at <http://www.novell.com/products/desktop/>.

1.1 Hardware Requirements

For a standard installation of SUSE Linux Enterprise Desktop, including the desktop environment and a wealth of applications, the following configuration is recommended:

- Intel Pentium IV, 2.4 GHz or higher or any AMD64 or Intel 64 processor
- 1–2 physical CPUs
- 512 MB physical RAM or higher
- 3 GB of available disk space or more
- 1024 x 768 display resolution (or higher)

1.2 Reasons to Use SUSE Linux Enterprise Desktop

Let the following items guide you in your selection of SUSE Linux Enterprise Desktop and determining the purpose of the installed systems:

Wealth of Applications

SUSE Linux Enterprise Desktop's broad offer of software makes it appeal to both professional users in a corporate environment and to home users or users in smaller networks.

Ease of Use

SUSE Linux Enterprise Desktop comes with two enterprise-ready desktop environments, GNOME and KDE. Both enable users to comfortably adjust to a Linux system while maintaining their efficiency and productivity. To explore the desktops in detail, refer to the *KDE User Guide* ([↑KDE User Guide](#)) and the *GNOME User Guide* ([↑GNOME User Guide](#)).

Support for Mobile Users

With the NetworkManager technology fully integrated into SUSE Linux Enterprise Desktop and its two desktop environments, mobile users will enjoy the freedom of easily joining and switching wired and wireless networks.

Seamless Integration into Existing Networks

SUSE Linux Enterprise Desktop was designed to be a versatile network citizen. It cooperates with various different network types:

Pure Linux Networks SUSE Linux Enterprise Desktop is a complete Linux client and supports all the protocols used in traditional Linux and Unix* environments. It integrates well with networks consisting of other SUSE Linux or SUSE Linux Enterprise machines. LDAP, NIS, and local authentication are supported.

Windows Networks SUSE Linux Enterprise Desktop supports Active Directory as an authentication source. It offers you all the advantages of a secure and stable Linux operating system plus convenient interaction with other Windows clients, as well as the means to manipulate your Windows user data from a Linux client. Explore this feature in detail in Chapter 5, *Active Directory Support* (↑*Security Guide*).

Windows and Novell Networks Being backed by Novell and their networking expertise, SUSE Linux Enterprise Desktop naturally offers you support for Novell technologies, like GroupWise, Novell Client for Linux, and iPrint, and it also offers authentication support for Novell eDirectory services.

Application Security with AppArmor

SUSE Linux Enterprise Desktop enables you to secure your applications by enforcing security profiles tailor-made for your applications. To learn more about AppArmor, refer to <http://www.novell.com/documentation/apparmor/>.

Part I. Manual Deployment

Deployment Strategies

There are several different ways to deploy SUSE Linux Enterprise Desktop. Choose from various approaches ranging from a local installation using physical media or a network installation server to a mass deployment using a remote-controlled, highly-customized, and automated installation technique. Select the method that best matches your requirements.

TIP: Using Xen Virtualization with SLED

You may use the Xen virtualization technology to test virtual instances of SUSE Linux Enterprise Desktop prior to rolling it out to real hardware. You could also experiment with basic Windows*-in-SLED setups. For more information about the virtualization technology available with SUSE Linux Enterprise Desktop, refer to *Virtualization with Xen*.

2.1 Deploying up to 10 Workstations

If your deployment of SUSE Linux Enterprise Desktop only involves 1 to 10 workstations, the easiest and least complex way of deploying SUSE Linux Enterprise Desktop is a plain manual installation as featured in Chapter 3, *Installation with YaST* (page 17). Manual installation can be done in several different ways, depending on your requirements:

Installing from the SUSE Linux Enterprise Desktop Media (page 8)

Consider this approach if you want to install a single, disconnected workstation.

Installing from a Network Server Using SLP (page 8)

Consider this approach if you have a single workstation or a small number of workstations and if a network installation server announced via SLP is available.

Installing from a Network Server (page 9)

Consider this approach if you have a single workstation or a small number of workstations and if a network installation server is available.

Table 2.1 *Installing from the SUSE Linux Enterprise Desktop Media*

Installation Source	SUSE Linux Enterprise Desktop media kit
Tasks Requiring Manual Interaction	<ul style="list-style-type: none">• Inserting the installation media• Booting the installation target• Changing media• Determining the YaST installation scope• Configuring the system with YaST system
Remotely Controlled Tasks	None
Details	Installing from the SUSE Linux Enterprise Desktop Media (page 17)

Table 2.2 *Installing from a Network Server Using SLP*

Installation Source	Network installation server holding the SUSE Linux Enterprise Desktop installation media
Tasks Requiring Manual Interaction	<ul style="list-style-type: none">• Inserting the boot disk• Booting installation target• Determining the YaST installation scope• Configuring the system with YaST

Remotely Controlled Tasks	None, but this method can be combined with VNC
Details	Section 3.1.1, “Installing from a Network Server Using SLP” (page 19)

Table 2.3 *Installing from a Network Server*

Installation Source	Network installation server holding the SUSE Linux Enterprise Desktop installation media
Tasks Requiring Manual Interaction	<ul style="list-style-type: none"> • Inserting the boot disk • Providing boot options • Booting the installation target • Determining the YaST installation scope • Configuring the system with YaST
Remotely Controlled Tasks	None, but method can be combined with VNC
Details	Section 3.1.2, “Installing from a Network Source without SLP” (page 19)

2.2 Deploying up to 100 Workstations

With a growing number of workstations to install, you certainly do not want to install and configure each one of them manually. There are many automated or semiautomated approaches as well as several options for performing an installation with minimal to no physical user interaction.

Before considering a fully-automated approach, take into account that the more complex the scenario gets the longer it takes to set up. If a time limit is associated with your deployment, it might be a good idea to select a less complex approach that can be carried out much more quickly. Automation makes sense for huge deployments and those that need to be carried out remotely.

Choose from the following options:

Simple Remote Installation via VNC—Static Network Configuration (page 11)

Consider this approach in a small to medium scenario with a static network setup. A network, network installation server, and VNC viewer application are required.

Simple Remote Installation via VNC—Dynamic Network Configuration (page 11)

Consider this approach in a small to medium scenario with dynamic network setup through DHCP. A network, network installation server, and VNC viewer application are required.

Remote Installation via VNC—PXE Boot and Wake on LAN (page 12)

Consider this approach in a small to medium scenario that needs to be installed via the network and without physical interaction with the installation targets. A network, a network installation server, network boot images, network bootable target hardware, and a VNC viewer application are required.

Simple Remote Installation via SSH—Static Network Configuration (page 12)

Consider this approach in a small to medium scenario with static network setup. A network, network installation server, and SSH client application are required.

Remote Installation via SSH—Dynamic Network Configuration (page 13)

Consider this approach in a small to medium scenario with dynamic network setup through DHCP. A network, network installation server, and SSH client application are required.

Remote Installation via SSH—PXE Boot and Wake on LAN (page 14)

Consider this approach in a small to medium scenario that needs to be installed via the network and without physical interaction with the installation targets. A network, a network installation server, network boot images, network bootable target hardware, and an SSH client application are required.

Simple Mass Installation (page 14)

Consider this approach for large deployments to identical machines. If configured to use network booting, physical interaction with the target systems is not needed at all. A network, a network installation server, a remote controlling application (such as a VNC viewer or an SSH client), and an AutoYaST configuration profile are required. If using network boot, a network boot image and network bootable hardware are required, as well.

Rule-Based Autoinstallation (page 15)

Consider this approach for large deployments to various types of hardware. If configured to use network booting, physical interaction with the target systems is not needed at all. A network, a network installation server, a remote controlling application (such as a VNC viewer or an SSH client), and several AutoYaST configuration profiles as well (as a rule setup for AutoYaST) are required. If using network boot, a network boot image and network bootable hardware are required, as well.

Table 2.4 *Simple Remote Installation via VNC—Static Network Configuration*

Installation Source	Network
Preparations	<ul style="list-style-type: none">• Setting up an installation source• Booting from the installation media
Control and Monitoring	Remote: VNC
Best Suited For	small to medium scenarios with varying hardware
Drawbacks	<ul style="list-style-type: none">• Each machine must be set up individually• Physical access is needed for booting
Details	Section 11.1.1, “Simple Remote Installation via VNC—Static Network Configuration” (page 140)

Table 2.5 *Simple Remote Installation via VNC—Dynamic Network Configuration*

Installation Source	Network
Preparations	<ul style="list-style-type: none">• Setting up the installation source• Booting from the installation media
Control and Monitoring	Remote: VNC

Best Suited For	Small to medium scenarios with varying hardware
Drawbacks	<ul style="list-style-type: none"> • Each machine must be set up individually • Physical access is needed for booting
Details	Section 11.1.2, “Simple Remote Installation via VNC—Dynamic Network Configuration” (page 141)

Table 2.6 *Remote Installation via VNC—PXE Boot and Wake on LAN*

Installation Source	Network
Preparations	<ul style="list-style-type: none"> • Setting up the installation source • Configuring DHCP, TFTP, PXE boot, and WOL • Booting from the network
Control and Monitoring	Remote: VNC
Best Suited For	<ul style="list-style-type: none"> • Small to medium scenarios with varying hardware • Completely remote installs; cross-site deployment
Drawbacks	Each machine must be set up manually
Details	Section 11.1.3, “Remote Installation via VNC—PXE Boot and Wake on LAN” (page 143)

Table 2.7 *Simple Remote Installation via SSH—Static Network Configuration*

Installation Source	Network
Preparations	<ul style="list-style-type: none"> • Setting up the installation source

	<ul style="list-style-type: none"> • Booting from the installation media
Control and Monitoring	Remote: SSH
Best Suited For	<ul style="list-style-type: none"> • Small to medium scenarios with varying hardware • Low bandwidth connections to target
Drawbacks	<ul style="list-style-type: none"> • Each machine must be set up individually • Physical access is needed for booting
Details	Section 11.1.4, “Simple Remote Installation via SSH—Static Network Configuration” (page 144)

Table 2.8 *Remote Installation via SSH—Dynamic Network Configuration*

Installation Source	Network
Preparations	<ul style="list-style-type: none"> • Setting up the installation source • Booting from installation media
Control and Monitoring	Remote: SSH
Best Suited For	<ul style="list-style-type: none"> • Small to medium scenarios with varying hardware • Low bandwidth connections to target
Drawbacks	<ul style="list-style-type: none"> • Each machine must be set up individually • Physical access is needed for booting

Details	Section 11.1.5, “Simple Remote Installation via SSH—Dynamic Network Configuration” (page 145)
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Table 2.9 *Remote Installation via SSH—PXE Boot and Wake on LAN*

Installation Source	Network
Preparations	<ul style="list-style-type: none"> • Setting up the installation source • Configuring DHCP, TFTP, PXE boot, and WOL • Booting from the network
Control and Monitoring	Remote: SSH
Best Suited For	<ul style="list-style-type: none"> • Small to medium scenarios with varying hardware • Completely remote installs; cross-site deployment • Low bandwidth connections to target
Drawbacks	Each machine must be set up individually
Details	Section 11.1.6, “Remote Installation via SSH—PXE Boot and Wake on LAN” (page 146)

Table 2.10 *Simple Mass Installation*

Installation Source	Preferably network
Preparations	<ul style="list-style-type: none"> • Gathering hardware information • Creating AutoYaST profile • Setting up the installation server • Distributing the profile

	<ul style="list-style-type: none"> • Setting up network boot (DHCP, TFTP, PXE, WOL) <p><i>or</i></p> <p>Booting the target from installation media</p>
Control and Monitoring	Local or remote through VNC or SSH
Best Suited For	<ul style="list-style-type: none"> • Large scenarios • Identical hardware • No access to system (network boot)
Drawbacks	Applies only to machines with identical hardware
Details	Section 18.1, “Simple Mass Installation” (page 237)

Table 2.11 *Rule-Based Autoinstallation*

Installation Source	Preferably network
Preparations	<ul style="list-style-type: none"> • Gathering hardware information • Creating AutoYaST profiles • Creating AutoYaST rules • Setting up the installation server • Distributing the profile • Setting up network boot (DHCP, TFTP, PXE, WOL) <p><i>or</i></p> <p>Booting the target from installation media</p>

Control and Monitoring	Local or remote through SSH or VNC
Best Suited For	<ul style="list-style-type: none"> • Varying hardware • Cross-site deployments
Drawbacks	Complex rule setup
Details	Section 18.2, “Rule-Based Autoinstallation” (page 248)

2.3 Deploying More than 100 Workstations

Most of the considerations brought up for medium installation scenarios in Section 2.1, “Deploying up to 10 Workstations” (page 7) still hold true for large scale deployments. However, with a growing number of installation targets, the benefits of a fully automated installation method outweigh its drawbacks.

It pays off to invest a considerable amount of time to create a sophisticated rule and class framework in AutoYaST to match the requirements of a huge deployment site. Not having to touch each target separately can save you a tremendous amount of time depending on the scope of your installation project.

As an alternative, and if user settings should be done during the first bootup, create preload images with kiwi and firstboot. Deploying such images could even be done by a PXE boot server specialized for this task. For more details, see Chapter 14, *KIWI* (page 207), Chapter 18, *Automated Installation* (page 237), and Chapter 17, *Deploying Customized Preinstallations* (page 223).

Installation with YaST

Install your SUSE® Linux Enterprise Desktop system with YaST, the central tool for installation and configuration of your system. YaST guides you through the installation process and the basic configuration of your system. During the installation and configuration process, YaST analyzes both your current system settings and your hardware components and proposes installation settings based on this analysis. By default, YaST displays an overview of all installation steps on the left hand side of the window and provides online help texts for each step. Click *Help* to view the help text.

If you are a first-time user of SUSE Linux Enterprise Desktop, you might want to follow the default YaST proposals in most parts, but you can also adjust the settings as described here to fine-tune your system according to your preferences. Many parts of the basic system configuration, such as user accounts or system language, can also be modified after the installation process.

3.1 Choosing the Installation Method

After having selected the installation medium, determine the suitable installation method and boot option that best matches your needs:

Installing from the SUSE Linux Enterprise Desktop Media

Choose this option if you want to perform a stand-alone installation and do not want to rely on a network to provide the installation data or the boot infrastructure. The installation proceeds exactly as outlined in Section 3.2, “The Installation Workflow” (page 20).

Installing from a Network Server

Choose this option if you have an installation server available in your network or want to use an external server as the source of your installation data. This setup can be configured to boot from physical media (Floppy, CD/DVD, or hard disk) or configured to boot via network using PXE/BOOTP. Refer to Section 3.1.1, “Installing from a Network Server Using SLP” (page 19), Section 3.1.2, “Installing from a Network Source without SLP” (page 19), or Chapter 11, *Remote Installation* (page 139) for details.

SUSE Linux Enterprise Desktop supports several different boot options from which you can choose, depending on the hardware available and on the installation scenario you prefer. Booting from the SUSE Linux Enterprise Desktop media is the most straightforward option, but special requirements might call for special setups:

Table 3.1 *Boot Options*

Boot Option	Description
DVD	This is the easiest boot option. This option can be used if the system has a local DVD-ROM drive that is supported by Linux.
PXE or BOOTP	Booting over the network must be supported by the system's BIOS or firmware, and a boot server must be available in the network. This task can also be handled by another SUSE Linux Enterprise Desktop system. Refer to Chapter 11, <i>Remote Installation</i> (page 139) for more information.
Hard Disk	SUSE Linux Enterprise Desktop installation can also be booted from the hard disk. To do this, copy the kernel (<code>linux</code>) and the installation system (<code>initrd</code>) from the directory <code>/boot/architecture/</code> on the installation media to the hard disk and add an appropriate entry to the existing boot loader of a previous SUSE Linux Enterprise Desktop installation.

TIP: Booting from DVD on UEFI machines

► **amd64 em64t:** DVD1 can be used as a boot medium for machines equipped with UEFI (Unified Extensible Firmware Interface). Refer to your vendor's doc-

umentation for specific information. If booting fails, try to enable CSM (Compatibility Support Module) in your firmware. ◀

3.1.1 Installing from a Network Server Using SLP

If your network setup supports OpenSLP and your network installation source has been configured to announce itself via SLP (described in Section 11.2, “Setting Up the Server Holding the Installation Sources” (page 148)), boot the system, press F4 in the boot screen and select *SLP* from the menu.

The installation program configures the network connection with DHCP and retrieves the location of the network installation source from the OpenSLP server. If the automatic DHCP network configuration fails, you are prompted to enter the appropriate parameters manually. The installation then proceeds as described below with the exception of the network configuration step that is needed prior to adding additional repositories. This step is not needed as the network is already configured and active at this point.

3.1.2 Installing from a Network Source without SLP

If your network setup does not support OpenSLP for the retrieval of network installation sources, boot the system and press F4 in the boot screen to select the desired network protocol (NFS, HTTP, FTP, or SMB/CIFS). Provide the server's address and the path to the installation media.

The installation program automatically configures the network connection with DHCP. If this configuration fails, you are prompted to enter the appropriate parameters manually. The installation retrieves the installation data from the source specified. The installation then proceeds as described below with the exception of the network configuration step needed prior to adding additional repositories. This step is not needed as the network is already configured and active at this point.

3.2 The Installation Workflow

The SUSE Linux Enterprise Desktop installation is split into three main parts: preparation, installation, and configuration. During the preparation phase you configure some basic parameters such as language, time, desktop type, users, passwords, hard disk setup and installation scope. In the non-interactive installation phase the software is installed and the system is prepared for the first boot. Upon finishing the installation the machine reboots into the newly installed system and starts the final system configuration. You can choose whether to do a fully automatic or a manual configuration. In this stage, network and Internet access, as well as hardware components such as printers, are set up.

3.3 System Start-Up for Installation

You can install SUSE Linux Enterprise Desktop from local installation sources, such as the SUSE Linux Enterprise Desktop CDs or DVD, or from network source of an FTP, HTTP, NFS, or SMB server. Any of these approaches requires physical access to the system to install as well as user interaction during the installation. The installation procedure is basically the same regardless of the installation source. Any exceptions are sufficiently highlighted in the following workflow description. For a description on how to perform non-interactive, automated installations, refer to Part III, “Automated Installations” (page 235).

3.4 The Boot Screen

The boot screen displays a number of options for the installation procedure. *Boot from Hard Disk* boots the installed system and is selected by default, because the CD is often left in the drive. Select one of the other options with the arrow keys and press Enter to boot it. The relevant options are:

Installation

The normal installation mode. All modern hardware functions are enabled. In case the installation fails, see *F5Kernel* (page 23) for boot options that disable potentially problematic functions.

Repair Installed System

Boots into the graphical repair system. More information on repairing an installed system is available in Section “Recovering a Corrupted System” (Chapter 29, *Common Problems and Their Solutions*, ↑*Administration Guide*).

Rescue System

Starts a minimal Linux system without a graphical user interface. For more information, see Section “Using the Rescue System” (Chapter 29, *Common Problems and Their Solutions*, ↑*Administration Guide*).

Check Installation Media

This option is only available when you install from media created from downloaded ISOs. In this case it is recommended to check the integrity of the installation medium. This option starts the installation system before automatically checking the media. In case the check was successful, the normal installation routine starts. If a corrupt media is detected, the installation routine aborts.

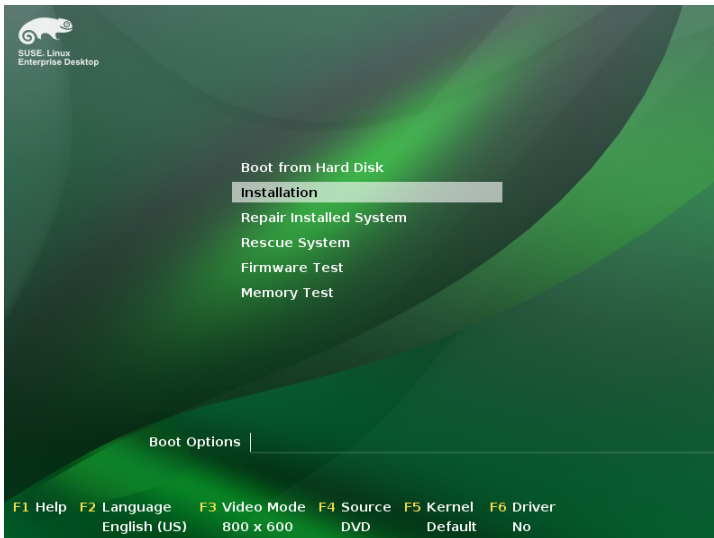
Firmware Test

Starts a BIOS checker that validates ACPI and other parts of your BIOS.

Memory Test

Tests your system RAM using repeated read and write cycles. Terminate the test by rebooting. For more information, see Section “Fails to Boot” (Chapter 29, *Common Problems and Their Solutions*, ↑*Administration Guide*).

Figure 3.1 *The Boot Screen*



Use the function keys indicated in the bar at the bottom of the screen to change the language, screen resolution, installation source or to add an additional driver from your hardware vendor:

F1*Help*

Get context-sensitive help for the active element of the boot screen. Use the arrow keys to navigate, Enter to follow a link, and Esc to leave the help screen.

F2*Language*

Select the display language and a corresponding keyboard layout for the installation. The default language is English (US).

F3*Video Mode*

Select various graphical display modes for the installation. Select *Text Mode* if the graphical installation causes problems.

F4*Source*

Normally, the installation is performed from the inserted installation medium. Here, select other sources, like FTP or NFS servers. If the installation is deployed on a network with an SLP server, select an installation source available on the server

with this option. Find information about SLP in Chapter 22, *SLP Services in the Network* (↑*Administration Guide*).

F5Kernel

If you encounter problems with the regular installation, this menu offers to disable a few potentially problematic functions. If your hardware does not support ACPI (advanced configuration and power interface) select *No ACPI* to install without ACPI support. *No local APIC* disables support for APIC (Advanced Programmable Interrupt Controllers) which may cause problems with some hardware. *Safe Settings* boots the system with the DMA mode (for CD/DVD-ROM drives) and power management functions disabled.

If you are not sure, try the following options first: *Installation—ACPI Disabled* or *Installation—Safe Settings*. Experts can also use the command line (*Boot Options*) to enter or change kernel parameters.

F6Driver

Press this key to notify the system that you have an optional driver update for SUSE Linux Enterprise Desktop. With *File* or *URL*, load drivers directly before the installation starts. If you select *Yes*, you are prompted to insert the update disk at the appropriate point in the installation process.

TIP: Using IPv6 during the Installation

By default you can only assign IPv4 network addresses to your machine. To enable IPv6 during installation, enter one of the following parameters at the bootprompt: `ipv6=1` (accept IPv4 and IPv6) or `ipv6only=1` (accept IPv6 only).

After starting the installation, SUSE Linux Enterprise Desktop loads and configures a minimal Linux system to run the installation procedure. To view the boot messages and copyright notices during this process, press Esc. On completion of this process, the YaST installation program starts and displays the graphical installer.

TIP: Installation without a Mouse

If the installer does not detect your mouse correctly, use Tab for navigation, arrow keys to scroll, and Enter to confirm a selection. Various buttons or selection fields contain a letter with an underscore. Use Alt + Letter to select a button or a selection directly instead of navigating there with the Tab button.

3.4.1 Providing Data to Access an SMT Server

By default, updates for SUSE Linux Enterprise Desktop are delivered by the Novell Customer Center. If your network provides a so called SMT server to provide a local update source, you need to equip the client with the server's URL. Client and server communicate solely via HTTPS protocol, therefore you also need to enter a path to the server's certificate if the certificate was not issued by a certificate authority. This information can either be entered at the boot prompt (as described here) or during the registration process as described in Section “Local Registration Server” (page 44).

smturl

URL of the SMT server. This URL has a fixed format

`https://FQN/center/regsvc/` *FQN* has to be a fully qualified hostname of the SMT server. Example:

```
smturl=https://smt.example.com/center/regsvc/
```

smtcert

Location of the SMT server's certificate. Specify one of the following locations:

URL

Remote location (http, https or ftp) from which the certificate can be downloaded. Example:

```
smtcert=http://smt.example.com/smt-ca.crt
```

Floppy

Specifies a location on a floppy. The floppy has to be inserted at boot time, as you will not be prompted to insert it if it is missing. The value has to start with the string `floppy` followed by the path to the certificate. Example:

```
smtcert=floppy/smt/smt-ca.crt
```

local path

Absolute path to the certificate on the local machine. Example:

```
smtcert=/data/inst/smt/smt-ca.cert
```

Interactive

Use `ask` to open a pop-up menu during the installation where you can specify the path to the certificate. Do not use this option with AutoYaST. Example

```
smtcert=ask
```

Deactivate certificate installation

Use `done` if either the certificate will be installed by an add-on product, or if you are using a certificate issued by an official certificate authority. Example:

```
smtcert=done
```

WARNING: Beware of typing errors

Make sure the values you enter are correct. If `smturl` has not been specified correctly, the registration of the update source will fail. If a wrong value for `smtcert` has been entered, you will be prompted for a local path to the certificate.

In case `smtcert` is not specified, it will default to `http://FQN/smt.crt` with `FQN` being the name of the SMT server.

3.4.2 Configuring an Alternative Data Server for supportconfig

The data that `supportconfig` (see Chapter 2, *Gathering System Information for Support (Administration Guide)* for more information) gathers is sent to the Novell Customer Center by default. It is also possible to set up a local server to collect this data. If such a server is available on your network, you need to set the server's URL on the client. This information has to be entered at the boot prompt.

`supporturl`

URL of the server. The URL has the format `http://FQN/Path/`. `FQN` has to be full qualified hostname of the server, `Path` has to be replaced with the location on the server. Example:

```
supporturl=http://support.example.com/supportconfig/data/
```

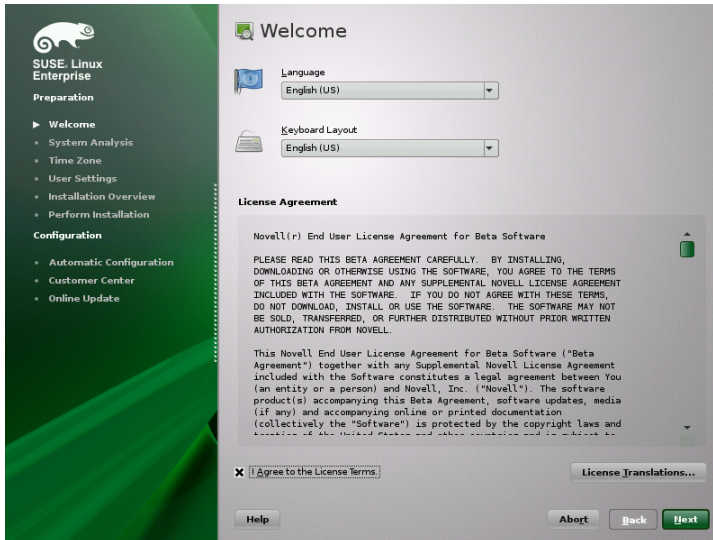
3.5 Welcome

Start the installation of SUSE Linux Enterprise Desktop by choosing your language. Changing the language will automatically preselect a corresponding keyboard layout.

Override this proposal by selecting a different keyboard layout from the drop-down menu. The language selected here is also used to assume a time zone for the system clock. This setting—along with the selection of secondary languages to install on your system—can be modified later in the *Installation Summary*, described in Section 3.10, “Installation Settings” (page 35). For information about language settings in the installed system, see Chapter 10, *Changing Language and Country Settings with YaST* (page 131).

Read the license agreement that is displayed beneath the language and keyboard selection thoroughly. Use *License Translations...* to access translations. If you agree to the terms, check *I Agree to the License Terms* and click *Next* to proceed with the installation. If you do not agree to the license agreement, you cannot install SUSE Linux Enterprise Desktop; click *Abort* to terminate the installation.

Figure 3.2 *Welcome*



3.6 Media Check

The media check dialog only appears if you install from media created from downloaded ISOs. If you install from the original media kit, the dialog is skipped.

The media check examines the integrity of a medium. To start it, select the drive that contains the installation medium and click *Start Check*. The check can take some time.

To test multiple media, wait until a result message appears in the dialog before changing the medium. If the last medium checked is not the one you started the installation with, YaST prompts for the appropriate medium before continuing with the installation.

If using ISO images (for example, for installing add-on products), click *Check ISO File* and choose the image via the file dialog.

WARNING: Failure of Media Check

If the media check fails, your medium is damaged. Do not continue the installation because installation may fail or you may lose your data. Replace the broken medium and restart the installation process.

If the media check turns out positive, click *Next* to continue the installation.

3.7 Installation Mode

After a system analysis (where YaST probes for storage devices and tries to find other installed systems on your machine) the available installation modes are displayed.

New installation

Select this option to start a new installation from scratch.

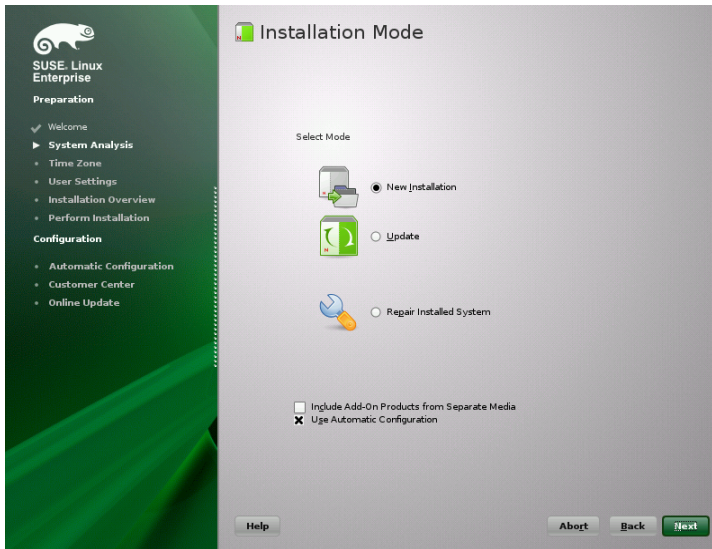
Update

Select this option to update an existing installation to a newer version. For more information about system update, see Chapter 4, *Updating SUSE Linux Enterprise* (page 49).

Repair Installed System

Choose this option to repair a damaged system that is already installed. More information is available in Section “Recovering a Corrupted System” (Chapter 29, *Common Problems and Their Solutions*, ↑*Administration Guide*).

Figure 3.3 *Installation Mode*



By default, the automatic configuration is used when performing a new installation. In this mode the system automatically configures your hardware and the network, so the installation is performed with minimal user interaction. If necessary, you can change every configuration that is set up later in the installed system using YaST. In repair mode the automatic configuration attempts to fix errors automatically. Uncheck *Use Automatic Configuration* if you prefer a manual configuration during the installation or to start the system's repair-process in expert mode.

Check *Include Add-On Products from Separate Media* to include add-on products during the installation. An add-on product can include extensions, third-party products and drivers or additional software for your system.

TIP: Installing Product Patches from an SMT Server on Installation

In case your organization provides the update channel for SUSE Linux Enterprise Desktop via an SMT server, it is possible to specify this channel as an Add-On product by entering its HTTP address. As a consequence, the system will be installed with the most current packages without having to apply the updates at the end of the installation.

Click *Next* to proceed. If you selected to include an add-on product, proceed with Section 3.7.1, “Add-On Products” (page 29), otherwise skip the next section and advance to Section 3.8, “Clock and Time Zone” (page 30).

3.7.1 Add-On Products

Add-on products can be installed either from a local source (CD, DVD, or directory) or from a network source (HTTP, FTP, NFS, CIFS,...). When installing from a network source, you need to configure the network first (unless you are performing a network installation—in this case the existing network configuration is used). Choose *Yes, Run the Network Setup* and proceed as described in Section “Network Setup” (page 29). If the add-on product is available locally, select *No, Skip the Network Setup*.

Click *Next* and specify the product source. Source types available are *CD, DVD, Hard Disk, USB Mass Storage, a Local Directory* or a *Local ISO Image* (if no network was configured). If the add-on product is available on removable media, the system automatically mounts the media and reads its contents. If the add-on product is available on hard disk, choose *Hard Disk* to install from an unmounted hard drive, or *Local Directory/Local ISO Image* to install from the local file system. Add-on products may be delivered as a repository or as a set of rpm files. In the latter case, check *Plain RPM Directory*. Whenever a network is available, you can choose from additional remote sources such as HTTP, SLP, FTP, etc. It is also possible to specify a URL directly.

Check *Download Repository Description Files* to download the files describing the repository now. If unchecked, they will be downloaded once the installation starts. Proceed with *Next* and insert a CD or DVD if required. Depending on the product's content it may be necessary to accept additional license agreements.

It is also possible to configure add-on products later. Using add-on products on the installed system is described in Chapter 7, *Installing Add-On Products* (page 107).

Network Setup

When invoking the network setup, YaST scans for available network cards. If more than one network card is found, you must choose the card to configure from the list.

If an ethernet network adapter is not already connected, a warning will open. Make sure the network cable is plugged in and choose *Yes, Use It*. If your network is equipped with a DHCP server, choose *Automatic Address Setup (via DHCP)*. To manually set

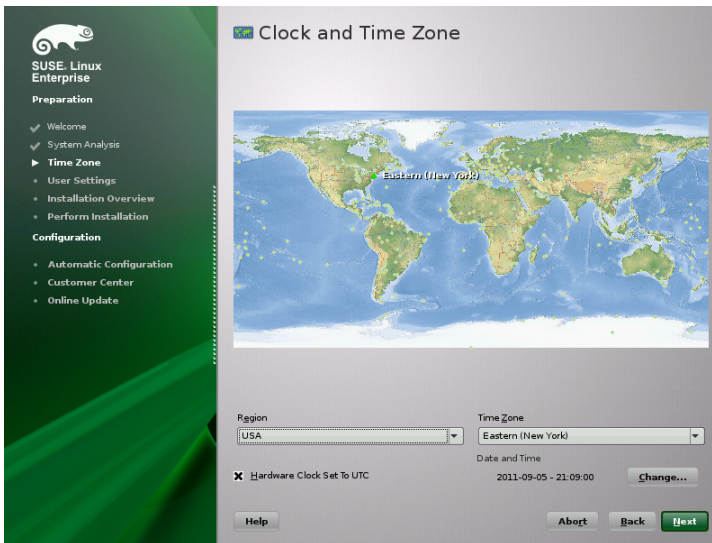
up the network choose *Static Address Setup* and specify *IP Address*, *Netmask*, *Default Gateway IP*, and the *DNS Server IP*.

Some networks require the use of a proxy server to access the Internet. Tick the check box *Use Proxy for Accessing the Internet* and enter the appropriate specifications. Click *Accept* to perform the network setup. The installation procedure will continue with the add-on products or repositories setup as described in Section 3.7.1, “Add-On Products” (page 29).

3.8 Clock and Time Zone

In this dialog, select your region and time zone. Both are preselected according to the selected installation language. To change the preselected values, either use the map or the drop down lists for *Region* and *Time Zone*. When using the map, point the cursor at the rough direction of your region and left-click to zoom. Now choose your country or region by left-clicking. Right-click to return to the world map.

Figure 3.4 *Clock and Time Zone*



To set up the clock, choose whether the *Hardware Clock is Set to UTC*. If you run another operating system on your machine, such as Microsoft Windows, it is likely your

system uses local time instead. If you only run Linux on your machine, set the hardware clock to UTC and have the switch from standard time to daylight saving time performed automatically.

If a network is already configured, you can configure time synchronization with an NTP server. Click *Change* to either alter the NTP settings or to *Manually* set the time. See Chapter 23, *Time Synchronization with NTP* (↑*Administration Guide*) for more information on configuring the NTP service. When finished, click *Accept* to continue the installation.

3.9 Create New User

Create a local user in this step. Administrating local users is a suitable option for stand-alone workstations. If setting up a client on a network with centralized user authentication, click *Change* and proceed with the Section 3.9.1, “Expert Settings” (page 33).

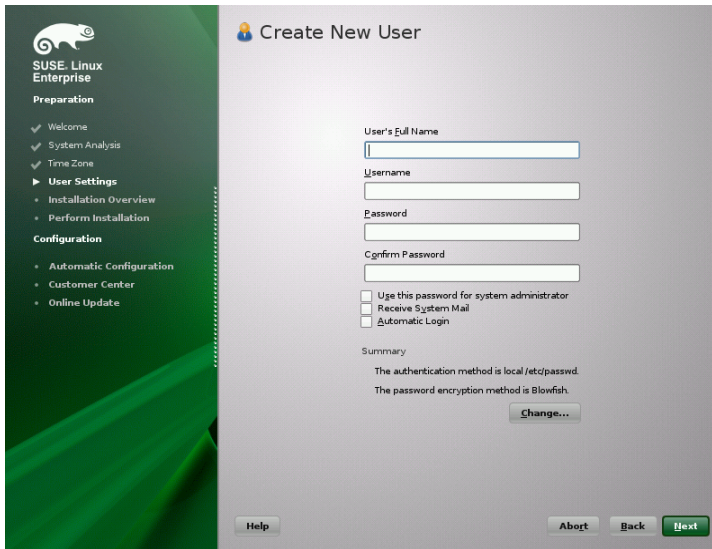
After entering the first name and last name, either accept the proposal or specify a new *Username* that will be used to log in. Finally, enter a password for the user. Reenter it for confirmation (to ensure that you did not type something else by mistake). To provide effective security, a password should be between five and eight characters long. The maximum length for a password is 72 characters. However, if no special security modules are loaded, only the first eight characters are used to discern the password. Passwords are case-sensitive. Special characters (7-bit ASCII) and the digits 0 to 9 are allowed. Other special characters like umlauts or accented characters are not allowed.

Passwords you enter are checked for weakness. When entering a password that is easy to guess (such as a dictionary word or a name) you will see a warning. It is a good security practice to use strong passwords.

IMPORTANT: Username and Password

Remember both your username and the password because they are needed each time you log in to the system.

Figure 3.5 *Create New User*



Three additional options are available:

Use this Password for the System Administrator

If checked, the same password you have entered for the user will be used for the system administrator `root`. This option is suitable for stand-alone workstations or machines in a home network that are administrated by a single user. When not checked, you are prompted for a system administrator password in the next step of the installation workflow (see Section 3.9.2, “Password for the System Administrator `root`” (page 34)).

Receive System Mail

Checking this box sends messages created by the system services to the user. These are usually only sent to `root`, the system administrator. This option is useful for the most frequently used account, because it is highly recommended to log in as `root` only in special cases.

The mails sent by system services are stored in the local mailbox `/var/spool/mail/username`, where `username` is the login name of the selected user. To read e-mails after installation, you can use any e-mail client, for example KMail or Evolution.

Automatic Login

This option automatically logs the current user in to the system when it starts. This is mainly useful if the computer is operated by only one user.

WARNING: Automatic Login

With the automatic login enabled, the system boots straight into your desktop with no authentication at all. If you store sensitive data on your system, you should not enable this option as long as the computer can also be accessed by others.

3.9.1 Expert Settings

Click *Change* in the Create User dialog to set up network authentication or, if present, import users from a previous installation. Also change the password encryption type in this dialog.

You can also add additional user accounts or change the user authentication method in the installed system. For detailed information about user management, see Chapter 9, *Managing Users with YaST* (page 115).

The default authentication method is *Local (/etc/passwd)*. If a former version of SUSE Linux Enterprise Desktop or another system using */etc/passwd* is detected, you may import local users. To do so, check *Read User Data from a Previous Installation* and click *Choose*. In the next dialog, select the users to import and finish with *OK*.

Access to the following network authentication services can be configured:

LDAP

Users are administered centrally on an LDAP server for all systems in the network. More information is available in Section “Configuring an LDAP Client with YaST” (Chapter 4, *LDAP—A Directory Service*, ↑*Security Guide*).

NIS

Users are administered centrally on an NIS server for all systems in the network. See Section “Configuring NIS Clients” (Chapter 3, *Using NIS*, ↑*Security Guide*) for more information.

Windows Domain

SMB authentication is often used in mixed Linux and Windows networks. and Section “Configuring a Linux Client for Active Directory” (Chapter 5, *Active Directory Support*, ↑*Security Guide*).

eDirectory LDAP

eDirectory authentication is used in Novell networks.

Along with user administration via *LDAP* and *NIS*, you can use Kerberos authentication. To use it, select *Set Up Kerberos Authentication*. For more information on Kerberos, refer to Chapter 6, *Network Authentication with Kerberos* (↑*Security Guide*).

3.9.2 Password for the System Administrator `root`

If you have not chosen *Use this Password for the System Administrator* in the previous step, you will be prompted to enter a Password for the System Administrator `root`. Otherwise this configuration step is skipped.

`root` is the name of the superuser, or the administrator of the system. Unlike regular users (who may or may not have permission to access certain areas or execute certain commands on the system), `root` has unlimited access to change the system configuration, install programs, and set up new hardware. If users forget their passwords or have other problems with the system, `root` can help. The `root` account should only be used for system administration, maintenance, and repair. Logging in as `root` for daily work is rather risky: a single mistake could lead to irretrievable loss of system files.

For verification purposes, the password for `root` must be entered twice. Do not forget the `root` password. Once entered, this password cannot be retrieved.

The `root` can be changed any time later in the installed system. To do so run YaST and start *Security and Users > User and Group Management*.

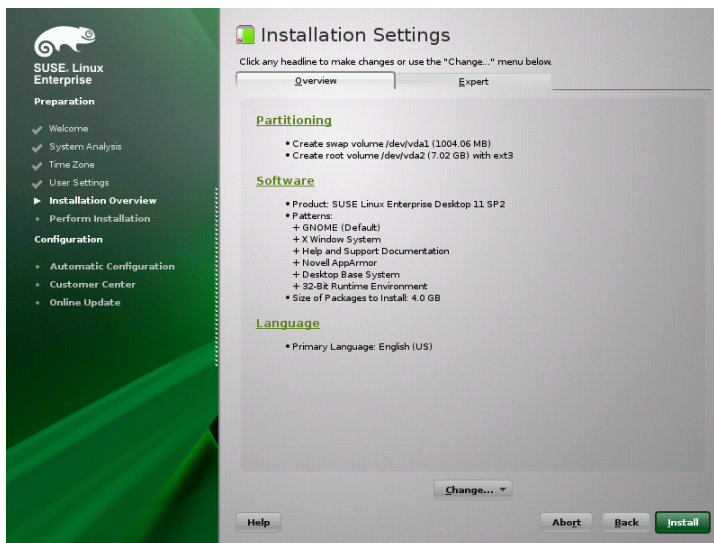
WARNING: The root User

The user `root` has all the permissions needed to make changes to the system. To carry out such tasks, the `root` password is required. You cannot carry out any administrative tasks without this password.

3.10 Installation Settings

On the last step before the real installation takes place, you can alter installation settings suggested by YaST and also review the settings you made so far. Basic settings can be changed in the *Overview* tab, advanced options are available on the *Experts* tab. To modify the suggestions, either click *Change* and select the category to change or click on one of the headlines. After configuring any of the items presented in these dialogs, you are always returned to the Installation Settings window, which is updated accordingly.

Figure 3.6 *Installation Settings*



TIP: Restoring the Default Settings

You can reset all changes to the defaults by clicking *Change > Reset to Defaults*. YaST then shows the original proposal again.

3.10.1 *Partitioning* (Overview)

Review and, if necessary, change the partition setup proposed by the system. Changing the partition setup either lets you partition a specific disk or, when choosing *Custom Partitioning*, apply your own partitioning scheme. Modifying the partition setup opens the Expert Partitioner described in Section 12.1, “Using the YaST Partitioner” (page 175).

3.10.2 *Booting* (Expert)

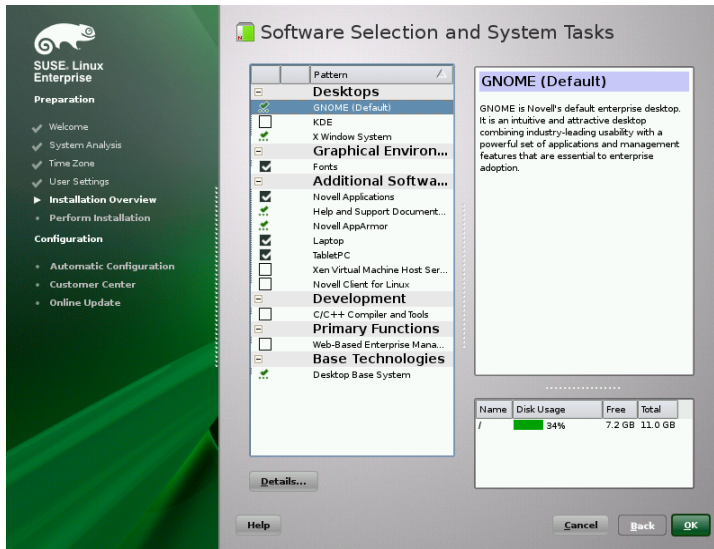
YaST proposes a boot configuration for your system. Other operating systems found on your computer, such as Microsoft Windows or other Linux installations, will automatically be detected and added to the boot loader. However, SUSE Linux Enterprise Desktop will be booted by default. Normally, you can leave these settings unchanged. If you need a custom setup, modify the proposal for your system. For information, see Section “Configuring the Boot Loader with YaST” (Chapter 11, *The Boot Loader GRUB*, ↑*Administration Guide*).

3.10.3 *Software* (Overview)

SUSE Linux Enterprise Desktop contains a number of software patterns for various application purposes. Click *Software* to start the pattern selection and modify the installation scope according to your needs. Select your pattern from the list and see a pattern description in the right part of the window. Each pattern contains a number of software packages needed for specific functions (e.g. Multimedia or Office software). For a more detailed selection based on software packages to install, select *Details* to switch to the YaST Software Manager.

You can also install additional software packages or remove software packages from your system at any later time with the YaST Software Manager. For more information, refer to Chapter 6, *Installing or Removing Software* (page 83).

Figure 3.7 *Software Selection and System Tasks*



3.10.4 *Language* (Overview)

Here you can change the system *Language* you defined in the first step of the installation. It is also possible to add additional languages. To adjust the system language settings, select *Language*. Select a language from the list. The primary language is used as the system language. You can also adapt keyboard layout and time zone to the primary language if the current settings differ. *Details* lets you modify language settings for the user `root`, set UTF-8 support, or further specify the language (e.g. select South African English).

Choose secondary languages to be able to switch to one of these languages at any time without having to install additional packages. For more information, see Chapter 10, *Changing Language and Country Settings with YaST* (page 131).

3.10.5 *Add-On Products* (Expert)

If you added a source for an add-on media earlier, it appears here. Add, remove, or modify add-on products here, if needed. This is the same configuration dialog as discussed earlier in Section 3.7.1, “Add-On Products” (page 29).

3.10.6 *Keyboard Layout* (Expert)

To change the keyboard layout, select *Keyboard Layout*. By default, the layout corresponds to the language chosen for installation. Select the keyboard layout from the list. Use the *Test* field at the bottom of the dialog to check if you can enter special characters of that layout correctly. Options to fine-tune various settings are available under *Expert Mode*. When finished, click *Accept* to return to the installation summary.

3.10.7 *Time Zone* (Expert)

Adjust time zone and clock settings here. Provided a network is configured, you can also set up a Network Time Protocol (NTP) client that automatically synchronizes your computer with a time server. This is the same configuration as shown earlier in Section 3.8, “Clock and Time Zone” (page 30).

3.10.8 *Default Runlevel* (Expert)

SUSE Linux Enterprise Desktop can boot to different runlevels. Normally, there should be no need to change anything here, but if necessary set the default runlevel with this dialog. Refer to Section “Configuring System Services (Runlevel) with YaST” (Chapter 10, *Booting and Configuring a Linux System*, ↑*Administration Guide*) for more information about runlevel configuration.

3.10.9 *System* (Expert)

This dialog presents all the hardware information YaST could obtain about your computer. When called, the hardware detection routine is started. Depending on your system, this may take some time. Select any item in the list and click *Details* to see detailed information about the selected item. Use *Save to File* to save a detailed list to either the

local file system or a floppy. Advanced users can also change the PCI ID setup and Kernel Settings by choosing *Kernel Settings*.

3.11 Performing the Installation

After configuring all installation settings, click *Install* in the Installation Settings window to start the installation. Some software may require a license confirmation. If your software selection includes such software, license confirmation dialogs are displayed. Click *Accept* to install the software package. When not agreeing to the license, click *I Disagree* and the software package will not be installed. In the dialog that follows, confirm with *Install* again.

The installation usually takes between 15 and 30 minutes, depending on the system performance and the selected software scope. After having prepared the hard disk and having saved and restored the user settings, the software installation starts. During this procedure a slide show introduces the features of SUSE Linux Enterprise Desktop. Choose *Details* to switch to the installation log.

After the software installation has completed, the basic system is set up. Among others, “Finishing the Basic Installation” includes installing the boot manager, initializing fonts and more. Next YaST boots into the new Linux system to start the system configuration.

TIP: Existing SSH Host Keys

If you install SUSE Linux Enterprise Desktop on a machine with existing Linux installations, the installation routine automatically imports the SSH host key with the most recent access time from an existing installation.

3.12 Configuration of the Installed System

The system is now installed, but not yet configured for use. The hardware, the network and other services are not yet set up. If you follow the default installation path, the system will be automatically configured. If you have deselected the *Automatic Configuration*, the manual system configuration starts.

3.12.1 Automatic System Configuration

Having rebooted, the system starts the Automatic Configuration. This routine attempts to configure your network and Internet access and sets up your hardware. This process does not need any interaction. You can change the settings made by Automatic Configuration at any time on the installed system with YaST. Continue with Section “Novell Customer Center Configuration” (page 43).

3.12.2 Manual System Configuration

Having rebooted, the system starts the manual configuration. If the configuration fails at one of the steps of this stage, it restarts and continues from the last successful step.

Hostname and Domain Name

The hostname is the computer's name in the network. The domain name is the name of the network. A hostname and domain are proposed by default. If your system is part of a network, the hostname has to be unique in this network, whereas the domain name has to be common to all hosts on the network.

In many networks, the system receives its name over DHCP. In this case it is not necessary to modify the proposed hostname and domain name. Select *Change Hostname via DHCP* instead. To be able to access your system using this hostname, even when it is not connected to the network, select *Assign Hostname to Loopback IP*. Do not enable this option when your machine provides network services. If you often change networks without restarting the desktop environment (e.g. when switching between different WLANs), do not enable this option either, because the desktop system may get confused when the hostname in `/etc/hosts` changes.

To change hostname settings at any time after installation, use YaST *Network Devices > Network Settings*. For more information, see Section “Configuring the Network Card with YaST” (Chapter 21, *Basic Networking*, ↑*Administration Guide*).

Network Configuration

If you are installing SUSE Linux Enterprise Desktop on a laptop computer, *Interfaces Controlled by NetworkManager* is enabled. NetworkManager is a tool that enables au-

tomatic connection with minimal user intervention. It is ideal for WLAN and mobile computing. If you want to use the traditional method without NetworkManager, click *Disable NetworkManager*. Find detailed information about NetworkManager in Chapter 24, *Using NetworkManager* (↑*Administration Guide*). If you are installing SUSE Linux Enterprise Desktop on any other type of machine, the traditional method without NetworkManager is selected by default. This configuration step also lets you configure the network devices of your system and make security settings, for example, for a firewall or proxy.

The network can also be configured after the system installation has been completed. If you skip it now, your system is left offline unable to retrieve any available updates. To configure your network connection later, select *Skip Configuration* and click *Next*.

The following network settings can be configured in this step:

General Network Settings

Enable or disable the use of NetworkManager as described above. Also change the IPv6 support here. By default the IPv6 support is enabled. To disable it, click *Disable IPv6*. For more information about IPv6, see Section “IPv6—The Next Generation Internet” (Chapter 21, *Basic Networking*, ↑*Administration Guide*).

Firewall

By default SuSEFirewall2 is enabled on all configured network interfaces. To globally disable the firewall for this computer, click on *Disable*. If the firewall is enabled, you may *Open* the SSH port in order to allow remote connections via secure shell. To open the detailed firewall configuration dialog, click on *Firewall*. See Section “Configuring the Firewall with YaST” (Chapter 15, *Masquerading and Firewalls*, ↑*Security Guide*) for detailed information.

Network Interfaces

All network cards detected by YaST are listed here. If you have already set up a network connection during the installation (as described in Section “Network Setup” (page 29)) the card used for this connection is listed as *Configured*. A click on *Network Interfaces* opens the *Network Settings* dialog, where you can change existing configurations, set up network cards not configured yet, or add and configure additional cards. See Section 8.2, “Internet Connection Via Network” (page 114) for checklists of configuration requirements for the various connection types and Section “Configuring the Network Card with YaST” (Chapter 21, *Basic Networking*, ↑*Administration Guide*) for configuration details.

DSL Connections, ISDN Adapters, and Modems

If your computer is equipped with an internal DSL modem, an internal ADSL Fritz Card, an ISDN card or a modem, clicking on the respective headline opens the configuration dialog. Refer to Chapter 8, *Accessing the Internet* (page 111) for further information.

VNC Remote Administration

To enable remote administration of your machine via VNC, click *VNC Remote Administration*. Choose *Allow Remote Administration* in the following dialog and adjust your firewall settings accordingly.

Proxy

If you have a proxy server controlling the Internet access in your network, configure the proxy URLs and authentication details in this dialog.

TIP: Resetting the Network Configuration to the Default Values

Reset the network settings to the original proposed values by clicking *Change > Reset to Defaults*. This discards any changes made.

Test Internet Connection

After having configured a network connection, you can test it. For this purpose, YaST establishes a connection to the SUSE Linux Enterprise Desktop server and downloads the latest release notes. Read them at the end of the installation process. A successful test is also a prerequisite for the automatic addition of the default repositories and for updating online.

If you have multiple network interfaces, verify that the desired card is used to connect to the Internet. If not, click *Change Device*.

To start the test, select *Yes, Test Connection to the Internet* and click *Next*. In the following dialog, view the progress of the test and the results. Detailed information about the test process is available via *View Logs*. If the test fails, click *Back* to return to the network configuration to correct your entries.

Proceed with *Next*. If the test was successful, the official software repositories for SUSE Linux Enterprise Desktop and the update repository will be configured. Downloading the repository data for the first time may take some time.

If you do not want to test the connection at this point, select *No, Skip This Test* then *Next*. This also skips downloading the release notes, configuring the customer center and updating online. These steps can be performed any time after the system has been initially configured.

Novell Customer Center Configuration

To get technical support and product updates, you need to register and activate your product with the Novell Customer Center. The *Novell Customer Center Configuration* provides assistance for doing so. Find detailed information about Novell Customer Center at <http://www.novell.com/documentation/ncc/>.

If you are offline or want to skip this step, select *Configure Later*. This also skips SUSE Linux Enterprise Desktop's online update.

In *Include for Convenience*, select whether to send unsolicited additional information, such as your *Hardware Profile* or *Optional Information* when registering. This simplifies the registration process. Click on *Details* to get in-depth information about how the data will be collected. In order to obtain information about which data will be sent for your specific product, the Novell server will be connected. Upon this initial connect no data other than the ID of your product will be sent to the Novell servers.

In order to become entitled for support, make sure to check *Registration Code*. You will be prompted to enter the code when proceeding with *Next*. Find more information about the technical support at http://www.novell.com/products/desktop/services_support.html.

NOTE: Data Privacy

No information is passed to anyone outside Novell. The data is used for statistical purposes and to enhance your convenience regarding driver support and your Web account. Find a link to the detailed privacy policy by clicking on *Details*. View the information transmitted in the log file at `/root/.suse_register.log`.

Apart from activating and registering your product, this module also adds the official update repositories to your configuration. These repositories provide fixes for known bugs or security issues which can be installed via an online update.

To keep your repositories valid, select *Regularly Synchronize with Customer Center*. This option checks your repositories and adds newly available catalogs or removes obsolete ones. It does not affect manually-added repositories.

In addition to the update repositories, two more catalogs with official drivers for ATI and NVidia graphics cards are added. SUSE Linux Enterprise Desktop ships with open source drivers for these cards, but the official drivers, provided directly by the graphics cards manufacturers, offer additional functionality. In order to add these repositories, you need to import their public GnuPG keys—these keys are used to ensure the repositories is provided by the owner of the catalog. Click *Trust Key* and then *Import* to add the catalog. Click *Skip package* and then *Abort* to prevent this specific repository from being added to your configuration.

Proceed with *Next*. A connection with the Novell server is established. Follow the on-screen instructions to finish the registration.

Local Registration Server

If your organization provides a local registration server instead of using the Novell Customer Center, you need to specify the server's URL. Client and server communicate solely via HTTPS protocol, therefore you also need to enter a path to the server's certificate if the certificate was not issued by a certificate authority. Open the dialog with *Advanced > Local Registration Server*

Registration Server

URL of the registration server. The URL has a fixed format

`https://FQN/center/regsvc/` *FQN* has to be full qualified hostname of the registration server. Example:

`https://smt.example.com/center/regsvc/`

Server CA certificate location

Location of the registration server's certificate. Specify one of the following locations:

URL

Remote location (http, https or ftp) from which the certificate can be downloaded. Example:

`http://smt.example.com/smt-ca.crt`

Floppy

Specifies a location on a floppy. The floppy has to be inserted before proceeding. The value has to start with the string `floppy` followed by the path to the certificate. Example:

```
floppy/smt/smt-ca.crt
```

local path

Absolute path to the certificate on the local machine. Example:

```
/data/inst/smt/smt-ca.crt
```

Interactive

Use `ask` to open a pop-up menu where you can specify the path to the certificate. Do not use this option with AutoYaST. Example

```
ask
```

Deactivate certificate installation

Use `done` if either the certificate will be installed by an add-on product, or if you are using a certificate issued by an official certificate authority. Example:

```
done
```

Online Update

If an Internet connection has been established, and updates are available, select whether to perform a YaST online update. If there are any patched packages available on the servers, download and install them now to fix known bugs or security issues. For detailed instructions see Chapter 1, *YaST Online Update* (↑*Administration Guide*). Directives on how to perform an online update in the installed system are available at Section 6.5, “Keeping the System Up-to-date” (page 102) or Chapter 1, *YaST Online Update* (↑*Administration Guide*). This step is skipped if no updates are available or no Internet connection has been established. Patches fixing security issues and recommended patches applying to your installation are automatically preselected. Click *Accept* to install them and *Next* to proceed with the system configuration.

IMPORTANT: Downloading Software Updates

The download of updates might take quite some time, depending on the bandwidth of the Internet connection and the size of the update files. In case the patch system itself is updated, the online update will restart and download

more patches after the restart. If the kernel was updated, the system will reboot before completing the configuration.

New Local User

If no local user was created in step one, you can create one in this dialog. To create more users, manage groups, modify defaults for new users and set up network authentication, launch *User Management*. Refer to Chapter 9, *Managing Users with YaST* (page 115) for more information about user management. To skip this step, click *Next* without entering any data.

Release Notes

After completing the user authentication setup, YaST displays the release notes. Reading them is recommended, because they contain important up-to-date information which was not available when the manuals were printed. If you successfully tested the Internet connection, read the most recent version of the release notes, as fetched from SUSE Linux Enterprise Desktop's servers. Use *Miscellaneous > Release Notes* in YaST or start the SUSE Help Center to view the release notes after installation.

Hardware Configuration

At the end of the installation, YaST opens a dialog for the configuration of *Graphics Cards Printer Sound* and TV Card. Click the individual components to start the hardware configuration. For the most part, YaST detects and configures the devices automatically.

You can skip any peripheral devices and configure them later, as described in Chapter 5, *Setting Up Hardware Components with YaST* (page 65). To skip the configuration, select *Skip Configuration* and click *Next*.

However, when setting up a desktop system you should configure the graphics card right away. Although the display settings as configured by YaST should be generally acceptable, most users have very strong preferences as far as resolution, color depth, and other graphics features are concerned. To change these settings, select the respective item and set the values as desired.

TIP: Resetting Hardware Configuration to the Default Values

You can cancel any changes to the hardware configuration by clicking *Change* > *Reset to Defaults*. YaST then shows the original proposal again.

Installation Completed

After a successful installation, YaST shows the Installation Completed dialog. In this dialog, select whether to clone your newly installed system for AutoYaST. To clone your system, select *Clone This System for AutoYaST*. The profile of the current system is stored in `/root/autoyast.xml`.

AutoYaST is a system for installing one or more SUSE Linux Enterprise Desktop systems automatically without user intervention. AutoYaST installations are performed using a control file with installation and configuration data. Finish the installation of SUSE Linux Enterprise Desktop with *Finish* in the final dialog.

3.13 Graphical Login

SUSE Linux Enterprise Desktop is now fully installed and configured. Unless you enabled the automatic login function or customized the default runlevel, you should see the graphical login on your screen in which to enter a username and password to log into the system. On single user systems with automatic login enabled, the desktop starts automatically.

For a short introduction to the KDE or GNOME desktop environments, refer to the *GNOME Quick Start* (↑*GNOME Quick Start*) and the Chapter 1, *KDE Quick Start* (↑*Quick Start Manuals*). Find detailed information about both desktop environments and about the applications to run on KDE or GNOME in the *KDE User Guide* (↑*KDE User Guide*) and the *GNOME User Guide* (↑*GNOME User Guide*). These manuals can be accessed via the *Help* function in both KDE and GNOME.

Updating SUSE Linux Enterprise

SUSE® Linux Enterprise (SLE) provides the option of updating an existing system to the new version without completely reinstalling it. No new installation is needed. Old data, such as home directories and system configuration, is kept intact. During the life-cycle of the product, you can apply Service Packs to increase system security and correct software defects. Install from a local CD or DVD drive or from a central network installation source.

NOTE: Release Notes

The current version of the release notes document can be read online at <http://www.suse.com/documentation/sles11/#additional>.

4.1 Terminology

This chapter uses several terms. In order to understand the information, read the definitions below:

Deltarpm

A deltarpm consists only of the binary diff between two defined versions of a package, and therefore has the smallest download size.

Migration

Installation from a non-SUSE operating system or product to a SUSE product, for example from Windows to SUSE Linux Enterprise Server.

Patch

A patch consists of one or more packages and may be applied by means of `deltarpm`s. It may also introduce dependencies to packages that are not installed yet.

Package

A package is a compressed file in `rpm` format that contains the files for a particular program.

Service Packs (SP)

Combines several patches into a form which is easy to install or deploy. Service packs are numbered and usually contain security fixes, updates, upgrades, or enhancements of programs.

Update

Installation of a *newer version* of a package or distro.

Upgrade

Installation of a newer (major) version of a package or distribution, which brings *new features*.

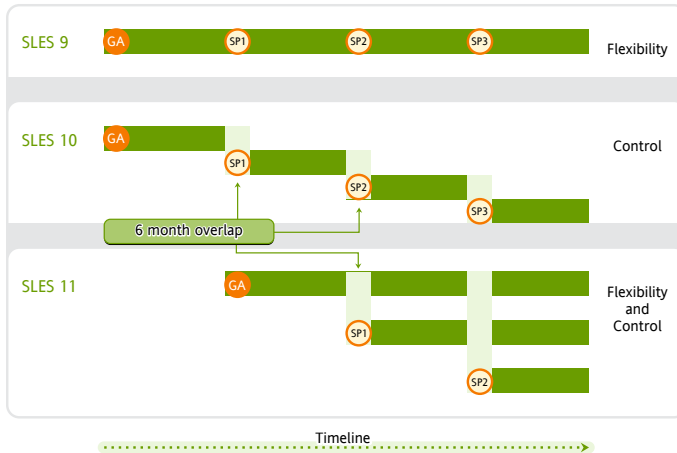
4.2 New Maintenance Model

The new maintenance model combines flexibility and control of your service packs. It offers the following benefits:

- Makes service packs more lightweight and easier to test and deploy.
- Allows staying with older versions, but with support for the full system.
- Answers market needs in between service packs by selective enhancements and allows more updates in the general update repository. By selecting the enhancements, it mitigates longer periods between service packs.

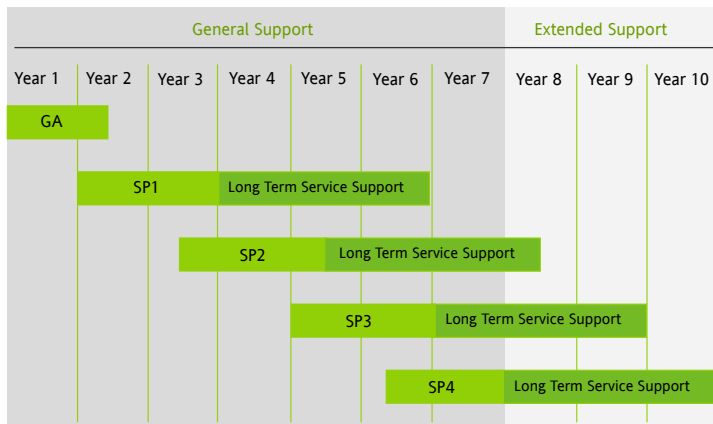
Figure 4.1, “Maintenance Delivery Evolution” (page 51) depicts some of the mentioned aspects above.

Figure 4.1 *Maintenance Delivery Evolution*



Our products have a 10-year life-cycle: 7 years general support and 3 years extended support. Major releases are made every 4 years and service packs every 18 months. The Long Term Service Pack Support is an extended window or extended major release life-cycle (see Figure 4.2, “Long Term Service Pack Support” (page 51)).

Figure 4.2 *Long Term Service Pack Support*



The Long Term Service Pack Support requires active subscription, either standard or priority. It does not affect L1 or L2 subscription terms. Security updates are handled “proactively”: these are any non-user driven critical vulnerabilities, local root exploits in Kernel or other root exploits directly executable without user interaction.

The range for extended support levels starts from year 8 and ends in year 10. These contain continued L3 engineering level diagnosis and reactive critical bug fixes. These support levels proactively update trivial local root exploits in Kernel or other root exploits directly executable without user interaction. Furthermore they support existing workloads, software stacks, and hardware with limited package exclusion list. Find an overview in Table 4.1, “Security Updates and Bug Fixes” (page 52).

Table 4.1 *Security Updates and Bug Fixes*

Topic	— General Support —				Extended Support
	Current SP	SP (n-1) 6 months	SP (n-1) with LTSS	Year 6 & 7 with LTSS	Year 8, 9, 10 with LTSS
L1/L2 Technical Services	✓	✓	✓	✓	✓
Proactive Maintenance	✓	✓		✓	
Driver Updates via PLDP	✓	✓	✓		
Proactive Security Updates	✓	✓	✓	✓	
L3 Engineering Support	✓	✓	✓	✓	✓
Back-ports available	✓		✓	✓	✓

4.3 Preparations

Before updating, copy the old configuration files to a separate medium (such as tape device, removable hard disk, etc.) to secure the data. This primarily applies to files stored in `/etc` as well as some of the directories and files in `/var` and `/opt`. You may also want to write the user data in `/home` (the `HOME` directories) to a backup medium. Back up this data as `root`. Only `root` has read permissions for all local files.

Before starting your update, make note of the root partition. The command `df /` lists the device name of the root partition. In Example 4.1, “List with `df -h`” (page 53), the root partition to write down is `/dev/sda3` (mounted as `/`).

Example 4.1 *List with `df -h`*

Filesystem	Size	Used	Avail	Use%	Mounted on
<code>/dev/sda3</code>	74G	22G	53G	29%	<code>/</code>
<code>tmpfs</code>	506M	0	506M	0%	<code>/dev/shm</code>
<code>/dev/sda5</code>	116G	5.8G	111G	5%	<code>/home</code>
<code>/dev/sda1</code>	39G	1.6G	37G	4%	<code>/windows/C</code>
<code>/dev/sda2</code>	4.6G	2.6G	2.1G	57%	<code>/windows/D</code>

Software tends to “grow” from version to version. Therefore, take a look at the available partition space with `df` before updating. If you suspect you are running short of disk space, secure your data before updating and repartitioning your system. There is no general rule regarding how much space each partition should have. Space requirements depend on your particular partitioning profile and the software selected.

NOTE: System Version Requirement

For exact system version requirements, from which you can upgrade to this version, refer to the release notes coming with the update product. In the release notes you can find additional information about upgrade procedures.

NOTE: Product Version Upgrade Requirement

Upgrade from the last version (for example, SUSE Linux Enterprise 11 SP1) to the current version (SUSE Linux Enterprise 11 SP2)—do not skip any service pack version in-between; this means, neither upgrade from SUSE Linux Enterprise 10 SP3 or earlier to this service pack, nor from SUSE Linux Enterprise 11 GA to

SUSE Linux Enterprise 11 SP2. Make sure all available online updates are successfully applied before starting the system upgrade.

4.4 Upgrading with YaST Wagon

YaST Wagon is the automated YaST Online Migration procedure. Before initiating YaST Wagon to upgrade to the SP feature level, make sure that the following requirements are met:

- The system must be online throughout the entire update process, because this process requires access to the Novell Customer Center.
- If your setup involves third-party software or add-on software, test this procedure on another machine to make sure that the dependencies are not broken by the update.
- Make sure that the entire process is completed successfully. Otherwise the system becomes inconsistent.

NOTE

During upgrade migration with Wagon, the update stack is updated. Therefore, it is advisable to avoid using any other software management tools such as `zypper` or desktop update applets. It is recommended to stop the desktop update applets during the migration.

- 1 If the migration patch (*Update stack update*) is available in the update repository, initiate the migration procedure from the command-line as `root` with `wagon`.

NOTE: Migration Patch Notification

On the GNOME desktop a notification message appears in the bottom right corner when the migration is available. Click the link in this notification message to initiate the migration procedure.

- 2 Confirm the *Welcome* dialog.
- 3 If not already installed during the regular YaST Online Updates, `wagon` at first installs the preselected migration patch (*Update stack update*). The patch contains

updates of the package management stack, and—if necessary—a new Kernel. Therefore, a system reboot is required.

For more information about YOU, see Chapter 1, *YaST Online Update* (↑*Administration Guide*).

- 4 Reboot the system, and `wagon` continues the migration with the *Update Method*. Keep the preselected *Customer Center* setting. Enable *Check Automatic Repository Changes*, if you want to verify any third-party related repository configuration later on. Confirm this dialog.
- 5 Register the migration status in the *Novell Customer Center Configuration* and confirm the updated software repositories (*SLES11-SP1-Pool* instead of *SLES11-Updates*).
- 6 If you enabled *Check Automatic Repository Changes*, the *Configured Software Repositories* menu follows.
- 7 *Distribution Upgrade Settings* is the final dialog, before the actual migration procedure takes place. Check all the settings carefully—after confirmation, no roll-back is possible.

Package installation and system configuration (SuSEconfig) will run automatically. Rebooting is necessary.

- 8 Register the new version in the *Novell Customer Center*. Confirm the once again updated software repositories, where the *SLES11-SP1-Updates* are enabled now.
- 9 Finally confirm the *Migration Completed* dialog and reboot the system.

4.5 Upgrading with zypper

Use `zypper`, if you need a scriptable solution for the update.

Before initiating the online update using `zypper` to progress to the SP2 feature level, make sure that the requirements are met as listed in Section 4.4, “Upgrading with YaST Wagon” (page 54).

This is the minimal command sequence needed to upgrade the system to the SP2 patch level:

1 Refresh all services and repositories:

```
zypper refresh -s
```

2 Update patches, especially the package management stack:

```
zypper update -t patch
```

3 Update the remaining patches using the just updated package management stack:

```
zypper update -t patch
```

4 Read product specific information about distribution updates from `/etc/products.d/*.prod`. They contain information about distribution upgrades.

5 Use the previously retrieved names to install the migration product information, for example:

```
grep '<product>' /etc/products.d/*.prod
/etc/products.d/sle-sdk.prod:
<product>sle-sdk-SP2-migration</product>
/etc/products.d/SLES.prod:
<product>SUSE_SLES-SP2-migration</product>
```

6 Register the products to get the pool repositories:

```
suse_register -d 2 -L /root/.suse_register.log
...
Execute command: /usr/bin/zypper ... modifyservice --ar-to-enable
SMT-https_srv64_suse_de:SLES11-SP2-Pool SMT-https_srv64_suse_de
Execute command exit(0):
Execute command: /usr/bin/zypper ... modifyservice --ar-to-enable
SMT-https_srv64_suse_de:SLE11-SDK-SP2-Pool SMT-https_srv64_suse_de
Execute command exit(0):
```

7 Refresh the services and repositories:

```
zypper refresh -s
```

8 Disable all repositories from the old GA product and enable the new SP2 pool repositories. For ISV, the same applies for add-on products. Old repositories stay enabled, if they have no SP2 upgrade.

Use the following commands to disable your repositories:

```
zypper services  
zypper modifyrepo --disable REPO_ALIAS
```

Use the following command to enable repositories:

```
zypper modifyrepo --enable REPO_ALIAS
```

9 Perform a distribution upgrade (dup) with zypper:

```
zypper dup
```

10 After the migration is finished, register the new product again:

```
suse_register -d 2 -L /root/.suse_register.log
```

It should remove the old GA update repositories and add the new SP2 update repositories. The SP1-Pool and SP1-Update repositories should stay untouched.

11 Reboot your system to run the SP2 Kernel.

4.6 Updating SLE 10 SP4 to SLE 11 SP2

Follow the steps outlined in this section, if you want to upgrade from SUSE Linux Enterprise Desktop 10 SP4 or 11 GA to SUSE Linux Enterprise Desktop 11 SP2. Make sure you update the old system to the most recent patch level first.

- 1** Follow the preparation procedure outlined in Section 4.3, “Preparations” (page 53).
- 2** Perform the YaST approach (Section 4.4 (page 54)) or the zypper approach (Section 4.5 (page 55)) to progress to the SP feature level.

4.6.1 Possible Problems

If you update a default system from the previous version to the current version, YaST works out necessary changes and performs them. Depending on your customizations, some steps or the entire update procedure may fail and you must resort to copying back your backup data. Check the following issues before starting the system update.

Checking passwd and group in /etc

Before updating the system, make sure that `/etc/passwd` and `/etc/group` do not contain any syntax errors. For this purpose, start the verification utilities `pwck` and `grpck` as `root` and eliminate any reported errors.

PostgreSQL

Before updating PostgreSQL (`postgres`), dump the databases. See the manual page of `pg_dump`. This is only necessary if you actually used PostgreSQL prior to your update.

4.7 Updating SLE 11 SP1 to SLE 11 SP2

Follow the steps outlined in this section, if you want to upgrade from SLE 11 SP1 to SLE 11 SP2.

- 1 Follow the preparation procedure outlined in Section 4.3, “Preparations” (page 53).
- 2 Run the Novell Customer Center registration.
- 3 Add the SP2 repositories to the client.
- 4 Run `yast2 online_update`

4.8 Installing Service Packs

Use Service Packs to update a SUSE Linux Enterprise installation. There are different ways how to apply a service pack. You can either update the existing installation or start a whole new installation using the service pack media. Possible scenarios for updating the system and setting up a central network installation source are described in Section 11.2, “Setting Up the Server Holding the Installation Sources” (page 148).

TIP: Installation Changes

Read the installation instructions on the service pack media for further information on changes.

4.8.1 Installing a Service Pack

NOTE

To upgrade an existing SUSE Linux Enterprise 11 system to a SUSE Linux Enterprise 11 Service Pack (SP), see Section 4.8.2, “Upgrading to a Service Pack” (page 61).

Installing a SUSE Linux Enterprise Service Pack is very similar to installing the original SUSE Linux Enterprise media. As with the original installation, you can choose to install from a local DVD drive or from a central network installation source.

Installing from a Local DVD Drive

Before starting a new installation of a SUSE Linux Enterprise SP, ensure that all the Service Pack installation media (DVDs) are available.

Procedure 4.1 Booting from the Service Pack Medium

- 1 Insert the first SUSE Linux Enterprise SP medium and boot your machine. A boot screen similar to the original installation of SUSE Linux Enterprise 11 is displayed.
- 2 Select *Installation* and continue as outlined in the YaST installation instructions in Chapter 3, *Installation with YaST* (page 17).

Network Installation

Before starting a network installation of a SUSE Linux Enterprise SP, make sure that the following requirements are met:

- A network installation source setup according to Section 11.2, “Setting Up the Server Holding the Installation Sources” (page 148).

- A working network connection on both the installation server and the target machine that includes a name service, DHCP (optional, but needed for PXE boot), and OpenSLP (optional).
- The SUSE Linux Enterprise SP DVD 1 to boot the target system *or* a target system set up for PXE boot according to Section 11.3.5, “Preparing the Target System for PXE Boot” (page 166).

Network Installation—Boot from DVD

To perform a network installation using the SP DVD as the boot medium, proceed as follows:

- 1 Insert the SUSE Linux Enterprise SP DVD 1 and boot your machine. A boot screen similar to the original installation of SUSE Linux Enterprise 11 is displayed.
- 2 Select *Installation* to boot the SP Kernel from DVD, then use F3 to enable *Further Options*, and finally F4 to select the type of network installation source (FTP, HTTP, NFS, or SMB).
- 3 Provide the appropriate path information or select *SLP* as the installation source.
- 4 Select the appropriate installation server from those offered or use the boot options prompt to provide the type of installation source and its actual location as in Section 3.1.2, “Installing from a Network Source without SLP” (page 19). YaST starts.

Finish the installation as outlined in Chapter 3, *Installation with YaST* (page 17).

Network Installation—PXE Boot

To perform a network installation of a SUSE Linux Enterprise Service Pack via network, proceed as follows:

- 1 Adjust the setup of your DHCP server to provide the address information needed for PXE boot according to Section 11.3.5, “Preparing the Target System for PXE Boot” (page 166).
- 2 Set up a TFTP server to hold the boot image needed for PXE boot.

Use the first CD or DVD of your SUSE Linux Enterprise Service Pack for this or follow the instructions in Section 11.3.2, “Setting Up a TFTP Server” (page 160).

- 3 Prepare PXE boot and Wake-on-LAN on the target machine.
- 4 Initiate the boot of the target system and use VNC to remotely connect to the installation routine running on this machine. See Section 11.5.1, “VNC Installation” (page 171) for more information.
- 5 Accept the license agreement then select a language, default desktop, and other installation settings.
- 6 Click *Yes, Install* to start the installation.
- 7 Continue with the installation entering a password for `root`, completing the network configuration, testing your Internet connection, activating the Online Update service, selecting the user authentication method, and entering a username and password.

For detailed instructions on how to install SUSE Linux Enterprise, see Chapter 3, *Installation with YaST* (page 17).

4.8.2 Upgrading to a Service Pack

There are two preferred ways to upgrade the system to the Service Pack (SP) feature level. One way is to boot from the SP medium. Alternatively you can run Wagon. By updating to the new feature level, additional features like new drivers or software enhancements become available on your system.

Other methods to upgrade are, for example, using `zypper` commands manually, using the Patch CD, or using a locally installed SMT system.

Booting from the SP Medium

Boot from the SP medium and choose *Update* as the installation mode in YaST.

4.9 The Atomic Update

The Atomic Update is based on tools that manage two copies of the system and allow easy recovery after an update failure. The delivered tools require a special disk partition setup. Every copy of the system resides on a primary partition of its own. If an update

fails, you can always switch back to the previous state of the system, which is available on the other partition.

4.9.1 Setup

WARNING: Strict Partitioning Requirements

The implementation has strict requirements on disk partitioning: the first root partition is `/dev/sda1` and must not occupy more than half of the entire disk size. Then the tools will create `/dev/sda2` for the system's second root partition. Further partitions if available are shared on both root partitions—take their size into account, and reduce the size of the first partition accordingly; this is a rough calculation:

The size of the complete disk minus size of `sda1` minus `sda2` is the free space of additional partitions.

- 1 Install the system with `/dev/sda1` as the single root partition and with less than half of the entire disk size.
- 2 Customize the installed system as needed. Make sure to have the `multi-update-tools` package installed.
- 3 Run `multi-update-setup --partition`, which creates the system's second root partition (`/dev/sda2`) of the similar size.
- 4 Partition the rest of the disk as needed and continue with customizations(*).
- 5 Run `multi-update-setup --clone` to copy the system to the other partition. With this command you also change the `/` (root) entry in `/etc/fstab` of the target system.
- 6 If needed, do further customizations(*).
- 7 Run `multi-update-setup --bootloader` to initialize the bootloader setup. The bootloader menu will then contain an entry to boot the other system.

WARNING: GRUB Bootloader Mandatory

Installation of the GRUB bootloader is mandatory. The tools are not compatible with other bootloaders.

- 8** If there are no customizations to be done as marked with (*), run `multi-update-setup --complete` which performs all the three steps.

4.9.2 Updating the Other System

Run `multi-update`. This command runs `zypper` in a `chroot` environment and updates the other system—it does not matter which one is active. Its boot menu will be offered as the default at boot time.

4.9.3 Troubleshooting

If the updated system has a damaged bootloader after the update, you must change the “Active” flag and set it for the root partition of the other system in order to boot it.

If the updated system does not boot at all, you need access to the bootloader menu to select the other system.

For more information about GRUB, see Chapter 11, *The Boot Loader GRUB* (↑*Administration Guide*).

4.9.4 For More Information

For more information, see `/usr/share/doc/packages/multi-update-tools/README` coming with the `multi-update-tools` package.

Setting Up Hardware Components with YaST

YaST allows you to configure hardware items at installation time as well as on an already-installed system. Configure audio hardware, printers or scanner support or learn which hardware components are connected to your computer by using the YaST Hardware Information module.

TIP: Graphics card, monitor, mouse and keyboard settings

Graphics card, monitor, mouse and keyboard can be configured with either KDE or GNOME tools. For KDE, see Section “Configuring Hardware Components” (Chapter 3, *Customizing Your Settings*, ↑*KDE User Guide*), for GNOME see Section “Hardware” (Chapter 3, *Customizing Your Settings*, ↑*GNOME User Guide*).

5.1 Hardware Information

Use the YaST hardware information module if you want to know more about your hardware or if you need to find out details like vendor and model of a certain piece of hardware to be able to properly configure it.

- 1 Start YaST and click *Hardware > Hardware Information*. Hardware probing starts immediately and it will take some time until you see the hardware information tree in a separate window.
- 2 In the hardware information tree recursively click on the plus icons to expand the information about a specific device.

- 3 Click *Save to File...* to save the output to a file.
- 4 Click *Close* to leave the hardware information overview.

5.2 Setting Up Graphics Card and Monitor

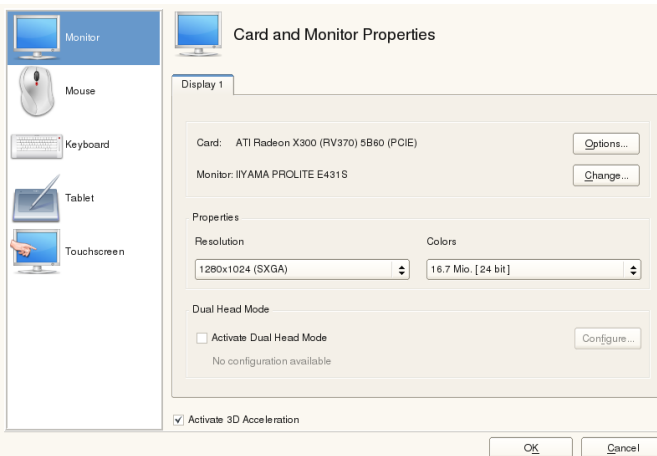
After the installation you can change the configuration of your graphics system (graphics card and monitor) according to your needs. Such a change may be necessary because of accessibility issues or hardware upgrades.

WARNING: Changing Monitor Frequencies

Although there are safety mechanisms, you should still be very careful when manually changing the allowed monitor frequencies. Incorrect values can damage your monitor. Always refer to the monitor's manual before changing frequencies.

Change the resolution, if fonts are too small or if circles appear misshapen. Proceed as follows:

- 1 In YaST, click *Hardware > Graphics Card and Monitor*. SaX2 checks the system resources and displays a window.
- 2 Make sure the monitor is properly detected. If not, use *Change* to select the appropriate model from the list.
- 3 Select an appropriate *Resolution* and *Colors*, if necessary.



- 4 Test the new configuration before it is applied to the system. Click *Ok* to decide what to do with your configuration (*Test*, *Save*, or *Cancel*.)

To activate a second monitor, proceed as follows:

- 1 In YaST, click *Hardware > Graphics Card and Monitor*. SaX2 checks the system resources and displays the *Card and Monitor Properties* dialog.
- 2 Make sure the monitor is properly detected. If not, use *Change* to select the appropriate model from the list.
- 3 Enable *Activate Dual Head Mode* and click *Configure* for further fine-tuning.
- 4 Make sure the second monitor is properly detected. If not, use *Change* to select the appropriate model from the list.
- 5 Decide whether you want to use the second monitor in *Cloned Multihead* or in *Xinerama Multihead* mode and click *Ok*.
- 6 Test the new configuration before it is applied to the system. Click *Ok* to decide what to do with your configuration (*Test*, *Save*, or *Cancel*.)

NOTE: Restarting the X Server

Any changes you make here take effect only after you restart the X server. If you want to restart the X server now, log out of the graphical system and log in again.

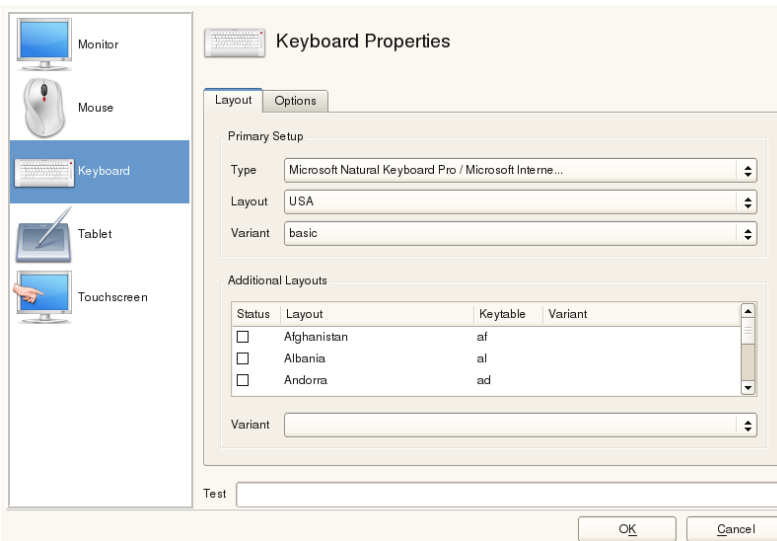
5.3 Setting Up Keyboard and Mouse

Reconfigure input devices such as the keyboard or the mouse, or add more than one of these devices using the YaST Keyboard and Mouse modules.

5.3.1 Keyboard Layout

In case you want to replace a standard 104-key keyboard with a multimedia keyboard or use a different language or country layout, proceed as follows:

- 1 In YaST, click *Hardware* > *Keyboard Layout*. The SaX2 configuration tool reads the system resources and displays the *Keyboard Properties* dialog.



- 2 Select your keyboard model from the *Type* list.
- 3 Select the country in the *Layout* list.
- 4 Depending on the country layout, you can choose a certain *Variant*. The selections are applied immediately for testing.
- 5 As an option you can enable *Additional Layouts*. Check one or more boxes in the list. This feature is handy if you want to switch between different languages or scripts in the running system without the need for reconfiguration.
- 6 Before saving the configuration, use the *Test* field at the bottom of the dialog to check if special characters like umlauts and accented characters can be entered and displayed correctly.
- 7 Click *OK* to leave the configuration dialog and in the following message click *Save* to apply your changes.

NOTE: Configuring Console Keyboard Layout

By clicking the *Save* button as described in Step 7 (page 69) the setup of the console keyboard layout takes place at the same time. If you want to change the console keyboard layout, either call `yast keyboard` (the text mode interface) or check the `KEYTABLE` and `YAST_KEYBOARD` settings in `/etc/sysconfig/keyboard`.

5.3.2 Mouse Model

The mouse is usually detected automatically, but you can set up your mouse model manually if the automatic detection fails. Refer to the documentation of your mouse for a description of the model. If you want to modify your mouse configuration, proceed as follows:

- 1 In YaST, click *Hardware > Mouse Model*. The SaX2 configuration tool reads the system resources and displays the *Mouse Properties* dialog.
- 2 Click *Change* and select your mouse model from the list displayed.
- 3 Click *OK* to leave the configuration dialog and apply your changes with *Save*.

In the *Options* part of the dialog, set various options for operating your mouse.

Activate 3-Button Emulation

If your mouse has only two buttons, a third button is emulated whenever you click both buttons simultaneously.

Activate Mouse Wheel

Check this box to use a scroll wheel.

Invert X-Axis / Invert Y-Axis

Check these options if you want to change the direction in which the mouse pointer moves.

Activate Left-Hand Button Mapping

Check this box to make the button mapping suitable for left-hand usage.

Emulate Wheel with Mouse Button

If your mouse does not have a scroll wheel but you would like to use a similar functionality, you can assign an additional button for this. Select the button to use. While pressing this button, any movement of the mouse is translated into scroll wheel commands. This feature is especially useful with trackballs.

5.4 Setting Up Sound Cards

YaST detects most sound cards automatically and configures them with the appropriate values. If you want to change the default settings, or need to set up a sound card that could not be configured automatically, use the YaST sound module. There, you can also set up additional sound cards or switch their order.

To start the sound module, start YaST and click *Hardware > Sound*. Alternatively, start the *Sound Configuration* dialog directly by running `yast2 sound` & as user `root` from a command line.



Sound Configuration

Select an unconfigured card from the list and press Edit to configure it. [more](#)

Index	Card Model
0	K7VT6 motherboard
1	Dummy soundcard

K7VT6 motherboard

- Configured as sound card number 0
- Driver snd-via82xx

+ Add Edit Delete Other ▾

Help Cancel Back OK

The dialog shows all sound cards that could be detected.

Procedure 5.1 *Configuring Sound Cards*

If you have added a new sound card or YaST could not automatically configure an existing sound card, follow the steps below. For configuring a new sound card, you need to know your sound card vendor and model. If in doubt, refer to your sound card documentation for the required information. For a reference list of sound cards supported by ALSA with their corresponding sound modules, see <http://www.alsa-project.org/main/index.php/Matrix:Main>.

During configuration, you can choose between the following setup options:

Quick Automatic Setup

You are not required to go through any of the further configuration steps—the sound card is configured automatically. You can set the volume or any options you want to change later.

Normal Setup

Allows you to adjust the output volume and play a test sound during the configuration.

Advanced setup with possibility to change options

For experts only. Allows you to customize all parameters of the sound card.

IMPORTANT: Advanced Configuration

Only use this option if you know exactly what you are doing. Otherwise leave the parameters untouched and use the normal or the automatic setup options.

- 1 Start the YaST sound module.
- 2 To configure a detected, but *Not Configured* sound card, select the respective entry from the list and click *Edit*.

To configure a new sound card, click *Add*. Select your sound card vendor and model and click *Next*.
- 3 Choose one of the setup options and click *Next*.
- 4 If you have chosen *Normal Setup*, you can now *Test* your sound configuration and make adjustments to the volume. You should start at about ten percent volume to avoid damage to your hearing or the speakers.
- 5 If all options are set according to your wishes, click *Next*.

The *Sound Configuration* dialog shows the newly configured or modified sound card.

- 6 To remove a sound card configuration that you no longer need, select the respective entry and click *Delete*.
- 7 Click *OK* to save the changes and leave the YaST sound module.

Procedure 5.2 *Modifying Sound Card Configurations*

- 1 To change the configuration of an individual sound card (for experts only!), select the sound card entry in the *Sound Configuration* dialog and click *Edit*.

This takes you to the *Sound Card Advanced Options* where you can fine-tune a number of parameters. For more information, click *Help*.

- 2 To adjust the volume of an already configured sound card or to test the sound card, select the sound card entry in the *Sound Configuration* dialog and click *Other*. Select the respective menu item.

NOTE: YaST Mixer

The YaST mixer settings provide only basic options. They are intended for troubleshooting (for example, if the test sound is not audible). Access the YaST mixer settings from *Other > Volume*. For everyday use and fine-tuning of sound options, use the mixer applet provided by your desktop or the `alsasound` command line tool.

- 3 For playback of MIDI files, select *Other > Start Sequencer*.
- 4 When a supported sound card is detected (like a Creative Soundblaster Live, Audigy or AWE sound card), you can also install SoundFonts for playback of MIDI files:
 - 4a Insert the original driver CD-ROM into your CD or DVD drive.
 - 4b Select *Other > Install SoundFonts* to copy SF2 SoundFonts™ to your hard disk. The SoundFonts are saved in the directory `/usr/share/sfbank/creative/`.
- 5 If you have configured more than one sound card in your system you can adjust the order of your sound cards. To set a sound card as primary device, select the sound card in the *Sound Configuration* and click *Other > Set as the Primary Card*. The sound device with index 0 is the default device and thus used by the system and the applications.
- 6 Per default, SUSE Linux Enterprise Desktop uses the PulseAudio sound system. It is an abstraction layer that helps to mix multiple audio streams, bypassing any restrictions the hardware may have. To enable or disable the PulseAudio sound system, click *Other > PulseAudio Configuration*. If enabled, PulseAudio daemon is used to play sounds. Disable *PulseAudio Support* in case you want to use something else system-wide.

The volume and configuration of all sound cards are saved when you click *OK* and leave the YaST sound module. The mixer settings are saved to the file `/etc/asound.state`. The ALSA configuration data is appended to the end of the file `/etc/modprobe.d/sound` and written to `/etc/sysconfig/sound`.

5.5 Setting Up a Printer

YaST can be used to configure a local printer that is directly connected to your machine (normally with USB or parallel port) and to set up printing with network printers. It is also possible to share printers over the network. Further information about printing (general information, technical details, and troubleshooting) is available in Chapter 13, *Printer Operation* (↑*Administration Guide*).

In YaST, click *Hardware > Printer* to start the printer module. By default it opens in the *Printer Configurations* view, displaying a list of all printers that are available and configured. This is especially useful when having access to a lot of printers via the network. From here you can also *Print a Test Page* and configure local printers.

5.5.1 Configuring Local Printers

Usually a local USB printer is automatically detected. There are two possible reasons why a USB printer is not automatically detected:

- The USB printer is switched off.
- The communication between printer and computer is not possible. Check the cable and the plugs to make sure that the printer is properly connected. If this is the case, the problem may not be printer-related, but rather a USB related problem.

Configuring a printer is basically a three-step process. First specify the connection type, then choose a driver, and name the printing queue for this setup.

For many printer models, several drivers are available. When configuring the printer, YaST defaults to the one marked `recommended` as a general rule. Normally it is not necessary to change the driver—the `recommended` one should produce the best results. However, if you want a color printer to print only in black and white, it is most convenient to use a driver that does not support color printing, for example. If you experience

performance problems with a PostScript printer when printing graphics, it may help to switch from a PostScript driver to a PCL driver (provided your printer understands PCL).

If no driver for your printer is listed, you can try to select a generic driver with an appropriate standard language from the list. Refer to your printer's documentation to find out which language (the set of commands controlling the printer) your printer understands. If this does not work, refer to Section “Adding Drivers with YaST” (page 76) for another possible solution.

A printer is never used directly, but always through a print queue. This ensures that simultaneous jobs can be queued and processed one after the other. Each printer queue is assigned to a specific driver, and a printer can have multiple queues. This makes it possible to set up a second queue on a color printer that prints black and white only, for example. Refer to Section “The Workflow of the Printing System” (Chapter 13, *Printer Operation*, ↑*Administration Guide*) for more information about print queues.

Procedure 5.3 *Adding a New Local Printer*

- 1** Start the YaST printer module with *Hardware > Printer*
- 2** Click *Add* in the *Printer Configurations* screen
- 3** If your printer is already listed under *Specify the Connection*, proceed with the next step. Otherwise, try to *Detect More* or start the *Connection Wizard*.
- 4** Enter the vendor name and the model name into the input box under *Find* and *Assign a Driver* and click *Search for*.
- 5** Choose the driver marked as recommended that best matches your printer. If no suitable drivers is displayed
 - 5a** check your search term
 - 5b** broaden your search by clicking *Find More*
 - 5c** add a driver as described in Section “Adding Drivers with YaST” (page 76)
- 6** Specify the *Default paper size*

- 7 Enter a unique name for the printer queue in the *Set Arbitrary Name* field.
- 8 The printer is now configured with the default settings and ready to use. Click *OK* to return to the *Printer Configurations* view. The newly configured printer is now visible in the printers list.

Adding Drivers with YaST

If no suitable driver is available in the *Assign Drivers* dialog when adding a new printer, no PPD (PostScript Printer Description, commonly referred to as “printer driver”) file for your model is available. For more information about PPD files, refer to Section “Installing the Software” (Chapter 13, *Printer Operation*, ↑*Administration Guide*).

Get PPD files directly from your printer vendor or from the driver CD of a PostScript printer. For details, see Section “No Suitable PPD File Available for a PostScript Printer” (Chapter 13, *Printer Operation*, ↑*Administration Guide*). Conversely, you can also find PPD files at <http://www.linuxfoundation.org/en/OpenPrinting/>, the “OpenPrinting.org printer database”. When downloading PPD files from OpenPrinting.org, keep in mind that it always shows the latest Linux support status, which is not necessarily met by SUSE Linux Enterprise Desktop.

Procedure 5.4 *Adding a PPD file*

- 1 Start the YaST printer module with *Hardware > Printer*
- 2 Click *Add* in the *Printer Configurations* screen
- 3 Click *Add Driver* in the *Assign Driver* section
- 4 Enter the full path to the PPD file into the input box under *Make a Printer Description File Available* or choose the file from a dialog box by clicking on *Browse*
- 5 Click *OK* to return to the *Add New Printer Configuration* screen.
- 6 In order to directly use this PPD file, proceed as described in Procedure 5.3, “Adding a New Local Printer” (page 75). Otherwise, click *Cancel*.

Editing a Local Printer Configuration

By editing an existing configuration for a local printer you can not only change basic settings as connection type and driver, but also adjust the default settings for paper size, resolution, media source, etc. You can change the identifier of the printer by altering the printer descriptions.

Procedure 5.5 *Editing a Local Printer*

- 1 Start the YaST printer module with *Hardware > Printer*
- 2 In the *Printer Configurations* screen, choose a local printer from the list and click *Edit*.
- 3 Change the connection type or the driver as described in Procedure 5.3, “Adding a New Local Printer” (page 75). This should only be necessary in case you have problems with the current configuration.
- 4 Make this printer the default by checking *Default Printer*.
- 5 Adjust the default settings by clicking *All Options for the Current Driver*. To change a setting, expand the list of options by clicking the relative + sign. Change the default by clicking on an option. Apply your changes by clicking *OK*

5.5.2 Configuring Printing via the Network with YaST

Network printers are not detected automatically. They must be configured manually using the YaST printer module. Depending on your network setup, you can print to a print server (CUPS, LPD, SMB, or IPX) or directly to a network printer (preferably via TCP). Access the configuration view for network printing by choosing *Printing via Network* from the left pane in the YaST printer module.

Using CUPS

In a Linux environment CUPS is usually used to print via the network. The simplest setup is to only print via a single CUPS server which can directly be accessed by all

clients. Printing via more than one CUPS server requires a running local CUPS daemon that communicates with the remote CUPS servers.

Procedure 5.6 *Printing via a Single CUPS server*

- 1 Start the YaST printer module with *Hardware > Printer*
- 2 Launch the *Print via Network* screen from the left pane.
- 3 Check *Do All Your Printing Directly via One Remote CUPS Server* and specify the name or IP address of the server.
- 4 Click *Test the Server* to make sure you have chosen the correct name/IP address.
- 5 Click OK to return to the *Printer Configurations* screen. All printers available via the CUPS server are now listed.

Procedure 5.7 *Printing via multiple CUPS servers*

- 1 Start the YaST printer module with *Hardware > Printer*
- 2 Launch the *Print via Network* screen from the left pane.
- 3 Check *Accept Printer Information from the Following Servers*
- 4 Specify which servers to use under *General Settings*. You may accept connections from all networks available, from the local network, or from specific hosts. If you choose the latter option, you need to specify the hostnames or IP addresses, as well.
- 5 Confirm by clicking *OK* and then *Yes* when asked to start a local CUPS server. After the server has started you will return to the *Printer Configurations* screen. Click *Refresh list* to see the printers detected by now. Click this button again, in case more printer are to be available.

Using Print Servers other than CUPS

If your network offers print services via print servers other than CUPS, start the YaST printer module with *Hardware > Printer* and launch the *Print via Network* screen from the left pane. Start the *Connection Wizard* and choose the appropriate *Connection* type.

Ask your network administrator for details on configuring a network printer in your environment.

5.5.3 Sharing Printers Over the Network

Printers managed by a local CUPS daemon can be shared over the network and so turn your machine into a CUPS server. Usually you share a printer by enabling CUPS' so-called “browsing mode”. If browsing is enabled, the local printer queues are made available on the network for listening to remote CUPS daemons. It is also possible to set up a dedicated CUPS server that manages all printing queues and can directly be accessed by remote clients. In this case it is not necessary to enable browsing.

Procedure 5.8 *Sharing Printers*

- 1 Start the YaST printer module with *Hardware > Printer*
- 2 Launch the *Share Printers* screen from the left pane.
- 3 Select *Allow Remote Access*. For more detailed configuration, additional options are available:
 - Check *For computers within the local network* and enable browsing mode by also checking *Publish printers by default within the local network*.
 - *Add* the network interface to be used by the CUPS server. If you want to share your printers via specified network interfaces, add those in the input box below.
 - In case you like to restrict access to your CUPS server to certain networks or IP addresses, specify these via the two input boxes.
- 4 Click *OK* to restart the CUPS server and return to the *Printer Configurations* screen.
- 5 Regarding CUPS and firewall settings, see http://en.opensuse.org/SDB:CUPS_and_SANE_Firewall_settings.

5.6 Setting Up a Scanner

You can configure a USB or SCSI scanner with YaST. The `sane-backends` package contains hardware drivers and other essentials needed to use a scanner. Scanners connected to a parallel port cannot be configured with YaST. If you own a HP All-In-One device, see Section 5.6.1, “Configuring an HP All-In-One Device” (page 80), instructions on how to configure a network scanner are available at Section 5.6.3, “Scanning over the Network” (page 81).

Procedure 5.9 *Configuring a USB or SCSI Scanner*

- 1 Connect your USB or SCSI scanner to your computer and turn it on.
- 2 Start YaST and select *Hardware > Scanner*. YaST builds the scanner database and tries to detect your scanner model automatically.

If a USB or SCSI scanner is not properly detected, try *Other > Restart Detection*.

- 3 To activate the scanner select it from the list of detected scanners and click *Edit*.
- 4 Choose your model form the list and click *Next* and *Finish*.
- 5 Use *Other > Test* to make sure you have chosen the correct driver.
- 6 Leave the configuration screen with *OK*.

5.6.1 Configuring an HP All-In-One Device

An HP All-In-One device can be configured with YaST even if it is connected to the parallel port or is made available via the network. If you own a USB HP All-In-One device, start configuring as described in Procedure 5.9, “Configuring a USB or SCSI Scanner” (page 80). If it is detected properly and the *Test* succeeds, it is ready to use.

If your USB device is not properly detected, or your HP All-In-One device is connected to the parallel port or the network, run the HP Device Manager:

- 1 Start YaST and select *Hardware > Scanner*. YaST loads the scanner database.

- 2 Start the HP Device Manager with *Other > Run hp-setup* and follow the on-screen instructions. After having finished the HP Device Manager, the YaST scanner module automatically restarts the auto detection.
- 3 Test it by choosing *Other > Test*.
- 4 Leave the configuration screen with *OK*.

5.6.2 Sharing a Scanner over the Network

SUSE Linux Enterprise Desktop allows the sharing of a scanner over the network. To do so, configure your scanner as follows:

- 1 Configure the scanner as described in Section 5.6, “Setting Up a Scanner” (page 80).
- 2 Choose *Other > Scanning via Network*.
- 3 Enter the hostnames of the clients (separated by a comma) that should be allowed to use the scanner under *Server Settings > Permitted Clients for saned* and leave the configuration dialog with *OK*.

5.6.3 Scanning over the Network

To use a scanner that is shared over the network, proceed as follows:

- 1 Start YaST and select *Hardware > Scanner*.
- 2 Open the network scanner configuration menu by *Other > Scanning via Network*.
- 3 Enter the hostname of the machine the scanner is connected to under *Client Settings > Servers Used for the net Metadriver*.
- 4 Leave with *OK*. The network scanner is now listed in the Scanner Configuration window and is ready to use.

Installing or Removing Software

Use YaST's software management tool to search for software components you want to add or remove. YaST resolves all dependencies for you. To install packages not shipped with the installation media, add additional software repositories to your setup and let YaST manage them. Keep your system up-to-date by managing software updates with the update applet.

Change the software collection of your system with YaST Software Manager. This YaST module is available in three toolkit flavors: Qt (for KDE desktops), GTK+ (for GNOME desktops), and ncurses (providing a pseudo-graphical user interface in text mode). This chapter describes Qt and GTK+ flavors—for details on the ncurses YaST, see Chapter 3, *YaST in Text Mode* (↑*Administration Guide*).

TIP: Changing the Toolkit Flavor

By default, YaST is started with the toolkit matching your desktop (GTK+ under GNOME, Qt under KDE). To alter this default setting system-wide, change the variable `WANTED_GUI` in `/etc/sysconfig/yast2` to either `qt` or `gtk`.

If you do not want to change the system-wide settings, you can nevertheless start YaST in the desired flavor from command line by using the `--gtk` or `--qt`. For example: `yast2 --gtk`.

NOTE: Confirmation and Review of Changes

When installing, updating or removing packages, any changes in the Software Manager are not applied immediately but only after confirming them with `Ac-`

cept or *Apply* respectively. YaST maintains a list with all actions, allowing you to review and modify your changes before applying them to the system.

6.1 Definition of Terms

Repository

A local or remote directory containing packages, plus additional information about these packages (package meta-data).

(Repository) Alias

A short name for a repository used by various zypper commands. The alias can be chosen by the user when adding a repository and must be unique.

Product

Represents a whole product, for example SUSE® Linux Enterprise Desktop.

Pattern

A pattern is an installable group of packages dedicated to a certain purpose. For example, the `Laptop` pattern contains all packages that are needed in a mobile computing environment. Patterns define package dependencies (such as required or recommended packages) and come with a preselection of packages marked for installation. This ensures that the most important packages needed for a certain purpose are available on your system after installation of the pattern. However, not necessarily all packages in a pattern are preselected for installation and you can manually select or deselect packages within a pattern according to your needs and wishes.

Package

A package is a compressed file in `rpm` format that contains the files for a particular program.

Patch

A patch consists of one or more packages and may be applied by means of `deltarpm`s. It may also introduce dependencies to packages that are not installed yet.

Resolvable

An generic term for product, pattern, package or patch. The most commonly used type of resolvable is a package or a patch.

deltarpm

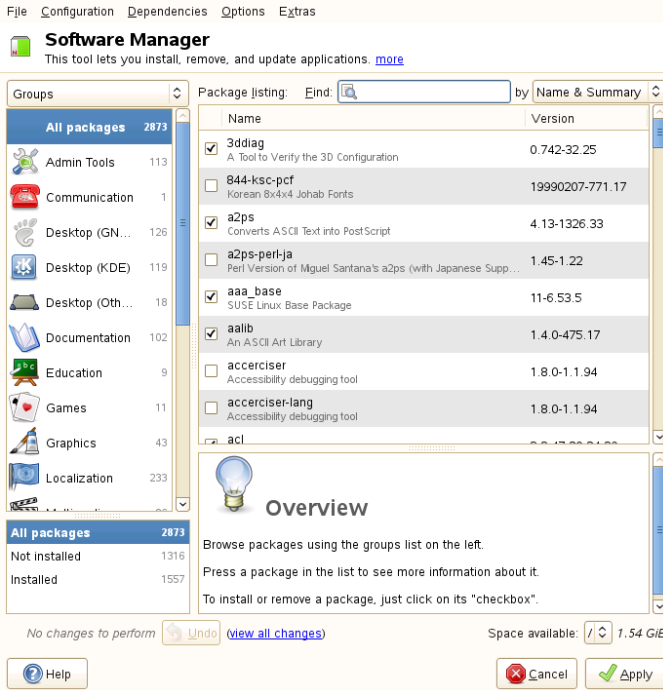
A deltarpm consists only of the binary diff between two defined versions of a package, and therefore has the smallest download size. Before being installed, the full RPM package is rebuilt on the local machine.

Package Dependencies

Certain packages are dependent on other packages, such as shared libraries. In other terms, a package may `require` other packages—if the required packages are not available, the package cannot be installed. In addition to dependencies (package requirements) that must be fulfilled, some packages `recommend` other packages. These recommended packages are only installed if they are actually available, otherwise they are just ignored and the package recommending them is installed nevertheless.

6.2 Using the KDE Interface (Qt)

The YaST Qt interface is started by default when using the desktops KDE, icewm, and others. It is also used when invoking YaST from a remote terminal. Start the software manager from the YaST Control Center by choosing *Software > Software Management*.



6.2.1 Views for Searching Packages or Patterns

The YaST software manager can install packages or patterns from all currently enabled repositories. It offers different views and filters to make it easier to find the software you are searching for. The *Search* view is the default view of the window. To change view, click *View* and select one of the following entries from the drop-down list. The selected view opens in a new tab.

Patterns

Lists all patterns available for installation on your system.

Package Groups

Lists all packages sorted by groups such as *Graphics*, *Programming*, or *Security*.

RPM Groups

Lists all packages sorted by functionality with groups and subgroups. For example *Networking > Email > Clients*.

Languages

Filter to list all packages needed to add a new system language.

Repositories

Filter to list packages by repository. In order to select more than one repository, hold the Ctrl key while clicking on repository names. The “pseudo repository” *@System* lists all packages currently installed.

Search

Lets you search for a package according to certain criteria. Enter a search term and press Enter. Refine your search by specifying where to *Search In* and by changing the *Search Mode*. For example, if you do not know the package name but only the name of the application that you are searching for, try including the package *Description* in the search process.

Installation Summary

If you have already selected packages for installation, update or removal, this view shows the changes that will be applied to your system as soon as you click *Accept*. To filter for packages with a certain status in this view, activate or deactivate the respective check boxes. Hit Shift + F1 for details on the status flags.

TIP: Finding Packages not Belonging to an Active Repository

To list all packages that do not belong to an active repository, choose *View > Repositories > @System* and then choose *Secondary Filter > Unmaintained Packages*. This is useful, for example, if you have deleted a repository and would like to make sure no packages from that repository remain installed.

6.2.2 Installing and Removing Packages or Patterns

Certain packages are dependent on other packages, such as shared libraries. On the other hand, some packages cannot coexist with others on the system. If possible, YaST automatically resolves these dependencies or conflicts. If your choice results in a depen-

dependency conflict that cannot be automatically solved, you need to solve it manually as described in Section 6.2.4, “Checking Software Dependencies” (page 91).

NOTE: Removal of Packages

When removing any packages, by default YaST only removes the selected packages. If you want YaST to also remove any other packages that become unneeded after removal of the specified package, select *Options > Cleanup when deleting packages*.

- 1 Search for packages as described in Section 6.2.1, “Views for Searching Packages or Patterns” (page 86).
- 2 The packages found are listed in the right pane. To install a package or remove it, right-click it and choose *Install* or *Delete*. If the relevant option is not available, check the package status indicated by the symbol in front of the package name—hit Shift + F1 for help.

TIP: Applying an Action to All Packages Listed

To apply an action to all packages listed in the right pane, choose an action from *Package > All in This List*.

- 3 To install a pattern, right-click the pattern name and choose *Install*.
- 4 It is not possible to remove a pattern per se. Instead, select the packages of a pattern you want to remove and mark them for removal.
- 5 In order to select more packages, repeat the steps mentioned above.
- 6 Before applying your changes, you can review or modify them by clicking *View > Installation Summary*. By default, all packages that will change status, are listed.
- 7 In order to revert the status for a package, right-click the package and select one of the following entries: *Keep* if the package was scheduled to be deleted or updated, or *Do Not Install* if it was scheduled for installation. To abandon all changes and close the Software Manager, click *Cancel* and *Abandon*.
- 8 When you are finished, click *Accept* to apply your changes.

- 9 In case YaST found dependencies on other packages, a list of packages that have additionally been chosen for installation, update or removal is presented. Click *Continue* to accept them.

After all selected packages are installed, updated or removed, the YaST Software Manager automatically terminates.

NOTE: Installing Source Packages

Installing source packages with YaST Software Manager is not possible at the moment. Use the command line tool `zypper` for this purpose. For more information, see Section “Installing Source Packages” (Chapter 7, *Managing Software with Command Line Tools*, ↑*Administration Guide*).

6.2.3 Updating Packages

Instead of updating individual packages, you can also update all installed packages or all packages from a certain repository. When mass updating packages, the following aspects are generally considered:

- priorities of the repositories that provide the package,
- architecture of the package (for example, x86_64, i686, i586),
- version number of the package,
- package vendor.

Which of the aspects has the highest importance for choosing the update candidates depends on the respective update option you choose.

- 1 To update all installed packages to the latest version, choose *Package > All Packages > Update if Newer Version Available* from the main menu.

All repositories are checked for possible update candidates, using the following policy: YaST first tries to restrict the search to packages with the same architecture and vendor like the installed one. If the search is positive, the “best” update candidate from those is selected according to the process below. However, if no comparable package of the same vendor can be found, the search is expanded to all packages with the same architecture. If still no comparable package can be found, all packages

are considered and the “best” update candidate is selected according to the following criteria:

1. Repository priority: Prefer the package from the repository with the highest priority.
2. If more than one package results from this selection, choose the one with the “best” architecture (best choice: matching the architecture of the installed one; otherwise: `x86_64 > i686 > i586`).

If the resulting package has a higher version number than the installed one, the installed package will be updated and replaced with the selected update candidate.

This option tries to avoid changes in architecture and vendor for the installed packages, but under certain circumstances, they are tolerated.

NOTE: Update Unconditionally

If you choose *Package > All Packages > Update Unconditionally* instead, basically the same criteria apply but candidate package found is installed unconditionally. Thus, choosing this option might actually lead to downgrading some packages.

- 2 To make sure that the packages for a mass update derive from a certain repository:

- 2a Choose the repository from which to update as described in Section 6.2.1, “Views for Searching Packages or Patterns” (page 86) .

- 2b On the right hand side of the window, click *Switch system packages to the versions in this repository*. This explicitly allows YaST to change the package vendor when replacing the packages.

As soon as you proceed with *Accept*, all installed packages will be replaced by packages deriving from this repository, if available. This may lead to changes in vendor and architecture and even to downgrading some packages.

- 2c To refrain from this, click *Cancel switching system packages to the versions in this repository*. Note that you can only cancel this until you press the *Accept* button.

- 3 Before applying your changes, you can review or modify them by clicking *View > Installation Summary*. By default, all packages that will change status, are listed.
- 4 If all options are set according to your wishes, confirm your changes with *Accept* to start the mass update.

6.2.4 Checking Software Dependencies

Most packages are dependent on other packages. If a package, for example, uses a shared library, it is dependent on the package providing this library. On the other hand some packages cannot coexist with each other, causing a conflict (for example, you can only install one mail transfer agent: sendmail or postfix). When installing or removing software, the Software Manager makes sure no dependencies or conflicts remain unsolved to ensure system integrity.

In case there exists only one solution to resolve a dependency or a conflict, it is resolved automatically. Multiple solutions always cause a conflict which needs to be resolved manually. If solving a conflict involves a vendor or architecture change, it also needs to be solved manually. When clicking *Accept* to apply any changes in the Software Manager, you get an overview of all actions triggered by the automatic resolver which you need to confirm.

By default, dependencies are automatically checked. A check is performed every time you change a package status (for example, by marking a package for installation or removal). This is generally useful, but can become exhausting when manually resolving a dependency conflict. To disable this function, uncheck *Dependencies > Autocheck*. Manually perform a dependency check with *Dependencies > Check Now*. A consistency check is always performed when you confirm your selection with *Accept*.

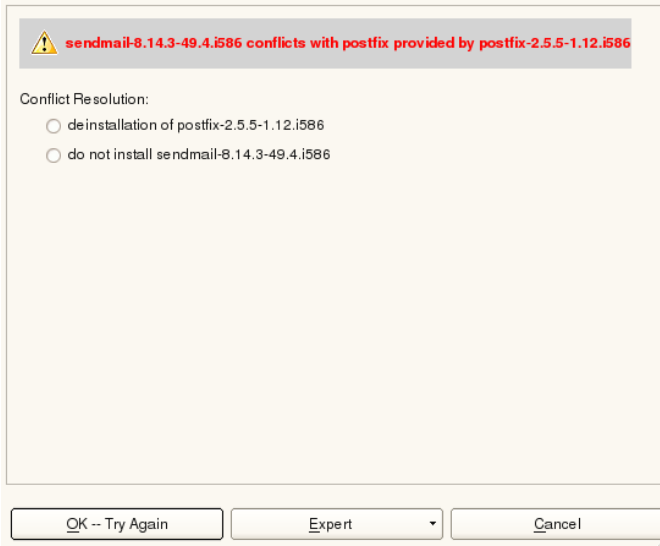
To review a package's dependencies, right-click it and choose *Show Solver Information*. A map showing the dependencies opens. Packages that are already installed are displayed in a green frame.

NOTE: Manually Solving Package Conflicts

Unless you are very experienced, follow the suggestions YaST makes when handling package conflicts, otherwise you may not be able to resolve them. Keep in mind that every change you make, potentially triggers other conflicts, so you can easily end up with a steadily increasing number of conflicts. In case

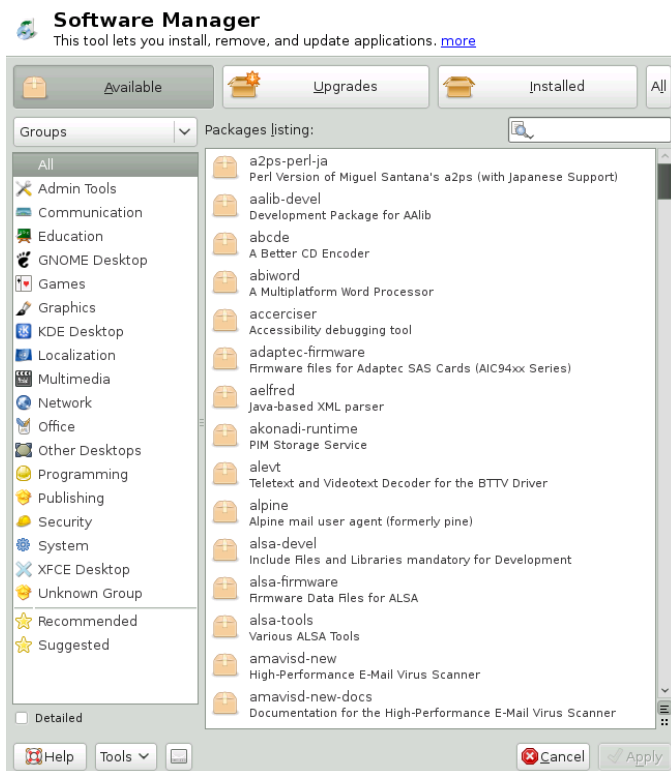
this happens, *Cancel* the Software Manager, *Abandon* all your changes and start again.

Figure 6.1 *Conflict Management of the Software Manager*



6.3 Using the GNOME Interface (GTK+)

The YaST GTK+ interface is started by default when using the desktops GNOME and XFCE. Start the software manager from the YaST Control Center by clicking *Software* > *Software Management*.



6.3.1 Views for Searching Packages or Patterns

The easiest way to find a package is to use the search field in the upper right corner of the software manager. Enter a search term and press Enter. By default it will search package names and summaries. Press the search item to change this filter and search the file lists, for example.

The software manager also offers different views and filters for displaying package lists. These are available from the pull-down menu in the upper left corner:

Groups

The default view lists all packages sorted by groups such as *Admin Tools*, *Graphics*, *Programming*, or *Security*.

RPM Groups

Lists all packages sorted by functionality with groups and subgroups. For example *Networking > Email > Clients*.

Repositories

Filter to list packages by repository. In order to select more than one repository, hold the Ctrl key while clicking on repository names. The “pseudo repository” *@System* lists all packages currently installed.

To add, edit, or remove available repositories, click *Edit Repositories*.

Support

Filter to list packages by support contract.

Patterns

Lists all patterns available for installation on your system.

Languages

Filter to list all packages needed to add a new system language.

The box in the lower right corner of the dialog also allows to filter for packages that are *Installed*, *Not Installed* or *Upgradable*. If you select the *No Status* entry, all available packages from the configured repositories are displayed, independent of their status.

6.3.2 Installing and Removing Packages or Patterns

Certain packages are dependent on other packages, such as shared libraries. On the other hand, some packages cannot coexist with others on the system. If possible, YaST automatically resolves these dependencies or conflicts. If your choice results in a dependency conflict that cannot be automatically solved, you need to solve it manually as described in Section 6.2.4, “Checking Software Dependencies” (page 91).

- 1 Search for packages as described in Section 6.3.1, “Views for Searching Packages or Patterns” (page 93).
- 2 The packages found are listed in the right pane. To further filter the search results according to package status (*All Packages*, *Not Installed*, *Installed*, *Upgradable*), select one of the entries in the box at the lower left corner of the dialog. For details

about a package, click the package in the list. Information like available versions, authors and changelog of the package are displayed in the lower right corner of the window.

To mark a package for installation, re-installation, removal, or upgrade, right-click the package and choose the appropriate action from the menu.

TIP: Applying an Action to All Packages Listed

To apply an action to all packages listed in the right pane, right-click a package, choose *Select All*, right-click again and choose an action.

- 3 To install a pattern, right-click the pattern name and choose *Install*.
- 4 It is not possible to remove a pattern per se. Instead, select the packages of a pattern you want to remove and mark them for removal.
- 5 In order to select more packages, repeat the steps mentioned above.
- 6 Before applying your changes, you can review or modify them by clicking *View All Changes* at the bottom of the dialog. By default, all packages that will change status are listed.
- 7 To revert changes for a package, click the *Undo* icon with the yellow arrow. To finish the review, click *Close*.
- 8 When you are finished with the selection of packages to install or remove, *Apply* your changes.
- 9 In case YaST found dependencies on other packages, a list of packages that have additionally been chosen for installation, update or removal is presented. Click *Apply* to accept them.

After all selected packages are installed, updated or removed, the YaST Software Manager automatically terminates.

NOTE: Installing Source Packages

Installing source packages with YaST Software Manager is not possible at the moment. Use the command line tool `zypper` for this purpose. For more infor-

mation, see Section “Installing Source Packages” (Chapter 7, *Managing Software with Command Line Tools*, ↑*Administration Guide*).

6.3.3 Updating Packages

Instead of updating individual packages, you can also update all installed packages or all packages from a certain repository. When mass updating packages, the following aspects are generally considered:

- priorities of the repositories that provide the package,
- architecture of the package (for example, x86_64, i686, i586),
- version number of the package,
- package vendor.

Which of the aspects has the highest importance for choosing the update candidates depends on the respective update option you choose.

- 1 To view the list of packages that can be updated (packages with higher versions are available), select *Upgradable* in the bottom left box.
- 2 To update all packages listed there, click *Upgrade All*.

To install only upgradable packages for which an official patch has been issued, click *Upgrade Patches*. Those packages are marked by a patch tag next to their version number. Choosing this option is equivalent to doing an online update with YaST as described in Chapter 1, *YaST Online Update* (↑*Administration Guide*).

If no patches have been issued since last applying patches, the button is disabled.

- 3 To make sure that the packages for a mass update derive from a certain repository:
 - 3a Choose the repository from which to update as described in Section 6.3.1, “Views for Searching Packages or Patterns” (page 93) .
 - 3b On the right hand side of the window, click *Switch system packages to the versions in this repository*. This explicitly allows YaST to change the package vendor when replacing the packages.

All installed packages will be replaced by packages deriving from this repository, if available. This may lead to changes in vendor and architecture and even to downgrading some packages.

- 4 Before applying the changes, you can review or modify them by clicking *View All Changes* at the bottom of the dialog. By default, all packages that will change status are listed.
- 5 To refrain from switching the system packages to the versions in this repository, click the *Undo* button next to the respective option.
- 6 If all options are set according to your wishes, confirm your changes with *Apply* to start the mass update.

6.3.4 Checking Software Dependencies

Most packages are dependent on other packages. If a package, for example, uses a shared library, it will be dependent on the package providing this library. On the other hand, some packages cannot coexist with each other, causing a conflict (for example, you can only install one mail transfer agent: sendmail or postfix). When installing or removing software, the Software Manager makes sure no dependencies or conflicts remain unresolved to ensure system integrity.

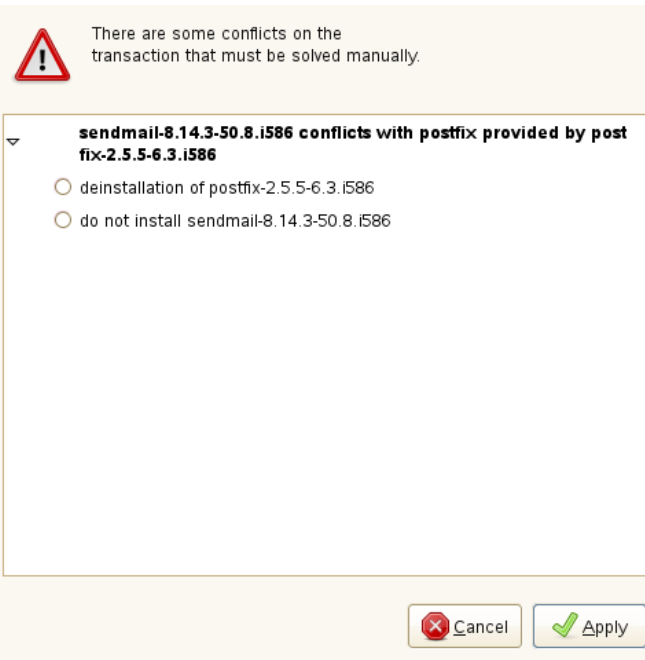
In case there exists only one solution to resolve a dependency or a conflict, it is resolved automatically. Multiple solutions always cause a conflict which needs to be resolved manually. If solving a conflict involves a vendor or architecture change, it also needs to be solved manually. When clicking *Apply* to apply any changes in the Software Manager, you get an overview of all actions triggered by the automatic resolver which you need to confirm.

By default, dependencies are automatically checked. A check is performed every time you change a package status (for example, by marking a package for installation or removal). This is generally useful, but can become exhausting when manually resolving a dependency conflict. To disable this function, uncheck *Dependencies > Autocheck*. Manually perform a dependency check with *Dependencies > Check Now*. A consistency check is always performed when you confirm your selection with *Apply*.

NOTE: Manually Solving Package Conflicts

Unless you are very experienced, follow the suggestions YaST makes when handling package conflicts, otherwise you may not be able to resolve them. Keep in mind that every change you make, potentially triggers other conflicts, so you can easily end up with a steadily increasing number of conflicts. In case this happens, click *Cancel* and *Quit* the software manager. Relaunch it to start again.

Figure 6.2 *Conflict Management of the Software Manager*



6.4 Managing Software Repositories and Services

If you want to install third-party software, add additional software repositories to your system. By default, the product repositories such as SUSE Linux Enterprise Desktop-

DVD 11 SP2 and a matching update repository are automatically configured once you have registered your system. For more information about registration, see Section “Novell Customer Center Configuration” (page 43). Depending on the initially selected product, a separate language add-on repository with translations, dictionaries, etc. might also be configured.

To manage repositories, start YaST and select *Software > Software Repositories*. The *Configured Software Repositories* dialog opens. Here, you can also manage subscriptions to so-called *Services* by changing the *View* at the right corner of the dialog to *All Services*. A Service in this context is a *Repository Index Service* (RIS) that can offer one or more software repositories. Such a Service can be changed dynamically by its administrator or vendor.

Each repository provides files describing content of the repository (package names, versions, etc.). These repository description files are downloaded to a local cache that is used by YaST. To ensure their integrity, software repositories can be signed with the GPG Key of the repository maintainer. Whenever you add a new repository, YaST offers the ability to import its key.

WARNING: Trusting External Software Sources

Before adding external software repositories to your list of repositories, make sure this repository can be trusted. SUSE Linux Enterprise Desktop is not responsible for any potential problems arising from software installed from third-party software repositories.

6.4.1 Adding Software Repositories

You can either add repositories from a local harddisk, from a removable medium (like a CD, DVD or a USB mass storage) or from a network.

To add repositories from the *Configured Software Repositories* dialog in YaST proceed as follows:

- 1 Click *Add*.
- 2 From the list of available *Media Types* specify the type matching your repository:

For network sources, it is usually sufficient to use the default option, *Specify URL*.

To add a repository from a removable medium or a local harddisk, choose the relevant option and insert the medium or connect the USB device to the machine, respectively.

- 3 You can choose to *Download Repository Description Files* now. If the option is unchecked, YaST will automatically download the files later, if needed. Click *Next* to proceed.
- 4 When adding a repository from the network, enter the data you are prompted for. Continue with *Next*.
- 5 Depending on the repository you have added, you might be asked if you want to import the GPG key with which it is signed or asked to agree to a license.

After confirming these messages, YaST will download and parse the metadata and add the repository to the list of *Configured Repositories*.

- 6 If needed, adjust the repository *Properties* as described in Section 6.4.2, “Managing Repository Properties” (page 100) or confirm your changes with *OK* to close the configuration dialog.

Now you can install software from this repository as described in Section 6.2, “Using the KDE Interface (Qt)” (page 85) or in Section 6.3, “Using the GNOME Interface (GTK+)” (page 92).

6.4.2 Managing Repository Properties

The *Configured Software Repositories* overview of the *Software Repositories* lets you change the following repository properties:

Status

The repository status can either be *Enabled* or *Disabled*. You can only install packages from repositories that are enabled. To turn a repository off temporarily click *Disable*. You can also double-click on a repository name to toggle its status. If you want to remove a repository completely, click *Delete*.

Refresh

When refreshing a repository, its content description (package names, versions, etc.) is downloaded to a local cache that is used by YaST. It is sufficient to do this once for static repositories such as CDs or DVDs, whereas repositories whose content changes often should be refreshed frequently. The easiest way to keep a

repository's cache up-to-date is to choose *Automatically Refresh*. To do a manual refresh click *Refresh* and select one of the options.

Keep Downloaded Packages

Packages from remote repositories are downloaded before being installed. By default, they are deleted upon a successful installation. Activating *Keep Downloaded Packages* prevents the deletion of downloaded packages. The download location is configured in `/etc/zypp/zypp.conf`, by default it is `/var/cache/zypp/packages`.

Priority

The *Priority* of a repository is a value between 1 and 200, with 1 being the highest priority and 200 the lowest priority. Any new repositories that are added with YaST get a priority of 99 by default. If you do not care about a priority value for a certain repository, you can also set the value to 0 to apply the default priority to that repository (99). If a package is available in more than one repository, then the repository with the highest priority takes precedence. This is useful if you want to avoid downloading packages unnecessarily from the Internet by giving a local repository (for example, a DVD) a higher priority.

IMPORTANT: Priority vs. Version

The repository with the highest priority takes precedence in any case. Therefore, make sure that the update repository always has the highest priority (20 by default), otherwise you might install an outdated version that will not be updated until the next online update.

Name and URL

To change a repository name or its URL, select it from the list with a single-click and then click *Edit*.

6.4.3 Managing Repository Keys

To ensure their integrity, software repositories can be signed with the GPG Key of the repository maintainer. Whenever you add a new repository, YaST offers to import its key. Verify it as you would do with any other GPG key and make sure it does not change. If you detect a key change, something might be wrong with the repository.

Disable the repository as an installation source until you know the cause of the key change.

To manage all imported keys, click *GPG Keys...* in the *Configured Software Repositories* dialog. Select an entry with the mouse to show the key properties at the bottom of the window. *Add*, *Edit* or *Delete* keys with a click on the respective buttons.

6.5 Keeping the System Up-to-date

Novell offers a continuous stream of software security patches for your product. The update applet informs you about the availability of patches and lets you easily install them with just a few clicks.

6.5.1 Using the KDE Software Updater

The Software Updater icon resides in the system tray of your panel depicting a gearwheel with a green arrow. To start Software Updater manually, choose *System Settings > SoftwareManagement > Software Updates* from the main menu. Alternatively, Alt + F2 and enter `kpk_update`.

NOTE: Icon Visibility

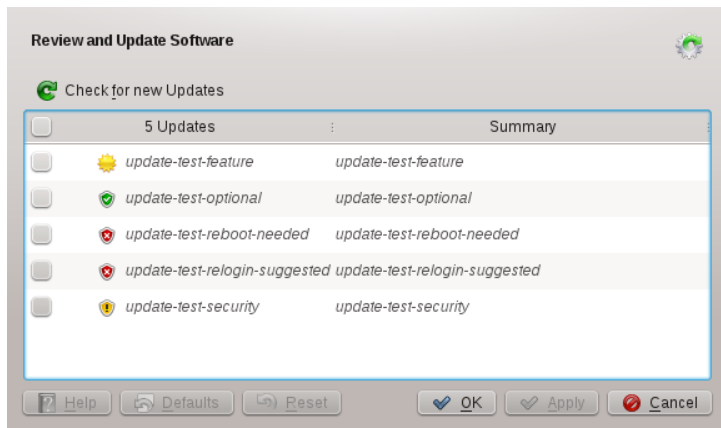
The Software Updater icon is only visible in the system tray, if patches are available. Hover over the icon to see the number of patches available.

Installing Patches

- 1 Whenever software updates are available, the applet icon appears in the panel. Left-click the Software Updater icon to launch the *Review and Update* software window.
- 2 Select a patch for installation by ticking its checkbox. Get detailed information on a patch by clicking on its title. To select all available patches for installation, tick the checkbox in the table header.
- 3 Click *Apply* to start the patch installation.

- 4 In case you have started the patch installation for the first time, you will be asked to enter the `root` password twice in order to proceed. If you also check *Remember authorization* you will never be asked again to provide the password.
- 5 The *Additional Changes* window showing an installation summary opens. Click *Continue* to finish the installation.

Figure 6.3 KDE Software Updater



The YaST Online Update offers advanced features to customize the patch installation. Please refer to Chapter 1, *YaST Online Update* ([↑Administration Guide](#)) for more information.

Configuring the KDE Software Updater

By default Software Updater checks for updates every 24 hours, notifies you when patches are available and does not automatically install patches. These settings can be changed with the *Software Management settings*. To open the *Software Management settings* choose *System Settings > Software Management > Settings* from the main menu. Alternatively, press `Alt + F2` and enter `kpk_settings`. The settings for Software Updater are available in the *Update Settings* section.

IMPORTANT: Patch Origin

The *Software Management settings* also allows you to configure the repositories (*Origin of Packages*) to be used. This setting not only applies to Software Up-

dater but also to the KDE Software Management module (*Get and Remove Software*).

Make sure the repository *Updates for SUSE Linux Enterprise Desktop 11 SP2* is always selected—otherwise you will not receive patches.

6.5.2 Using the GNOME Update Applet

The update applet resides in the notification area of the panel. Its icon changes depending on the availability and relevance of patches and the status of the update. To invoke the applet manually, choose *Computer > More Applications > System > Software Update*.

NOTE: Icon visibility

By default, the update applet icon is only visible in the notification area, if patches are available.

Open box with a globe

The update applet is busy (for example checking for updates or installing software).

Red Star with Exclamation Mark

Security patches are available.

Orange Star with an Up Arrow

Important patches are available.

Yellow Star with a Down Arrow

Trivial patches are available.

Yellow Triangle with Exclamation Mark

An error has occurred.

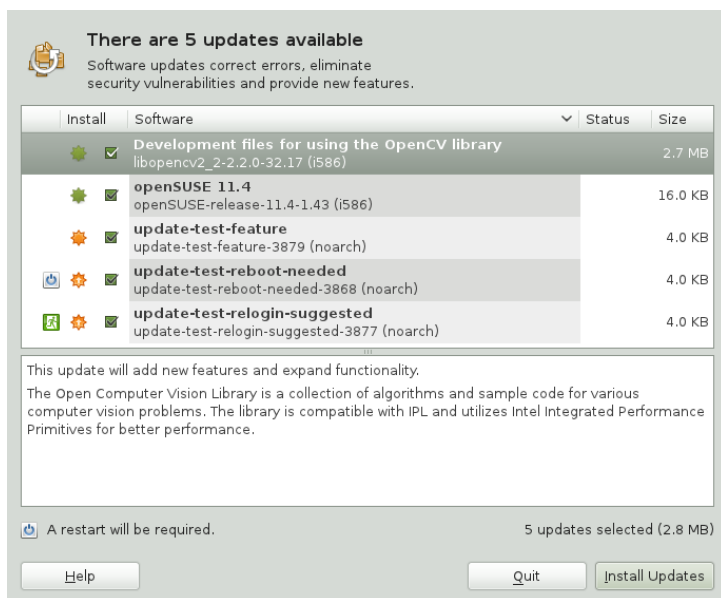
Installing Patches

Procedure 6.1 *Installing Patches*

- 1 Whenever new patches are available, a notification message will appear and the Update Applet icon will be visible in the notification area. Either click *Install updates* in the notification message or click the icon to open the *Software Update* window.

- 2 All security and important patches are preselected. It is strongly recommended to install these patches. Trivial patches can be manually selected by ticking the respective check boxes. Get detailed information on a patch by clicking on its title.
- 3 Click *Install Updates* to start the patch installation.
- 4 The *Additional Confirmation Required* window showing an installation summary opens. Click *Continue* to proceed.
- 5 Enter the `root` password in the authentication screen and proceed with *Authenticate*.

Figure 6.4 *GNOME Update Applet*



The YaST Online Update offers advanced features to customize the patch installation. Please refer to Chapter 1, *YaST Online Update* (↑*Administration Guide*) for more information.

Configuring the Software Update Applet

To configure the update applet, right-click the update icon in the panel and choose *Preferences*. The configuration dialog lets you modify the following settings:

Check for Updates

Choose how often a check for updates is performed: *Hourly*, *Daily*, *Weekly*, or *Never*.

Automatically Install

Configure whether patches are installed automatically or not (default). Automatic installation can be chosen for either security patches only or for all patches.

Check for Major Upgrades

Choose how often a check for major upgrades is performed: *Daily*, *Weekly*, or *Never*.

Check for updates when using mobile broadband

This configuration option is only available on mobile computers. Turned off by default.

More options are configurable using `gconf-editor`: *apps > gnome-packagekit*.

Installing Add-On Products

Add-on products are system extensions. You can install a third party add-on product or a special system extension of SUSE® Linux Enterprise Desktop (for example, a CD with support for additional languages or a CD with binary drivers). To install a new add-on, start YaST and select *Software > Add-On Products*. You can select various types of product media, like CD, FTP, USB mass storage devices (such as USB flash drives or disks) or a local directory. You can work also directly with ISO files. To add an add-on as ISO file media, select *Local ISO Image* then enter the *Path to ISO Image*. The *Repository Name* is arbitrary.

7.1 Add-Ons

To install a new add-on, proceed as follows:

- 1 In YaST select *Software > Add-On Products* to see an overview of already installed add-on products.
- 2 To install a new add-on product, click *Add*.
- 3 From the list of available *Media Types* specify the type matching your repository.
- 4 To add a repository from a removable medium, choose the relevant option and insert the medium or connect the USB device to the machine, respectively.

- 5 You can choose to *Download Repository Description Files* now. If the option is unchecked, YaST will automatically download the files later, if needed. Click *Next* to proceed.
- 6 When adding a repository from the network, enter the data you are prompted for. Continue with *Next*.
- 7 Depending on the repository you have added, you may be asked if you want to import the GPG key with which it is signed or asked to agree to a license.

After confirming these messages, YaST will download and parse the metadata and add the repository to the list of *Configured Repositories*.

- 8 If needed, adjust the repository *Properties* as described in Section 6.4.2, “Managing Repository Properties” (page 100) or confirm your changes with *OK* to close the configuration dialog.
- 9 After having successfully added the repository for the add-on media, the software manager starts and you can install packages. Refer to Chapter 6, *Installing or Removing Software* (page 83) for details.

7.2 Binary Drivers

Some hardware needs binary-only drivers to function properly. If you have such hardware, refer to the release notes for more information about availability of binary drivers for your system. To read the release notes, open YaST and select *Miscellaneous > Release Notes*.

7.3 SUSE Software Development Kit (SDK) 11

SUSE Software Development Kit 11 is an add-on for SUSE Linux Enterprise 11. It is a complete tool kit for application development. In fact, to provide a comprehensive build system, SUSE Software Development Kit 11 includes all the open source tools that were used to build the SUSE Linux Enterprise Server product. It provides you - as a developer, independent software vendor (ISV), or independent hardware vendor (IHV)

- with all the tools needed to port applications to all the platforms supported by SUSE Linux Enterprise Desktop and SUSE Linux Enterprise Server.

SUSE Software Development Kit also contains integrated development environments (IDEs), debuggers, code editors, and other related tools. It supports most major programming languages, including C, C++, Java, and most scripting languages. For your convenience, SUSE Software Development Kit includes multiple Perl packages that are not included in SUSE Linux Enterprise.

For detailed information, refer to http://www.novell.com/developer/sle_sdk.html. Use the YaST add-on installer and package manager to install SUSE Software Development Kit 11.

Accessing the Internet

If you have chosen not to configure Internet access during the installation, you can perform this task at any time using YaST. How to configure your computer to access the Internet depends on your environment. If the computer you are installing is part of a network which already is connected to the Internet, the only thing to do is to link your machine to the network. If you are installing a machine that is directly connected to the Internet, the hardware and the access to the Internet Service Provider (ISP) needs to be set up.

Please refer to the checklists below to make sure you have all the necessary data ready before starting to configure the Internet access.

8.1 Direct Internet Connection

When your computer is directly connected to the Internet, you first need to configure the hardware that is used for this task. This can either be an internal device (such as an ISDN card) or an external device (for example, a modem). In most cases it is detected automatically.

Next, you need to enter the data provided by your ISP (such as login credentials, gateway, or name server, for example). You should have received a data sheet from your ISP where all the necessary data is listed.

If you have successfully configured your hardware and ISP data, use the `NetworkManager` for managing the internet connection. See Chapter 24, *Using NetworkManager* (*Administration Guide*) for details.

8.1.1 Checklist DSL

There are different types of DSL devices available that use different point-to-point protocol (PPP) methods:

- a regular ethernet card connected to the external DSL modem uses PPP over Ethernet (PPPoE). In Austria the Point-to-Point Tunneling Protocol (PPTP) is used. With PPTP the external modem also has a static IP address.
- an internal DSL modem uses PPP over ATM (PPPoATM)
- an internal ADSL Fritz Card uses CAPI for ADSL

The DSL configuration module already contains the data for major ISPs in some countries. If your ISP is not listed, you will need to know how name resolving (DNS) and IP allocation is handled (in most cases this data is received automatically when connecting). Regardless whether you choose an ISP from the list or add a custom provider, you need to enter at least your login and password.

For configuration details, refer to Section “DSL” (Chapter 21, *Basic Networking*, ↑*Administration Guide*).

8.1.2 Checklist ISDN

In case your internal ISDN card is not detected automatically you will need to know the vendor and the name of the device.

NOTE: ISDN Modem or Terminal Adapter

If you are using an external ISDN modem or terminal adapter, refer to Section 8.1.3, “Checklist Modem” (page 113) instead.

In order to configure the ISDN device you will need the following data:

- ISDN Protocol (depends on your country)
- Area code and phone number.

- Interface type (SyncPPP or RawIP). If unsure, select SyncPPP, because RawIP is only used in connection with certain telephone systems.
- Local and remote IP addresses for the dial-in server and the gateway, in the case that you were given a static IP address from your provider.
- The ISDN configuration module already contains the data for major ISPs in some countries. If your ISP is not listed, you will need to know how name resolving (DNS) and IP allocation is handled (in most cases this data is received automatically when connecting). Regardless whether you chose an ISP from the list or added a custom provider, you need to enter at least your login and password.

For configuration details, refer to Section “ISDN” (Chapter 21, *Basic Networking*, ↑*Administration Guide*).

8.1.3 Checklist Modem

If your modem is not detected automatically, you will need to know whether it is connected to a serial port or to a USB port. Please note that not all USB modems and internal modems are supported by SUSE® Linux Enterprise Desktop.

The modem configuration module already contains the data for major ISPs in some countries. If your ISP is not listed, you will need to know its dial-in number and how name resolving (DNS) and IP allocation is handled (in most cases this data is received automatically when connecting). Regardless whether you chose an ISP from the list or added a custom provider, you need to enter at least your login and password.

For configuration details, refer to Section “Modem” (Chapter 21, *Basic Networking*, ↑*Administration Guide*).

8.1.4 Checklist Cable Modem

Accessing the Internet through the TV cable requires a cable modem. Such a modem is connected to the computer via ethernet cable. Therefore it is only necessary to configure your network card accordingly. For details, refer to Section “Cable Modem” (Chapter 21, *Basic Networking*, ↑*Administration Guide*).

8.2 Internet Connection Via Network

If your machine is part of a network which is already connected to the Internet, it is very easy to gain Internet access (just configure your network card and connect your machine to the existing network and you are done). This not only applies to large company networks, but to small home networks as well. Even if the machine you are installing is only connected to a router (e.g. a DSL router) it is already part of a network. It is irrelevant whether you are using a wireless network adapter or a wired one.

NOTE: Routing and Name Services

In the following it is assumed that the network is connected to the Internet and provides routing and name services. In case these services are provided by a router, make sure the router is configured correctly before setting up the client.

8.2.1 Checklist Network

If your network provides DHCP (Dynamic Host Configuration Protocol) check the appropriate check box when setting up the network card and you are done (all parameters needed will be provided by the DHCP server).

If DHCP is not available, ask your network administrator for the following details:

- Hostname
- Name server
- Gateway

For configuration details for wired network cards, refer to Section “Configuring the Network Card with YaST” (Chapter 21, *Basic Networking*, ↑*Administration Guide*), for wireless network cards see Section “Configuration with YaST” (Chapter 18, *Wireless LAN*, ↑*Administration Guide*).

Managing Users with YaST

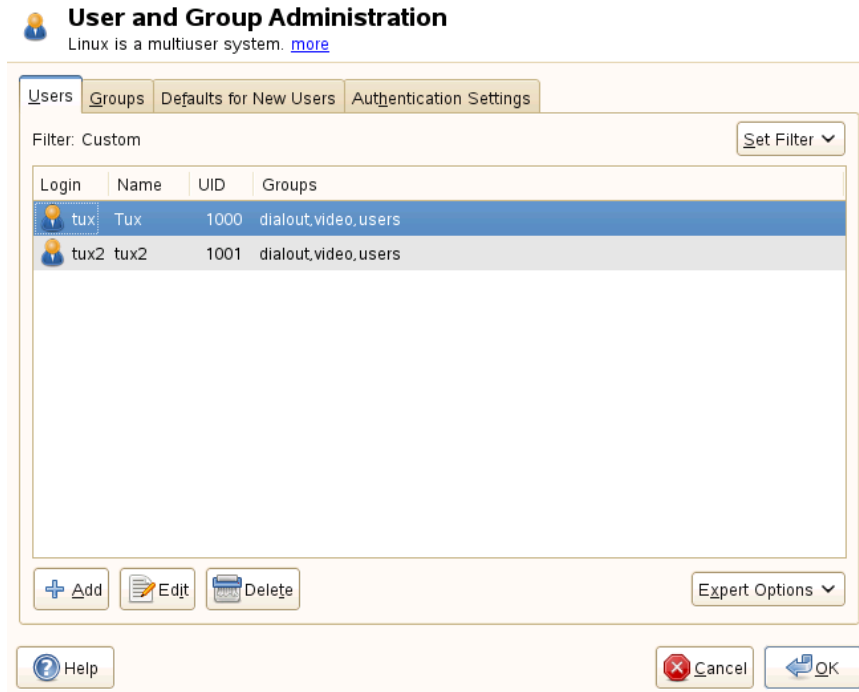
During installation, you chose a method for user authentication. This method is either local (via `/etc/passwd`) or, if a network connection is established, via NIS, LDAP, Kerberos or Samba (see Section 3.9, “Create New User” (page 31) . You can create or modify user accounts and change the authentication method with YaST at any time.

Every user is assigned a system-wide user ID (UID). Apart from the users which can log in to your machine, there are also a number of *system users* for internal use only. Each user is assigned to one or more groups. Similar to *system users*, there are also *system groups* for internal use.

9.1 User and Group Administration Dialog

To administer users or groups, start YaST and click *Security and Users > User and Group Management*. Alternatively, start the *User and Group Administration* dialog directly by running `yast2 users &` from a command line.

Figure 9.1 *YaST User and Group Administration*



Depending on the set of users you choose to view and modify with, the dialog (local users, network users, system users), the main window shows several tabs. These allow you to execute the following tasks:

Managing User Accounts

From the *Users* tab create, modify, delete or temporarily disable user accounts as described in Section 9.2, “Managing User Accounts” (page 117). Learn about advanced options like enforcing password policies, using encrypted home directories, using fingerprint authentication, or managing disk quotas in Section 9.3, “Additional Options for User Accounts” (page 119).

Changing Default Settings

Local users accounts are created according to the settings defined on the *Defaults for New Users* tab. Learn how to change the default group assignment, or the default path and access permissions for home directories in Section 9.4, “Changing Default Settings for Local Users” (page 126).

Assigning Users to Groups

Learn how to change the group assignment for individual users in Section 9.5, “Assigning Users to Groups” (page 127).

Managing Groups

From the *Groups* tab, you can add, modify or delete existing groups. Refer to Section 9.6, “Managing Groups” (page 127) for information on how to do this.

Changing the User Authentication Method

When your machine is connected to a network that provides user authentication methods like NIS or LDAP, you can choose between several authentication methods on the *Authentication Settings* tab. For more information, refer to Section 9.7, “Changing the User Authentication Method” (page 129).

For user and group management, the dialog provides similar functionality. You can easily switch between the user and group administration view by choosing the appropriate tab at the top of the dialog.

Filter options allow you to define the set of users or groups you want to modify: On the *Users* or *Group* tab, click *Set Filter* to view and edit users or groups according to certain categories, such as *Local Users* or *LDAP Users*, for instance (if you are part of a network which uses LDAP). With *Set Filter > Customize Filter* you can also set up and use a custom filter.

Depending on the filter you choose, not all of the following options and functions will be available from the dialog.

9.2 Managing User Accounts

YaST offers to create, modify, delete or temporarily disable user accounts. Do not modify user accounts unless you are an experienced user or administrator.

NOTE: Changing User IDs of Existing Users

File ownership is bound to the user ID, not to the user name. After a user ID change, the files in the user's home directory are automatically adjusted to reflect this change. However, after an ID change, the user no longer owns the files he created elsewhere in the file system unless the file ownership for those files are manually modified.

In the following, learn how to set up default user accounts. For some further options, such as auto login, login without password, setting up encrypted home directories or managing quotas for users and groups, refer to Section 9.3, “Additional Options for User Accounts” (page 119).

Procedure 9.1 *Adding or Modifying User Accounts*

- 1 Open the YaST *User and Group Administration* dialog and click the *Users* tab.
- 2 With *Set Filter* define the set of users you want to manage. The dialog shows a list of users in the system and the groups the users belong to.
- 3 To modify options for an existing user, select an entry and click *Edit*.

To create a new user account, click *Add*.

- 4 Enter the appropriate user data on the first tab, such as *Username* (which is used for login) and *Password*. This data is sufficient to create a new user. If you click *OK* now, the system will automatically assign a user ID and set all other values according to the default.
- 5 Activate *Receive System Mail* if you want any kind of system notifications to be delivered to this user's mailbox. This creates a mail alias for `root` and the user can read the system mail without having to first log in as `root`.
- 6 If you want to adjust further details such as the user ID or the path to the user's home directory, do so on the *Details* tab.

If you need to relocate the home directory of an existing user, enter the path to the new home directory there and move the contents of the current home directory with *Move to New Location*. Otherwise, a new home directory is created without any of the existing data.

- 7 To force users to regularly change their password or set other password options, switch to *Password Settings* and adjust the options. For more details, refer to Section 9.3.2, “Enforcing Password Policies” (page 120).
- 8 If all options are set according to your wishes, click *OK*.
- 9 Click *Expert Options > Write Changes Now* to save all changes without exiting the *User and Group Administration* dialog. Click *OK* to close the administration dialog.

and to save the changes. A newly added user can now log in to the system using the login name and password you created.

TIP: Matching User IDs

For a new (local) user on a laptop which also needs to integrate into a network environment where this user already has a user ID, it is useful to match the (local) user ID to the ID in the network. This ensures that the file ownership of the files the user creates “offline” is the same as if he had created them directly on the network.

Procedure 9.2 *Disabling or Deleting User Accounts*

- 1 Open the YaST *User and Group Administration* dialog and click the *Users* tab.
- 2 To temporarily disable a user account without deleting it, select the user from the list and click *Edit*. Activate *Disable User Login*. The user cannot log into your machine until you enable the account again.
- 3 To delete a user account, select the user from the list and click *Delete*. Choose if you also want to delete the user's home directory or if you want to retain the data.

9.3 Additional Options for User Accounts

In addition to the settings for a default user account, SUSE® Linux Enterprise Desktop offers further options, such as options to enforce password policies, use encrypted home directories or define disk quotas for users and groups.

9.3.1 Automatic Login and Passwordless Login

If you use the KDE or GNOME desktop environment you can configure *Auto Login* for a certain user as well as *Passwordless Login* for all users. Auto login causes a user to become automatically logged in to the desktop environment on boot. This function-

ality can only be activated for one user at a time. Login without password allows all users to log in to the system after they have entered their username in the login manager.

WARNING: Security Risk

Enabling *Auto Login* or *Passwordless Login* on a machine that can be accessed by more than one person is a security risk. Without the need to authenticate, any user can gain access to your system and your data. If your system contains confidential data, do not use this functionality.

If you want to activate auto login or login without password, access these functions in the YaST *User and Group Administration* with *Expert Options > Login Settings*.

9.3.2 Enforcing Password Policies

On any system with multiple users, it is a good idea to enforce at least basic password security policies. Users should change their passwords regularly and use strong passwords that cannot easily be exploited. For local users, proceed as follows:

Procedure 9.3 *Configuring Password Settings*

- 1 Open the YaST *User and Group Administration* dialog and select the *Users* tab.
- 2 Select the user for which to change the password options and click *Edit*.
- 3 Switch to the *Password Settings* tab. The user's last password change is displayed on the tab.
- 4 To make the user change his password at next login, activate *Force Password Change*.
- 5 To enforce password rotation, set a *Maximum Number of Days for the Same Password* and a *Minimum Number of Days for the Same Password*.
- 6 To remind the user to change his password before it expires, set a number of *Days before Password Expiration to Issue Warning*.
- 7 To restrict the period of time the user can log in after his password has expired, change the value in *Days after Password Expires with Usable Login*.

- 8 You can also specify a certain expiration date for a password. Enter the *Expiration Date* in *YYYY-MM-DD* format.
- 9 For more information about the options and about the default values, click *Help*.
- 10 Apply your changes with *OK*.

9.3.3 Managing Encrypted Home Directories

To protect data in home directories against theft and hard disk removal, you can create encrypted home directories for users. These are encrypted with LUKS (Linux Unified Key Setup), which results in an image and an image key being generated for the user. The image key is protected with the user's login password. When the user logs into the system, the encrypted home directory is mounted and the contents are made available to the user.

NOTE: Fingerprint Reader Devices and Encrypted Home Directories

If you want to use a fingerprint reader device, you must not use encrypted home directories. Otherwise logging in will fail, because decrypting during login is not possible in combination with an active fingerprint reader device.

With YaST, you can create encrypted home directories for new or existing users. To encrypt or modify encrypted home directories of already existing users, you need to know the user's current login password. By default, all existing user data is copied to the new encrypted home directory, but it is not deleted from the unencrypted directory.

WARNING: Security Restrictions

Encrypting a user's home directory does not provide strong security from other users. If strong security is required, the system should not be physically shared.

Find background information about encrypted home directories and which actions to take for stronger security in Section “Using Encrypted Home Directories” (Chapter 11, *Encrypting Partitions and Files*, ↑*Security Guide*).

Procedure 9.4 *Creating Encrypted Home Directories*

- 1 Open the YaST *User and Group Management* dialog and click the *Users* tab.

- 2 To encrypt the home directory of an existing user, select the user and click *Edit*.

Otherwise, click *Add* to create a new user account and enter the appropriate user data on the first tab.

- 3 In the *Details* tab, activate *Use Encrypted Home Directory*. With *Directory Size in MB*, specify the size of the encrypted image file to be created for this user.

Existing Local User
Additional user data includes: User ID (uid): Each user is known to the system by a unique num... [more](#)

Usgr Data **Details** Password Settings Plug-Ins

User ID (uid):
1000

Home Directory:
/home/tux Browse...

☒ Move to New Location

Directory Size in MB:
☒ Use Encrypted Home Directory 100

Additional User Information:

Login Shell:
/bin/bash

Default Group:
users

Additional Groups:

- ☐ users
- ☐ at
- ☐ audio
- ☐ avahi
- ☐ beagleindex
- ☐ bin
- ☐ cdrom
- ☐ console
- ☐ daemon
- ☒ dialout
- ☐ disk
- ☐ floppy
- ☐ ftp
- ☐ games
- ☐ gdm

Help Cancel OK

- 4 Apply your settings with *OK*.
- 5 Enter the user's current login password to proceed if YaST prompts for it.
- 6 Click *Expert Options > Write Changes Now* to save all changes without exiting the administration dialog. Click *OK* to close the administration dialog and save the changes.

Procedure 9.5 *Modifying or Disabling Encrypted Home Directories*

Of course, you can also disable the encryption of a home directory or change the size of the image file at any time.

- 1 Open the YaST *User and Group Administration* dialog in the *Users* view.
- 2 Select a user from the list and click *Edit*.
- 3 If you want to disable the encryption, switch to the *Details* tab and disable *Use Encrypted Home Directory*.

If you need to enlarge or reduce the size of the encrypted image file for this user, change the *Directory Size in MB*.

- 4 Apply your settings with *OK*.
- 5 Enter the user's current login password to proceed if YaST prompts for it.
- 6 Click *Expert Options > Write Changes Now* to save all changes without exiting the *User and Group Administration* dialog. Click *OK* to close the administration dialog and to save the changes.

9.3.4 Using Fingerprint Authentication

If your system includes a fingerprint reader you can use biometric authentication in addition to standard authentication via login and password. After registering their fingerprint, users can log into the system either by swiping a finger on the fingerprint reader or by typing in a password.

Fingerprints can be registered with YaST. Find detailed information about configuration and use of fingerprint authentication in Chapter 7, *Using the Fingerprint Reader* (↑*Security Guide*). For a list of supported devices, refer to <http://www.freedesktop.org/wiki/Software/fprint/libfprint>.

9.3.5 Managing Quotas

To prevent system capacities from being exhausted without notification, system administrators can set up quotas for users or groups. Quotas can be defined for one or more

file systems and restrict the amount of disk space that can be used and the number of inodes (index nodes) that can be created there. Inodes are data structures on a file system that store basic information about a regular file, directory, or other file system object. They store all attributes of a file system object (like user and group ownership, read, write, or execute permissions), except file name and contents.

SUSE Linux Enterprise Desktop allows usage of `soft` and `hard` quotas. Soft quotas usually define a warning level at which users are informed that they are nearing their limit, whereas hard quotas define the limit at which write requests are denied. Additionally, grace intervals can be defined that allow users or groups to temporarily violate their quotas by certain amounts.

Procedure 9.6 *Enabling Quota Support for a Partition*

In order to configure quotas for certain users and groups, you need to enable quota support for the respective partition in the YaST Expert Partitioner first.

- 1** In YaST, select *System > Partitioner* and click *Yes* to proceed.
- 2** In the *Expert Partitioner*, select the partition for which to enable quotas and click *Edit*.
- 3** Click *Fstab Options* and activate *Enable Quota Support*. If the `quota` package is not already installed, it will be installed once you confirm the respective message with *Yes*.
- 4** Confirm your changes and leave the *Expert Partitioner*.

Procedure 9.7 *Setting Up Quotas for Users or Groups*

Now you can define soft or hard quotas for specific users or groups and set time periods as grace intervals.

- 1** In the YaST *User and Group Administration*, select the user or the group you want to set the quotas for and click *Edit*.
- 2** On the *Plug-Ins* tab, select the *Manage User Quota* entry and click *Launch* to open the *Quota Configuration* dialog.
- 3** From *File System*, select the partition to which the quota should apply.



Quota Configuration

Here, configure quota settings of the user on selected file systems. [more](#)

File System:

/dev/sda6

Size Limits

Soft limit:

5

Hard limit:

8

Days:

0

Hours:

0

Minutes:

0

Seconds:

0

I-nodes Limits

Soft limit:

2

Hard limit:

4

Days:

0

Hours:

0

Minutes:

0

Seconds:

0



- 4 Below *Size Limits*, restrict the amount of disk space. Enter the number of 1 KB blocks the user or group may have on this partition. Specify a *Soft Limit* and a *Hard Limit* value.
- 5 Additionally, you can restrict the number of inodes the user or group may have on the partition. Below *Inodes Limits*, enter a *Soft Limit* and *Hard Limit*.
- 6 You can only define grace intervals if the user or group has already exceeded the soft limit specified for size or inodes. Otherwise, the time-related input fields are not activated. Specify the time period for which the user or group is allowed to exceed the limits set above.
- 7 Confirm your settings with *OK*.
- 8 Click *Expert Options > Write Changes Now* to save all changes without exiting the *User and Group Administration* dialog. Click *OK* to close the administration dialog and to save the changes.

SUSE Linux Enterprise Desktop also ships command line tools like `repquota` or `warnquota` with which system administrators can control the disk usage or send e-mail notifications to users exceeding their quota. With `quota_nld`, administrators can also forward kernel messages about exceeded quotas to D-BUS. For more information, refer to the `repquota`, the `warnquota` and the `quota_nld` man page.

9.4 Changing Default Settings for Local Users

When creating new local users, several default settings are used by YaST. These include, for example, the primary group and the secondary groups the user belongs to, or the access permissions of the user's home directory. You can change these default settings to meet your requirements:

- 1 Open the YaST *User and Group Administration* dialog and select the *Defaults for New Users* tab.
- 2 To change the primary group the new users should automatically belong to, select another group from *Default Group*.
- 3 To modify the secondary groups for new users, add or change groups in *Secondary Groups*. The group names must be separated by commas.
- 4 If you do not want to use `/home/username` as default path for new users' home directories, modify the *Path Prefix for Home Directory*.
- 5 To change the default permission modes for newly created home directories, adjust the `umask` value in *Umask for Home Directory*. For more information about `umask`, refer to Chapter 10, *Access Control Lists in Linux* (↑*Security Guide*) and to the `umask` man page.
- 6 For information about the individual options, click *Help*.
- 7 Apply your changes with *OK*.

9.5 Assigning Users to Groups

Local users are assigned to several groups according to the default settings which you can access from the *User and Group Administration* dialog on the *Defaults for New Users* tab. In the following, learn how to modify an individual user's group assignment. If you need to change the default group assignments for new users, refer to Section 9.4, “Changing Default Settings for Local Users” (page 126).

Procedure 9.8 *Changing a User's Group Assignment*

- 1 Open the YaST *User and Group Administration* dialog and click the *Users* tab. It shows a list of users and of the groups the users belong to.
- 2 Click *Edit* and switch to the *Details* tab.
- 3 To change the primary group the user belongs to, click *Default Group* and select the group from the list.
- 4 To assign the user additional secondary groups, activate the corresponding check boxes in the *Additional Groups* list.
- 5 Click *OK* to apply your changes.
- 6 Click *Expert Options > Write Changes Now* to save all changes without exiting the *User and Group Administration* dialog. Click *OK* to close the administration dialog and save the changes.


9.6 Managing Groups

With YaST you can also easily add, modify or delete groups.

Procedure 9.9 *Creating and Modifying Groups*

- 1 Open the YaST *User and Group Management* dialog and click the *Groups* tab.
- 2 With *Set Filter* define the set of groups you want to manage. The dialog shows a list of groups in the system.

- 3 To create a new group, click *Add*.
- 4 To modify an existing group, select the group and click *Edit*.
- 5 In the following dialog, enter or change the data. The list on the right shows an overview of all available users and system users which can be members of the group.

 **Existing Local Group**
Enter the group data here: [more](#)

Group Data

Plug-Ins

Group Name:

users

Group ID (gid):

100

Password:

•••••

Confirm Password:

•••••

Group Members:

☐ at
☐ avahi
☐ beagleindex
☐ bin
☐ daemon
☐ dnsmasq
☒ games
☒ tux
☒ tux2

Help

Cancel

OK

- 6 To add existing users to a new group select them from the list of possible *Group Members* by checking the corresponding box. To remove them from the group uncheck the box.
- 7 Click *OK* to apply your changes.
- 8 Click *Expert Options > Write Changes Now* to save all changes without exiting the *User and Group Administration* dialog.

In order to delete a group, it must not contain any group members. To delete a group, select it from the list and click *Delete*. Click *Expert Options > Write Changes Now* to save all changes without exiting the *User and Group Administration* dialog. Click *OK* to close the administration dialog and to save the changes.

9.7 Changing the User Authentication Method

When your machine is connected to a network, you can change the authentication method you set during installation. The following options are available:

NIS

Users are administered centrally on a NIS server for all systems in the network. For details, see Chapter 3, *Using NIS* (↑*Security Guide*).

LDAP

Users are administered centrally on an LDAP server for all systems in the network. For details about LDAP, see Chapter 4, *LDAP—A Directory Service* (↑*Security Guide*).

You can manage LDAP users with the YaST user module. All other LDAP settings, including the default settings for LDAP users, have to be defined with the YaST LDAP client module as described in Section “Configuring an LDAP Client with YaST” (Chapter 4, *LDAP—A Directory Service*, ↑*Security Guide*) .

Kerberos

With Kerberos, a user registers once and then is trusted in the entire network for the rest of the session.

Samba

SMB authentication is often used in mixed Linux and Windows networks. For details, see Chapter 25, *Samba* (↑*Administration Guide*) and Chapter 5, *Active Directory Support* (↑*Security Guide*).

eDirectory LDAP

eDirectory authentication is used in Novell networks.

To change the authentication method, proceed as follows:

- 1 Open the *User and Group Administration* dialog in YaST.
- 2 Click the *Authentication Settings* tab to show an overview of the available authentication methods and the current settings.

- 3 To change the authentication method, click *Configure* and select the authentication method you want to modify. This takes you directly to the client configuration modules in YaST. For information about the configuration of the appropriate client, refer to the following sections:

NIS: Section “Configuring NIS Clients” (Chapter 3, *Using NIS*, ↑*Security Guide*)

LDAP: Section “Configuring an LDAP Client with YaST” (Chapter 4, *LDAP—A Directory Service*, ↑*Security Guide*)

Samba: Section “Configuring a Samba Client with YaST” (Chapter 25, *Samba*, ↑*Administration Guide*)

- 4 After accepting the configuration, return to the *User and Group Administration* overview.
- 5 Click *OK* to close the administration dialog.

Changing Language and Country Settings with YaST

10

Working in different countries or having to work in a multilingual environment requires your computer to be set up to support this. SUSE® Linux Enterprise Desktop can handle different `locales` in parallel. A locale is a set of parameters that defines the language and country settings reflected in the user interface.

The main system language was selected during installation and keyboard and time zone settings were adjusted. However, you can install additional languages on your system and determine which of the installed languages should be the default.

For those tasks, use the YaST language module as described in Section 10.1, “Changing the System Language” (page 131). Install secondary languages to get optional localizations if you need to start applications or desktops in languages other than the primary one.

Apart from that, the YaST timezone module allows you to adjust your country and timezone settings accordingly. It also lets you synchronize your system clock against a time server. For details, refer to Section 10.2, “Changing the Country and Time Settings” (page 136).

10.1 Changing the System Language

Depending on how you use your desktop and whether you want to switch the entire system to another language or just the desktop environment itself, there are several ways to achieve this:

Changing the System Language Globally

Proceed as described in Section 10.1.1, “Modifying System Languages with YaST” (page 132) and Section 10.1.2, “Switching the Default System Language” (page 135) to install additional localized packages with YaST and to set the default language. Changes are effective after relogin. To ensure that the entire system reflects the change, reboot the system or close and restart all running services, applications, and programs.

Changing the Language for the Desktop Only

Provided you have previously installed the desired language packages for your desktop environment with YaST as described below, you can switch the language of your desktop using the desktop's control center. If you are using KDE, see Procedure “Adjusting Regional Settings” (↑*KDE User Guide*) for details. If you are using GNOME, refer to Section “Configuring Language Settings” (Chapter 3, *Customizing Your Settings*, ↑*GNOME User Guide*). After the X server has been restarted, your entire desktop reflects your new choice of language. Applications not belonging to your desktop framework are not affected by this change and may still appear in the language that was set in YaST.

Temporarily Switching Languages for One Application Only

You can also run a single application in another language (that has already been installed with YaST). To do so, start it from the command line by specifying the language code as described in Section 10.1.3, “Switching Languages for Individual Applications” (page 135).

10.1.1 Modifying System Languages with YaST

YaST knows two different language categories:

Primary Language

The primary language set in YaST applies to the entire system, including YaST and the desktop environment. This language is used whenever available unless you manually specify another language.

Secondary Languages

Install secondary languages to make your system multilingual. Languages installed as secondary languages can be selected manually for a specific situation. For exam-

ple, use a secondary language to start an application in a certain language in order to do word processing in this language.

Before installing additional languages, determine which of them should be the default system language (primary language) after you have installed them.

To access the YaST language module, start YaST and click *System > Language*. Alternatively, start the *Languages* dialog directly by running `yast2 language` & as user `root` from a command line.



The image shows the YaST 'Languages' dialog box. At the top, it says 'Languages' with a small icon and the instruction 'Choose the new Primary Language for your system. [more](#)'. Below this is the 'Primary Language Settings' section. It has a 'Primary Language:' label and a dropdown menu currently showing 'English (US)'. To the right of the dropdown is a 'Details' button. Below the dropdown are two checkboxes: 'Adapt Keyboard Layout to English (US)' (unchecked) and 'Adapt Time Zone to / US/Eastern' (checked). The 'Secondary Languages:' section is below that, featuring a list box with a scrollbar. The list contains the following languages with unchecked checkboxes: Afrikaans, Arabic, Bengali, Bosnian, Bulgarian, Catalan, Croatian, Czech, Danish, and Dutch. At the bottom of the dialog are three buttons: 'Help' (with a question mark icon), 'Cancel' (with a red X icon), and 'OK' (with a blue arrow icon).

Procedure 10.1 *Installing Additional Languages*

When installing additional languages, YaST also allows you to set different locale settings for the user `root`, see Step 4 (page 134). The option *Locale Settings for User root* determines how the locale variables (`LC_*`) in the file `/etc/sysconfig/language` are set for `root`. You can either set them to the same locale as for normal users, keep it unaffected by any language changes or only set the variable `RC_LC_CTYPE` to the

same values as for the normal users. This variable sets the localization for language-specific function calls.

- 1 To add additional languages in the YaST language module, select the *Secondary Languages* you wish to install.
- 2 To make a language the default language, set it as *Primary Language*.
- 3 Additionally, adapt the keyboard to the new primary language and adjust the time zone, if appropriate.

TIP

For advanced keyboard or time zone settings, select *Hardware > Keyboard Layout* or *System > Date and Time* in YaST to start the respective dialogs. For more information, refer to Section 5.3.1, “Keyboard Layout” (page 68) and Section 10.2, “Changing the Country and Time Settings” (page 136).

- 4 To change language settings specific to the user `root`, click *Details*.
 - 4a Set *Locale Settings for User root* to the desired value. For more information, click *Help*.
 - 4b Decide if you want to *Use UTF-8 Encoding* for `root` or not.
- 5 If your locale was not included in the list of primary languages available, try specifying it with *Detailed Locale Setting*. However, some of these localizations may be incomplete.
- 6 Confirm your changes in the dialogs with *OK*. If you have selected secondary languages, YaST installs the localized software packages for the additional languages.

The system is now multilingual. However, to start an application in a language other than the primary one, you need to set the desired language explicitly as explained in Section 10.1.3, “Switching Languages for Individual Applications” (page 135).

10.1.2 Switching the Default System Language

- 1 To globally switch the default system language, start the YaST language module.
- 2 Select the desired new system language as *Primary Language*.

IMPORTANT: Deleting Former System Languages

If you switch to a different primary language, the localized software packages for the former primary language will be removed from the system. If you want to switch the default system language but want to keep the former primary language as additional language, add it as *Secondary Language* by enabling the respective checkbox.

- 3 Adjust the keyboard and time zone options as desired.
- 4 Confirm your changes with *OK*.
- 5 After YaST has applied the changes, restart any X sessions (for example, by logging out and logging in again) to make YaST and the desktop applications reflect your new language settings.

10.1.3 Switching Languages for Individual Applications

After you have installed the respective language with YaST, you can run a single application in another language.

Standard X and GNOME Applications

Start the application from the command line by using the following command:

```
LANG=languageapplication
```

For example, to start f-spot in German, run `LANG=de_DE f-spot`. For other languages, use the appropriate language code. Get a list of all language codes available with the `locale -av` command.

KDE Applications

Start the application from the command line by using the following command:

```
KDE_LANG=languageapplication
```

For example, to start digiKam in German, run `KDE_LANG=de digikam`. For other languages, use the appropriate language code.

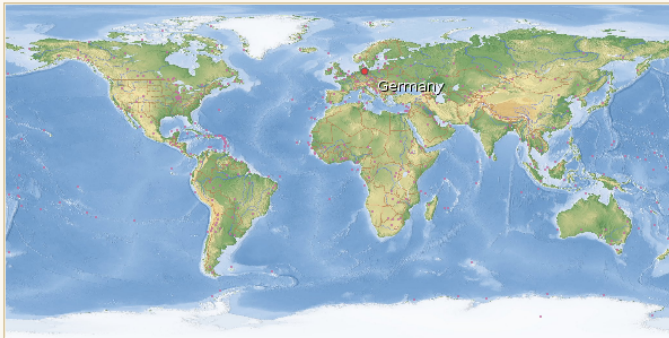
10.2 Changing the Country and Time Settings

Using the YaST date and time module, adjust your system date, clock and time zone information to the area you are working in. To access the YaST module, start YaST and click *System > Date and Time*. Alternatively, start the *Clock and Time Zone* dialog directly by running `yast2 timezone` & as user `root` from a command line.



Clock and Time Zone

To select the time zone to use in your system, first select the Region. [more](#)



Region:	Time Zone:
Europe	Germany
<input checked="" type="checkbox"/> Hardware Clock Set To UTC	
Time and Date (NTP is configured)	
15:34:12 - 2008-10-22	
Change...	
Help	Cancel OK

First, select a general region, such as *Europe*. Choose an appropriate country that matches the one you are working in, for example, *Germany*.

Depending on which operating systems run on your workstation, adjust the hardware clock settings accordingly:

- If you run another operating system on your machine, such as Microsoft Windows*, it is likely your system does not use UTC, but local time. In this case, uncheck *Hardware Clock Set To UTC*.
- If you only run Linux on your machine, set the hardware clock to UTC and have the switch from standard time to daylight saving time performed automatically.

You can change the date and time manually or opt for synchronizing your machine against an NTP server, either permanently or just for adjusting your hardware clock.

Procedure 10.2 *Manually Adjusting Time and Date*

- 1** In the YaST timezone module, click *Change* to set date and time.
- 2** Select *Manually* and enter date and time values.
- 3** Confirm your changes with *Accept*.

Procedure 10.3 *Setting Date and Time With NTP Server*

- 1** Click *Change* to set date and time.
- 2** Select *Synchronize with NTP Server*.
- 3** Enter the address of an NTP server, if not already populated.



Change Date and Time

The current system time and date are displayed. [more](#)

☐ Manually

Current Time:

15 : 39

Current Date:

2008 - 10 - 22

☒ Synchronize with NTP Server

NTP Server Address:

3.opensuse.pool.ntp.org

Synchronize now

☒ Save NTP Configuration

Configure...

Help

Cancel

Accept

- 4 Click *Synchronize Now*, to get your system time set correctly.
- 5 If you want to make use of NTP permanently, enable *Save NTP Configuration*.
- 6 With the *Configure* button, you can open the advanced NTP configuration. For details, see Section “Configuring an NTP Client with YaST” (Chapter 23, *Time Synchronization with NTP*, ↑*Administration Guide*).
- 7 Confirm your changes with *Accept*.

Remote Installation

SUSE® Linux Enterprise Desktop can be installed in different ways. As well as the usual media installation covered in Chapter 3, *Installation with YaST* (page 17), you can choose from various network-based approaches or even take a completely hands-off approach to the installation of SUSE Linux Enterprise Desktop.

Each method is introduced by means of two short check lists: one listing the prerequisites for this method and the other illustrating the basic procedure. More detail is then provided for all the techniques used in these installation scenarios.

NOTE

In the following sections, the system to hold your new SUSE Linux Enterprise Desktop installation is referred to as *target system* or *installation target*. The term *repository* (previously called “installation source”) is used for all sources of installation data. This includes physical media, such as CD and DVD, and network servers distributing the installation data in your network.

11.1 Installation Scenarios for Remote Installation

This section introduces the most common installation scenarios for remote installations. For each scenario, carefully check the list of prerequisites and follow the procedure outlined for this scenario. If in need of detailed instructions for a particular step, follow the links provided for each one of them.

IMPORTANT

The configuration of the X Window System is not part of any remote installation process. After the installation has finished, log in to the target system as `root`, enter `telinit 3`, and start `SaX2` to configure the graphics hardware.

11.1.1 Simple Remote Installation via VNC—Static Network Configuration

This type of installation still requires some degree of physical access to the target system to boot for installation. The installation itself is entirely controlled by a remote workstation using VNC to connect to the installation program. User interaction is required as with the manual installation in Chapter 3, *Installation with YaST* (page 17).

For this type of installation, make sure that the following requirements are met:

- Remote repository: NFS, HTTP, FTP, or SMB with working network connection.
- Target system with working network connection.
- Controlling system with working network connection and VNC viewer software or Java-enabled browser (Firefox, Konqueror, Internet Explorer, Opera, etc.).
- Physical boot medium (CD, DVD, or USB flash drive) for booting the target system.
- Valid static IP addresses already assigned to the repository and the controlling system.
- Valid static IP address to assign to the target system.

To perform this kind of installation, proceed as follows:

- 1 Set up the repository as described in Section 11.2, “Setting Up the Server Holding the Installation Sources” (page 148). Choose an NFS, HTTP, or FTP network server. For an SMB repository, refer to Section 11.2.5, “Managing an SMB Repository” (page 155).
- 2 Boot the target system using DVD1 of the SUSE Linux Enterprise Desktop media kit.

- 3 When the boot screen of the target system appears, use the boot options prompt to set the appropriate VNC options and the address of the repository. This is described in detail in Section 11.4, “Booting the Target System for Installation” (page 167).

The target system boots to a text-based environment, giving the network address and display number under which the graphical installation environment can be addressed by any VNC viewer application or browser. VNC installations announce themselves over OpenSLP and if the firewall settings permit, they can be found using Konqueror in `service:/` or `slp:/` mode.

- 4 On the controlling workstation, open a VNC viewing application or Web browser and connect to the target system as described in Section 11.5.1, “VNC Installation” (page 171).
- 5 Perform the installation as described in Chapter 3, *Installation with YaST* (page 17). Reconnect to the target system after it reboots for the final part of the installation.
- 6 Finish the installation.

11.1.2 Simple Remote Installation via VNC—Dynamic Network Configuration

This type of installation still requires some degree of physical access to the target system to boot for installation. The network configuration is made with DHCP. The installation itself is entirely controlled from a remote workstation using VNC to connect to the installer, but still requires user interaction for the actual configuration efforts.

For this type of installation, make sure that the following requirements are met:

- Remote repository: NFS, HTTP, FTP, or SMB with working network connection.
- Target system with working network connection.
- Controlling system with working network connection and VNC viewer software or Java-enabled browser (Firefox, Konqueror, Internet Explorer, or Opera).

- Boot the target system using DVD1 of the SUSE Linux Enterprise Desktop media kit.
- Running DHCP server providing IP addresses.

To perform this kind of installation, proceed as follows:

- 1** Set up the repository as described in Section 11.2, “Setting Up the Server Holding the Installation Sources” (page 148). Choose an NFS, HTTP, or FTP network server. For an SMB repository, refer to Section 11.2.5, “Managing an SMB Repository” (page 155).
- 2** Boot the target system using DVD1 of the SUSE Linux Enterprise Desktop media kit.
- 3** When the boot screen of the target system appears, use the boot options prompt to set the appropriate VNC options and the address of the repository. This is described in detail in Section 11.4, “Booting the Target System for Installation” (page 167).

The target system boots to a text-based environment, giving the network address and display number under which the graphical installation environment can be addressed by any VNC viewer application or browser. VNC installations announce themselves over OpenSLP and if the firewall settings permit, they can be found using Konqueror in `service:/` or `slp:/` mode.

- 4** On the controlling workstation, open a VNC viewing application or Web browser and connect to the target system as described in Section 11.5.1, “VNC Installation” (page 171).
- 5** Perform the installation as described in Chapter 3, *Installation with YaST* (page 17). Reconnect to the target system after it reboots for the final part of the installation.
- 6** Finish the installation.

11.1.3 Remote Installation via VNC—PXE Boot and Wake on LAN

This type of installation is completely hands-off. The target machine is started and booted remotely. User interaction is only needed for the actual installation. This approach is suitable for cross-site deployments.

To perform this type of installation, make sure that the following requirements are met:

- Remote repository: NFS, HTTP, FTP, or SMB with working network connection.
- TFTP server.
- Running DHCP server for your network.
- Target system capable of PXE boot, networking, and Wake on LAN, plugged in and connected to the network.
- Controlling system with working network connection and VNC viewer software or Java-enabled browser (Firefox, Konqueror, Internet Explorer, or Opera).

To perform this type of installation, proceed as follows:

- 1 Set up the repository as described in Section 11.2, “Setting Up the Server Holding the Installation Sources” (page 148). Choose an NFS, HTTP, or FTP network server or configure an SMB repository as described in Section 11.2.5, “Managing an SMB Repository” (page 155).
- 2 Set up a TFTP server to hold a boot image that can be pulled by the target system. This is described in Section 11.3.2, “Setting Up a TFTP Server” (page 160).
- 3 Set up a DHCP server to provide IP addresses to all machines and reveal the location of the TFTP server to the target system. This is described in Section 11.3.1, “Setting Up a DHCP Server” (page 157).
- 4 Prepare the target system for PXE boot. This is described in further detail in Section 11.3.5, “Preparing the Target System for PXE Boot” (page 166).
- 5 Initiate the boot process of the target system using Wake on LAN. This is described in Section 11.3.7, “Wake on LAN” (page 167).

- 6 On the controlling workstation, open a VNC viewing application or Web browser and connect to the target system as described in Section 11.5.1, “VNC Installation” (page 171).
- 7 Perform the installation as described in Chapter 3, *Installation with YaST* (page 17). Reconnect to the target system after it reboots for the final part of the installation.
- 8 Finish the installation.

11.1.4 Simple Remote Installation via SSH—Static Network Configuration

This type of installation still requires some degree of physical access to the target system to boot for installation and to determine the IP address of the installation target. The installation itself is entirely controlled from a remote workstation using SSH to connect to the installer. User interaction is required as with the regular installation described in Chapter 3, *Installation with YaST* (page 17).

For this type of installation, make sure that the following requirements are met:

- Remote repository: NFS, HTTP, FTP, or SMB with working network connection.
- Target system with working network connection.
- Controlling system with working network connection and working SSH client software.
- Boot the target system using DVD1 of the SUSE Linux Enterprise Desktop media kit.
- Valid static IP addresses already assigned to the repository and the controlling system.
- Valid static IP address to assign to the target system.

To perform this kind of installation, proceed as follows:

- 1 Set up the repository as described in Section 11.2, “Setting Up the Server Holding the Installation Sources” (page 148). Choose an NFS, HTTP, or FTP network server.

For an SMB repository, refer to Section 11.2.5, “Managing an SMB Repository” (page 155).

- 2 Boot the target system using DVD1 of the SUSE Linux Enterprise Desktop media kit.
- 3 When the boot screen of the target system appears, use the boot options prompt to set the appropriate parameters for network connection, address of the repository, and SSH enablement. This is described in detail in Section 11.4.2, “Using Custom Boot Options” (page 168).

The target system boots to a text-based environment, giving the network address under which the graphical installation environment can be addressed by any SSH client.

- 4 On the controlling workstation, open a terminal window and connect to the target system as described in Section “Connecting to the Installation Program” (page 173).
- 5 Perform the installation as described in Chapter 3, *Installation with YaST* (page 17). Reconnect to the target system after it reboots for the final part of the installation.
- 6 Finish the installation.

11.1.5 Simple Remote Installation via SSH—Dynamic Network Configuration

This type of installation still requires some degree of physical access to the target system to boot for installation and determine the IP address of the installation target. The installation itself is entirely controlled from a remote workstation using VNC to connect to the installer, but still requires user interaction for the actual configuration efforts.

For this type of installation, make sure that the following requirements are met:

- Remote repository: NFS, HTTP, FTP, or SMB with working network connection.
- Target system with working network connection.

- Controlling system with working network connection and working SSH client software.
- Physical boot medium (CD, DVD, or USB flash drive) for booting the target system.
- Running DHCP server providing IP addresses.

To perform this kind of installation, proceed as follows:

- 1 Set up the repository source as described in Section 11.2, “Setting Up the Server Holding the Installation Sources” (page 148). Choose an NFS, HTTP, or FTP network server. For an SMB repository, refer to Section 11.2.5, “Managing an SMB Repository” (page 155).
- 2 Boot the target system using DVD1 of the SUSE Linux Enterprise Desktop media kit.
- 3 When the boot screen of the target system appears, use the boot options prompt to pass the appropriate parameters for network connection, location of the installation source, and SSH enablement. See Section 11.4.2, “Using Custom Boot Options” (page 168) for detailed instructions on the use of these parameters.

The target system boots to a text-based environment, giving you the network address under which the graphical installation environment can be addressed by any SSH client.

- 4 On the controlling workstation, open a terminal window and connect to the target system as described in Section “Connecting to the Installation Program” (page 173).
- 5 Perform the installation as described in Chapter 3, *Installation with YaST* (page 17). Reconnect to the target system after it reboots for the final part of the installation.
- 6 Finish the installation.

11.1.6 Remote Installation via SSH—PXE Boot and Wake on LAN

This type of installation is completely hands-off. The target machine is started and booted remotely.

To perform this type of installation, make sure that the following requirements are met:

- Remote repository: NFS, HTTP, FTP, or SMB with working network connection.
- TFTP server.
- Running DHCP server for your network, providing a static IP to the host to install.
- Target system capable of PXE boot, networking, and Wake on LAN, plugged in and connected to the network.
- Controlling system with working network connection and SSH client software.

To perform this type of installation, proceed as follows:

- 1** Set up the repository as described in Section 11.2, “Setting Up the Server Holding the Installation Sources” (page 148). Choose an NFS, HTTP, or FTP network server. For the configuration of an SMB repository, refer to Section 11.2.5, “Managing an SMB Repository” (page 155).
- 2** Set up a TFTP server to hold a boot image that can be pulled by the target system. This is described in Section 11.3.2, “Setting Up a TFTP Server” (page 160).
- 3** Set up a DHCP server to provide IP addresses to all machines and reveal the location of the TFTP server to the target system. This is described in Section 11.3.1, “Setting Up a DHCP Server” (page 157).
- 4** Prepare the target system for PXE boot. This is described in further detail in Section 11.3.5, “Preparing the Target System for PXE Boot” (page 166).
- 5** Initiate the boot process of the target system using Wake on LAN. This is described in Section 11.3.7, “Wake on LAN” (page 167).
- 6** On the controlling workstation, start an SSH client and connect to the target system as described in Section 11.5.2, “SSH Installation” (page 173).
- 7** Perform the installation as described in Chapter 3, *Installation with YaST* (page 17). Reconnect to the target system after it reboots for the final part of the installation.
- 8** Finish the installation.

11.2 Setting Up the Server Holding the Installation Sources

Depending on the operating system running on the machine to use as the network installation source for SUSE Linux Enterprise Desktop, there are several options for the server configuration. The easiest way to set up an installation server is to use YaST on SUSE Linux Enterprise Server 11 SP2 or openSUSE 11.1 and higher.

TIP

You can even use a Microsoft Windows machine as the installation server for your Linux deployment. See Section 11.2.5, “Managing an SMB Repository” (page 155) for details.

11.2.1 Setting Up an Installation Server Using YaST

YaST offers a graphical tool for creating network repositories. It supports HTTP, FTP, and NFS network installation servers.

- 1 Log in as `root` to the machine that should act as installation server.
- 2 Start *YaST > Miscellaneous > Installation Server*.
- 3 Select the repository type (HTTP, FTP, or NFS). The selected service is started automatically every time the system starts. If a service of the selected type is already running on your system and you want to configure it manually for the server, deactivate the automatic configuration of the server service with *Do Not Configure Any Network Services*. In both cases, define the directory in which the installation data should be made available on the server.
- 4 Configure the required repository type. This step relates to the automatic configuration of server services. It is skipped when automatic configuration is deactivated.

Define an alias for the root directory of the FTP or HTTP server on which the installation data should be found. The repository will later be located under

`ftp://Server-IP/Alias/Name` (FTP) or under `http://Server-IP/Alias/Name` (HTTP). *Name* stands for the name of the repository, which is defined in the following step. If you selected NFS in the previous step, define wild cards and export options. The NFS server will be accessible under `nfs://Server-IP/Name`. Details of NFS and exports can be found in Chapter 26, *Sharing File Systems with NFS* (↑*Administration Guide*).

TIP: Firewall Settings

Make sure that the firewall settings of your server system allow traffic on the ports for HTTP, NFS, and FTP. If they currently do not, enable *Open Port in Firewall* or check *Firewall Details* first.

- 5 Configure the repository. Before the installation media are copied to their destination, define the name of the repository (ideally, an easily remembered abbreviation of the product and version). YaST allows providing ISO images of the media instead of copies of the installation DVDs. If you want this, activate the relevant check box and specify the directory path under which the ISO files can be found locally. Depending on the product to distribute using this installation server, it might be that more add-on CDs or service pack CDs are required and should be added as extra repositories. To announce your installation server in the network via OpenSLP, activate the appropriate option.

TIP

Consider announcing your repository via OpenSLP if your network setup supports this option. This saves you from entering the network installation path on every target machine. The target systems are just booted using the SLP boot option and find the network repository without any further configuration. For details on this option, refer to Section 11.4, “Booting the Target System for Installation” (page 167).

- 6 Upload the installation data. The most lengthy step in configuring an installation server is copying the actual installation media. Insert the media in the sequence requested by YaST and wait for the copying procedure to end. When the sources have been fully copied, return to the overview of existing repositories and close the configuration by selecting *Finish*.

Your installation server is now fully configured and ready for service. It is automatically started every time the system is started. No further intervention is required. You only need to configure and start this service correctly by hand if you have deactivated the automatic configuration of the selected network service with YaST as an initial step.

To deactivate a repository, select the repository to remove then select *Delete*. The installation data are removed from the system. To deactivate the network service, use the respective YaST module.

If your installation server needs to provide the installation data for more than one product of the product version, start the YaST installation server module and select *Add* in the overview of existing repositories to configure the new repository.

11.2.2 Setting Up an NFS Repository Manually

IMPORTANT

This assumes that you are using some kind of SUSE Linux-based operating system on the machine that will serve as installation server. If this is not the case, turn to the other vendor's documentation on NFS instead of following these instructions.

Setting up an NFS source for installation is basically done in two steps. In the first step, create the directory structure holding the installation data and copy the installation media over to this structure. Second, export the directory holding the installation data to the network.

To create a directory to hold the installation data, proceed as follows:

- 1 Log in as `root`.
- 2 Create a directory that will later hold all installation data and change into this directory. For example:

```
mkdir install/product/productversion
cd install/product/productversion
```

Replace *product* with an abbreviation of the product name and *productversion* with a string that contains the product name and version.

3 For each DVD contained in the media kit execute the following commands:

3a Copy the entire content of the installation DVD into the installation server directory:

```
cp -a /media/path_to_your_DVD_drive .
```

Replace *path_to_your_DVD_drive* with the actual path under which your DVD drive is addressed. Depending on the type of drive used in your system, this can be *cdrom*, *cdrecorder*, *dvd*, or *dvdrecorder*.

3b Rename the directory to the DVD number:

```
mv path_to_your_DVD_drive DVDx
```

Replace *x* with the actual number of your DVD.

On SUSE Linux Enterprise Desktop, you can export the repository with NFS using YaST. Proceed as follows:

- 1** Log in as `root`.
- 2** Start *YaST > Network Services > NFS Server*.
- 3** Select *Start and Open Port in Firewall* and click *Next*.
- 4** Select *Add Directory* and browse for the directory containing the installation sources, in this case, *productversion*.
- 5** Select *Add Host* and enter the hostnames of the machines to which to export the installation data. Instead of specifying hostnames here, you could also use wild cards, ranges of network addresses, or just the domain name of your network. Enter the appropriate export options or leave the default, which works fine in most setups. For more information about the syntax used in exporting NFS shares, read the `exports` man page.
- 6** Click *Finish*. The NFS server holding the SUSE Linux Enterprise Desktop repository is automatically started and integrated into the boot process.

If you prefer manually exporting the repository via NFS instead of using the YaST NFS Server module, proceed as follows:

- 1 Log in as `root`.
- 2 Open the file `/etc/exports` and enter the following line:

```
/productversion *(ro,root_squash,sync)
```

This exports the directory `/productversion` to any host that is part of this network or to any host that can connect to this server. To limit the access to this server, use netmasks or domain names instead of the general wild card `*`. Refer to the `export` man page for details. Save and exit this configuration file.

- 3 To add the NFS service to the list of servers started during system boot, execute the following commands:

```
insserv /etc/init.d/nfsserver
```

- 4 Start the NFS server with `rcnfsserver start`. If you need to change the configuration of your NFS server later, modify the configuration file and restart the NFS daemon with `rcnfsserver restart`.

Announcing the NFS server via OpenSLP makes its address known to all clients in your network.

- 1 Log in as `root`.
- 2 Create the `/etc/slp.reg.d/install.suse.nfs.reg` configuration file with the following lines:

```
# Register the NFS Installation Server
service:install.suse:nfs://$HOSTNAME/path_to_repository/DVD1,en,65535
description=NFS Repository
```

Replace `path_to_repository` with the actual path to the installation source on your server.

- 3 Start the OpenSLP daemon with `rcslpd start`.

For more information about OpenSLP, refer to the package documentation located under `/usr/share/doc/packages/openslp/` or refer to Chapter 22, *SLP Services*

in the Network (↑Administration Guide). More Information about NFS, refer to Chapter 26, *Sharing File Systems with NFS* (↑Administration Guide).

11.2.3 Setting Up an FTP Repository Manually

Creating an FTP repository is very similar to creating an NFS repository. An FTP repository can be announced over the network using OpenSLP as well.

- 1 Create a directory holding the installation sources as described in Section 11.2.2, “Setting Up an NFS Repository Manually” (page 150).

- 2 Configure the FTP server to distribute the contents of your installation directory:

2a Log in as `root` and install the package `vsftpd` using the YaST software management.

2b Enter the FTP server root directory:

```
cd /srv/ftp
```

2c Create a subdirectory holding the installation sources in the FTP root directory:

```
mkdir repository
```

Replace *repository* with the product name.

2d Mount the contents of the installation repository into the change root environment of the FTP server:

```
mount --bind path_to_repository /srv/ftp/repository
```

Replace *path_to_repository* and *repository* with values matching your setup. If you need to make this permanent, add it to `/etc/fstab`.

2e Start `vsftpd` with `vsftpd`.

- 3 Announce the repository via OpenSLP, if this is supported by your network setup:

- 3a** Create the `/etc/slp.reg.d/install.suse.ftp.reg` configuration file with the following lines:

```
# Register the FTP Installation Server
service:install.suse:ftp://$HOSTNAME/repository/DVD1,en,65535
description=FTP Repository
```

Replace *repository* with the actual name to the repository directory on your server. The `service:` line should be entered as one continuous line.

- 3b** Start the OpenSLP daemon with `rcslpd start`.

11.2.4 Setting Up an HTTP Repository Manually

Creating an HTTP repository is very similar to creating an NFS repository. An HTTP repository can be announced over the network using OpenSLP as well.

- 1** Create a directory holding the installation sources as described in Section 11.2.2, “Setting Up an NFS Repository Manually” (page 150).
- 2** Configure the HTTP server to distribute the contents of your installation directory:

- 2a** Install the Web server Apache.

- 2b** Enter the root directory of the HTTP server (`/srv/www/htdocs`) and create the subdirectory that will hold the installation sources:

```
mkdir repository
```

Replace *repository* with the product name.

- 2c** Create a symbolic link from the location of the installation sources to the root directory of the Web server (`/srv/www/htdocs`):

```
ln -s /path_to_repository /srv/www/htdocs/repository
```

- 2d** Modify the configuration file of the HTTP server (`/etc/apache2/default-server.conf`) to make it follow symbolic links. Replace the following line:

```
Options None
```

with

```
Options Indexes FollowSymLinks
```

- 2e** Reload the HTTP server configuration using `rcapache2 reload`.

- 3** Announce the repository via OpenSLP, if this is supported by your network setup:

- 3a** Create the `/etc/slp.reg.d/install.suse.http.reg` configuration file with the following lines:

```
# Register the HTTP Installation Server
service:install.suse:http://$HOSTNAME/repository/DVD1/,en,65535
description=HTTP Repository
```

Replace *repository* with the actual path to the repository on your server. The `service:` line should be entered as one continuous line.

- 3b** Start the OpenSLP daemon using `rcslpd restart`.

11.2.5 Managing an SMB Repository

Using SMB, you can import the installation sources from a Microsoft Windows server and start your Linux deployment even with no Linux machine around.

To set up an exported Windows Share holding your SUSE Linux Enterprise Desktop repository, proceed as follows:

- 1** Log in to your Windows machine.
- 2** Create a new folder that will hold the entire installation tree and name it `INSTALL`, for example.

- 3 Export this share according the procedure outlined in your Windows documentation.
- 4 Enter this share and create a subfolder, called *product*. Replace *product* with the actual product name.
- 5 Enter the `INSTALL/product` folder and copy each DVD to a separate folder, such as `DVD1` and `DVD2`.

To use a SMB mounted share as a repository, proceed as follows:

- 1 Boot the installation target.
- 2 Select *Installation*.
- 3 Press F4 for a selection of the repository.
- 4 Choose SMB and enter the Windows machine's name or IP address, the share name (`INSTALL/product/DVD1`, in this example), username, and password.

After you hit Enter, YaST starts and you can perform the installation.

11.2.6 Using ISO Images of the Installation Media on the Server

Instead of copying physical media into your server directory manually, you can also mount the ISO images of the installation media into your installation server and use them as a repository. To set up an HTTP, NFS or FTP server that uses ISO images instead of media copies, proceed as follows:

- 1 Download the ISO images and save them to the machine to use as the installation server.
- 2 Log in as `root`.
- 3 Choose and create an appropriate location for the installation data, as described in Section 11.2.2, “Setting Up an NFS Repository Manually” (page 150), Section 11.2.3, “Setting Up an FTP Repository Manually” (page 153), or Section 11.2.4, “Setting Up an HTTP Repository Manually” (page 154).

4 Create subdirectories for each DVD.

5 To mount and unpack each ISO image to the final location, issue the following command:

```
mount -o loop path_to_isopath_to_repository/product/mediumx
```

Replace *path_to_iso* with the path to your local copy of the ISO image, *path_to_repository* with the source directory of your server, *product* with the product name, and *mediumx* with the type (CD or DVD) and number of media you are using.

6 Repeat the previous step to mount all ISO images needed for your product.

7 Start your installation server as usual, as described in Section 11.2.2, “Setting Up an NFS Repository Manually” (page 150), Section 11.2.3, “Setting Up an FTP Repository Manually” (page 153), or Section 11.2.4, “Setting Up an HTTP Repository Manually” (page 154).

To automatically mount the ISO images at boot time, add the respective mount entries to `/etc/fstab`. An entry according to the previous example would look like the following:

```
path_to_iso path_to_repository/productmedium auto loop
```

11.3 Preparing the Boot of the Target System

This section covers the configuration tasks needed in complex boot scenarios. It contains ready-to-apply configuration examples for DHCP, PXE boot, TFTP, and Wake on LAN.

11.3.1 Setting Up a DHCP Server

There are two ways to set up a DHCP server. For SUSE Linux Enterprise Desktop, YaST provides a graphical interface to the process. Users can also manually edit the configuration files.

Setting Up a DHCP Server with YaST

To announce the TFTP server's location to the network clients and specify the boot image file the installation target should use, add two declarations to your DHCP server configuration.

- 1 Log in as `root` to the machine hosting the DHCP server.
- 2 Start *YaST* > *Network Services* > *DHCP Server*.
- 3 Complete the setup wizard for basic DHCP server setup.
- 4 Select *Expert Settings* and select *Yes* when warned about leaving the start-up dialog.
- 5 In the *Configured Declarations* dialog, select the subnet in which the new system should be located and click *Edit*.
- 6 In the *Subnet Configuration* dialog select *Add* to add a new option to the subnet's configuration.
- 7 Select `filename` and enter `pxelinux.0` as the value.
- 8 Add another option (`next-server`) and set its value to the address of the TFTP server.
- 9 Select *OK* and *Finish* to complete the DHCP server configuration.

To configure DHCP to provide a static IP address to a specific host, enter the *Expert Settings* of the DHCP server configuration module (Step 4 (page 158)) and add a new declaration of the host type. Add the options `hardware` and `fixed-address` to this host declaration and provide the appropriate values.

Setting Up a DHCP Server Manually

All the DHCP server needs to do, apart from providing automatic address allocation to your network clients, is to announce the IP address of the TFTP server and the file that needs to be pulled in by the installation routines on the target machine.

- 1 Log in as `root` to the machine hosting the DHCP server.

2 Append the following lines to a subnet configuration of your DHCP server's configuration file located under `/etc/dhcpd.conf`:

```
subnet 192.168.1.0 netmask 255.255.255.0 {
    range dynamic-bootp 192.168.1.200 192.168.1.228;
    # PXE related stuff
    #
    # "next-server" defines the tftp server that will be used
    next-server ip_tftp_server:
    #
    # "filename" specifies the pxelinux image on the tftp server
    # the server runs in chroot under /srv/tftpboot
    filename "pxelinux.0";
}
```

Replace *ip_of_the_tftp_server* with the actual IP address of the TFTP server. For more information about the options available in `dhcpd.conf`, refer to the `dhcpd.conf` manual page.

3 Restart the DHCP server by executing `rcdhcpd restart`.

If you plan on using SSH for the remote control of a PXE and Wake on LAN installation, explicitly specify the IP address DHCP should provide to the installation target. To achieve this, modify the above mentioned DHCP configuration according to the following example:

```
group {
    # PXE related stuff
    #
    # "next-server" defines the tftp server that will be used
    next-server ip_tftp_server:
    #
    # "filename" specifies the pxelinux image on the tftp server
    # the server runs in chroot under /srv/tftpboot
    filename "pxelinux.0";
    host test {
        hardware ethernet mac_address;
        fixed-address some_ip_address;
    }
}
```

The host statement introduces the hostname of the installation target. To bind the hostname and IP address to a specific host, you must know and specify the system's hardware (MAC) address. Replace all the variables used in this example with the actual values that match your environment.

After restarting the DHCP server, it provides a static IP to the host specified, enabling you to connect to the system via SSH.

11.3.2 Setting Up a TFTP Server

Set up a TFTP server with YaST on SUSE Linux Enterprise Server and SUSE Linux Enterprise Desktop or set it up manually on any other Linux operating system that supports xinetd and TFTP. The TFTP server delivers the boot image to the target system once it boots and sends a request for it.

Setting Up a TFTP Server Using YaST

- 1 Log in as `root`.
- 2 Start *YaST > Network Services > TFTP Server* and install the requested package.
- 3 Click *Enable* to make sure that the server is started and included in the boot routines. No further action from your side is required to secure this. xinetd starts tftpd at boot time.
- 4 Click *Open Port in Firewall* to open the appropriate port in the firewall running on your machine. If there is no firewall running on your server, this option is not available.
- 5 Click *Browse* to browse for the boot image directory. The default directory `/tftpboot` is created and selected automatically.
- 6 Click *Finish* to apply your settings and start the server.

Setting Up a TFTP Server Manually

- 1 Log in as `root` and install the packages `tftp` and `xinetd`.
- 2 If unavailable, create `/srv/tftpboot` and `/srv/tftpboot/pxelinux.cfg` directories.
- 3 Add the appropriate files needed for the boot image as described in Section 11.3.3, “Using PXE Boot” (page 161).

- 4** Modify the configuration of `xinetd` located under `/etc/xinetd.d` to make sure that the TFTP server is started on boot:

- 4a** If it does not exist, create a file called `tftp` under this directory with `touch tftp`. Then run `chmod 755 tftp`.

- 4b** Open the file `tftp` and add the following lines:

```
service tftp
{
    socket_type      = dgram
    protocol         = udp
    wait             = yes
    user             = root
    server            = /usr/sbin/in.tftpd
    server_args      = -s /srv/tftpboot
    disable          = no
}
```

- 4c** Save the file and restart `xinetd` with `rcxinetd restart`.

11.3.3 Using PXE Boot

Some technical background information as well as PXE's complete specifications are available in the Preboot Execution Environment (PXE) Specification (<http://www.pix.net/software/pxeboot/archive/pxespec.pdf>).

- 1** Change to the directory `boot/<architecture>/loader` of your installation repository and copy the `linux`, `initrd`, `message`, `biostest`, and `memtest` files to the `/srv/tftpboot` directory by entering the following:

```
cp -a linux initrd message biostest memtest /srv/tftpboot
```

- 2** Install the `syslinux` package directly from your installation DVDs with YaST.
- 3** Copy the `/usr/share/syslinux/pxelinux.0` file to the `/srv/tftpboot` directory by entering the following:

```
cp -a /usr/share/syslinux/pxelinux.0 /srv/tftpboot
```

- 4 Change to the directory of your installation repository and copy the `isolinux.cfg` file to `/srv/tftpboot/pxelinux.cfg/default` by entering the following:

```
cp -a boot/<architecture>/loader/isolinux.cfg
/srv/tftpboot/pxelinux.cfg/default
```

- 5 Edit the `/srv/tftpboot/pxelinux.cfg/default` file and remove the lines beginning with `readinfo` and `framebuffer`.
- 6 Insert the following entries in the append lines of the default `failsafe` and `apic` labels:

```
insmod=kernel module
```

By means of this entry, enter the network Kernel module needed to support network installation on the PXE client. Replace *kernel module* with the appropriate module name for your network device.

```
netdevice=interface
```

This entry defines the client's network interface that must be used for the network installation. It is only necessary if the client is equipped with several network cards and must be adapted accordingly. In case of a single network card, this entry can be omitted.

```
install=nfs://ip_instserver/path_to_repository/DVD1
```

This entry defines the NFS server and the repository for the client installation. Replace *ip_instserver* with the actual IP address of your installation server. *path_to_repository* should be replaced with the actual path to the repository. HTTP, FTP, or SMB repositories are addressed in a similar manner, except for the protocol prefix, which should read `http`, `ftp`, or `smb`.

IMPORTANT

If you need to pass other boot options to the installation routines, such as SSH or VNC boot parameters, append them to the `install` entry. An overview of parameters and some examples are given in Section 11.4, “Booting the Target System for Installation” (page 167).

TIP: Changing Kernel and initrd Filenames

It is possible to use different filenames for Kernel and initrd images. This is useful if you want to provide different operating systems from the same boot server. However, you should be aware that only one dot is permitted in the filenames that are provided by TFTP for the PXE boot.

An example `/srv/tftpboot/pxelinux.cfg/default` file follows. Adjust the protocol prefix for the repository to match your network setup and specify your preferred method of connecting to the installer by adding the `vnc` and `vncpassword` or the `usessh` and `sshpassword` options to the `install` entry. The lines separated by `\` must be entered as one continuous line without a line break and without the `\`.

```
default hddisk

# default
label linux
    kernel linux
    append initrd=initrd ramdisk_size=65536 \
        install=nfs://ip_instserver/path_to_repository/product/DVD1

# repair
label repair
    kernel linux
    append initrd=initrd splash=silent repair=1 showopts

# rescue
label rescue
    kernel linux
    append initrd=initrd ramdisk_size=65536 rescue=1

# bios test
label firmware
    kernel linux
    append initrd=biostest,initrd splash=silent install=exec:/bin/run_biostest
    showopts

# memory test
label memtest
    kernel memtest

# hard disk
label hddisk
    localboot 0

implicit      0
display       message
```

```
prompt          1
timeout         100
```

- 7 Replace *ip_instserver* and *path_to_repository* with the values used in your setup.

The following section serves as a short reference to the PXELINUX options used in this setup. Find more information about the options available in the documentation of the `syslinux` package located under `/usr/share/doc/packages/syslinux/`.

11.3.4 PXELINUX Configuration Options

The options listed here are a subset of all the options available for the PXELINUX configuration file.

`DEFAULT kernel options...`

Sets the default Kernel command line. If PXELINUX boots automatically, it acts as if the entries after `DEFAULT` had been typed in at the boot prompt, except the `auto` option is automatically added, indicating an automatic boot.

If no configuration file is present or no `DEFAULT` entry is present in the configuration file, the default is the Kernel name “linux” with no options.

`APPEND options...`

Add one or more options to the Kernel command line. These are added for both automatic and manual boots. The options are added at the very beginning of the Kernel command line, usually permitting explicitly entered Kernel options to override them.

`LABEL label KERNEL image APPEND options...`

Indicates that if *label* is entered as the Kernel to boot, PXELINUX should instead boot *image* and the specified `APPEND` options should be used instead of the ones specified in the global section of the file (before the first `LABEL` command). The default for *image* is the same as *label* and, if no `APPEND` is given, the default is to use the global entry (if any). Up to 128 `LABEL` entries are permitted.

Note that GRUB uses the following syntax:


```
title mytitle
    kernel my_kernelmy_kernel_options
    initrd myinitrd
```

PXELINUX uses the following syntax:

```
label mylabel
    kernel mykernel
    append myoptions
```

Labels are mangled as if they were filenames and they must be unique after mangling. For example, the two labels “v2.6.30” and “v2.6.31” would not be distinguishable under PXELINUX because both mangle to the same DOS filename.

The Kernel does not have to be a Linux Kernel; it can be a boot sector or a COM-BOOT file.

APPEND -

Append nothing. APPEND with a single hyphen as argument in a LABEL section can be used to override a global APPEND.

LOCALBOOT *type*

On PXELINUX, specifying LOCALBOOT 0 instead of a KERNEL option means invoking this particular label and causes a local disk boot instead of a Kernel boot.

Argument	Description
0	Perform a normal boot
4	Perform a local boot with the Universal Network Driver Interface (UNDI) driver still resident in memory
5	Perform a local boot with the entire PXE stack, including the UNDI driver, still resident in memory

All other values are undefined. If you do not know what the UNDI or PXE stacks are, specify 0.

TIMEOUT *time-out*

Indicates how long to wait at the boot prompt until booting automatically, in units of 1/10 second. The time-out is canceled as soon as the user types anything on the

keyboard, assuming the user will complete the command begun. A time-out of zero disables the time-out completely (this is also the default). The maximum possible time-out value is 35996 (just less than one hour).

PROMPT *flag_val*

If *flag_val* is 0, displays the boot prompt only if Shift or Alt is pressed or Caps Lock or Scroll Lock is set (this is the default). If *flag_val* is 1, always displays the boot prompt.

F2 *filename*
F1 *filename*
...etc...
F9 *filename*
F10 *filename*

Displays the indicated file on the screen when a function key is pressed at the boot prompt. This can be used to implement preboot online help (presumably for the Kernel command line options). For backward compatibility with earlier releases, F10 can be also entered as F0. Note that there is currently no way to bind filenames to F11 and F12.

11.3.5 Preparing the Target System for PXE Boot

Prepare the system's BIOS for PXE boot by including the PXE option in the BIOS boot order.

WARNING: BIOS Boot Order

Do not place the PXE option ahead of the hard disk boot option in the BIOS. Otherwise this system would try to reinstall itself every time you boot it.

11.3.6 Preparing the Target System for Wake on LAN

Wake on LAN (WOL) requires the appropriate BIOS option to be enabled prior to the installation. Also, note down the MAC address of the target system. This data is needed to initiate Wake on LAN.

11.3.7 Wake on LAN

Wake on LAN allows a machine to be turned on by a special network packet containing the machine's MAC address. Because every machine in the world has a unique MAC identifier, you do not need to worry about accidentally turning on the wrong machine.

IMPORTANT: Wake on LAN across Different Network Segments

If the controlling machine is not located in the same network segment as the installation target that should be awakened, either configure the WOL requests to be sent as multicasts or remotely control a machine on that network segment to act as the sender of these requests.

Users of SUSE Linux Enterprise Server can use a YaST module called WOL to easily configure Wake on LAN. Users of other versions of SUSE Linux-based operating systems can use a command line tool.

11.3.8 Wake on LAN with YaST

- 1 Log in as `root`.
- 2 Start *YaST* > *Network Services* > *WOL*.
- 3 Click *Add* and enter the hostname and MAC address of the target system.
- 4 To turn on this machine, select the appropriate entry and click *Wake up*.

11.4 Booting the Target System for Installation

Basically, there are two different ways to customize the boot process for installation apart from those mentioned under Section 11.3.7, “Wake on LAN” (page 167) and Section 11.3.3, “Using PXE Boot” (page 161). You can either use the default boot options and function keys or use the boot options prompt of the installation boot screen to pass any boot options that the installation Kernel might need on this particular hardware.

11.4.1 Using the Default Boot Options

The boot options are described in detail in Chapter 3, *Installation with YaST* (page 17). Generally, just selecting *Installation* starts the installation boot process.

If problems occur, use *Installation—ACPI Disabled* or *Installation—Safe Settings*. For more information about troubleshooting the installation process, refer to Section “Installation Problems” (Chapter 29, *Common Problems and Their Solutions*, ↑*Administration Guide*).

The menu bar at the bottom screen offers some advanced functionality needed in some setups. Using the F keys, you can specify additional options to pass to the installation routines without having to know the detailed syntax of these parameters (see Section 11.4.2, “Using Custom Boot Options” (page 168)). A detailed description of the available function keys is available at Section 3.4, “The Boot Screen” (page 20).

11.4.2 Using Custom Boot Options

Using the appropriate set of boot options helps facilitate your installation procedure. Many parameters can also be configured later using the `linuxrc` routines, but using the boot options is easier. In some automated setups, the boot options can be provided with `initrd` or an `info` file.

The following table lists all installation scenarios mentioned in this chapter with the required parameters for booting and the corresponding boot options. Just append all of them in the order they appear in this table to get one boot option string that is handed to the installation routines. For example (all in one line):

```
install=xxx netdevice=xxx hostip=xxx netmask=xxx vnc=xxx vncpassword=xxx
```

Replace all the values `xxx` in this string with the values appropriate for your setup.

Table 11.1 *Installation (Boot) Scenarios Used in This Chapter*

Installation Scenario	Parameters Needed for Booting	Boot Options
Chapter 3, <i>Installation with YaST</i> (page 17)	None: system boots automatically	None needed

Installation Scenario	Parameters Needed for Booting	Boot Options
Section 11.1.1, “Simple Remote Installation via VNC—Static Network Configuration” (page 140)	<ul style="list-style-type: none"> • Location of the installation server • Network device • IP address • Netmask • Gateway • VNC enablement • VNC password 	<ul style="list-style-type: none"> • <code>install=(nfs,http,ftp,smb)::path_to_instmedia</code> • <code>netdevice=some_netdevice</code> (only needed if several network devices are available) • <code>hostip=some_ip</code> • <code>netmask=some_netmask</code> • <code>gateway=ip_gateway</code> • <code>vnc=1</code> • <code>vncpassword=some_password</code>
Section 11.1.2, “Simple Remote Installation via VNC—Dynamic Network Configuration” (page 141)	<ul style="list-style-type: none"> • Location of the installation server • VNC enablement • VNC password 	<ul style="list-style-type: none"> • <code>install=(nfs,http,ftp,smb)::path_to_instmedia</code> • <code>vnc=1</code> • <code>vncpassword=some_password</code>
Section 11.1.3, “Remote Installation via VNC—PXE Boot and Wake on LAN” (page 143)	<ul style="list-style-type: none"> • Location of the installation server • Location of the TFTP server • VNC enablement • VNC password 	Not applicable; process managed through PXE and DHCP

Installation Scenario	Parameters Needed for Booting	Boot Options
Section 11.1.4, “Simple Remote Installation via SSH—Static Network Configuration” (page 144)	<ul style="list-style-type: none"> • Location of the installation server • Network device • IP address • Netmask • Gateway • SSH enablement • SSH password 	<ul style="list-style-type: none"> • <code>install=(nfs,http,ftp,smb)::path_to_instmedia</code> • <code>netdevice=some_netdevice</code> (only needed if several network devices are available) • <code>hostip=some_ip</code> • <code>netmask=some_netmask</code> • <code>gateway=ip_gateway</code> • <code>usessh=1</code> • <code>sshpassword=some_password</code>
Section 11.1.5, “Simple Remote Installation via SSH—Dynamic Network Configuration” (page 145)	<ul style="list-style-type: none"> • Location of the installation server • SSH enablement • SSH password 	<ul style="list-style-type: none"> • <code>install=(nfs,http,ftp,smb)::path_to_instmedia</code> • <code>usessh=1</code> • <code>sshpassword=some_password</code>
Section 11.1.6, “Remote Installation via SSH—PXE Boot and Wake on LAN” (page 146)	<ul style="list-style-type: none"> • Location of the installation server • Location of the TFTP server • SSH enablement • SSH password 	Not applicable; process managed through PXE and DHCP

TIP: More Information about linuxrc Boot Options

Find more information about the linuxrc boot options used for booting a Linux system at <http://en.opensuse.org/SDB:Linuxrc>.

11.5 Monitoring the Installation Process

There are several options for remotely monitoring the installation process. If the proper boot options have been specified while booting for installation, either VNC or SSH can be used to control the installation and system configuration from a remote workstation.

11.5.1 VNC Installation

Using any VNC viewer software, you can remotely control the installation of SUSE Linux Enterprise Desktop from virtually any operating system. This section introduces the setup using a VNC viewer application or a Web browser.

Preparing for VNC Installation

All you need to do on the installation target to prepare for a VNC installation is to provide the appropriate boot options at the initial boot for installation (see Section 11.4.2, “Using Custom Boot Options” (page 168)). The target system boots into a text-based environment and waits for a VNC client to connect to the installation program.

The installation program announces the IP address and display number needed to connect for installation. If you have physical access to the target system, this information is provided right after the system booted for installation. Enter this data when your VNC client software prompts for it and provide your VNC password.

Because the installation target announces itself via OpenSLP, you can retrieve the address information of the installation target via an SLP browser without the need for any physical contact to the installation itself, provided your network setup and all machines support OpenSLP:

- 1 Start the KDE file and Web browser Konqueror.
- 2 Enter `service://yast.installation.suse` in the location bar. The target system then appears as an icon in the Konqueror screen. Clicking this icon launches the KDE VNC viewer in which to perform the installation. Alternatively, run your VNC viewer software with the IP address provided and add `:1` at the end of the IP address for the display the installation is running on.

Connecting to the Installation Program

Basically, there are two ways to connect to a VNC server (the installation target in this case). You can either start an independent VNC viewer application on any operating system or connect using a Java-enabled Web browser.

Using VNC, you can control the installation of a Linux system from any other operating system, including other Linux flavors, Windows, or Mac OS.

On a Linux machine, make sure that the package `tightvnc` is installed. On a Windows machine, install the Windows port of this application, which can be obtained at the TightVNC home page (<http://www.tightvnc.com/download.html>).

To connect to the installation program running on the target machine, proceed as follows:

- 1 Start the VNC viewer.
- 2 Enter the IP address and display number of the installation target as provided by the SLP browser or the installation program itself:

ip_address:display_number

A window opens on your desktop displaying the YaST screens as in a normal local installation.

Using a Web browser to connect to the installation program makes you totally independent of any VNC software or the underlying operating system. As long as the browser application has Java support enabled, you can use any browser (Firefox, Internet Explorer, Konqueror, Opera, etc.) to perform the installation of your Linux system.

To perform a VNC installation, proceed as follows:

- 1 Launch your preferred Web browser.

- 2 Enter the following at the address prompt:

```
http://ip_address_of_target:5801
```

- 3 Enter your VNC password when prompted to do so. The browser window now displays the YaST screens as in a normal local installation.

11.5.2 SSH Installation

Using SSH, you can remotely control the installation of your Linux machine using any SSH client software.

Preparing for SSH Installation

Apart from installing the appropriate software package (OpenSSH for Linux and PuTTY for Windows), you just need to pass the appropriate boot options to enable SSH for installation. See Section 11.4.2, “Using Custom Boot Options” (page 168) for details. OpenSSH is installed by default on any SUSE Linux–based operating system.

Connecting to the Installation Program

- 1 Retrieve the installation target's IP address. If you have physical access to the target machine, just take the IP address the installation routine provides at the console after the initial boot. Otherwise take the IP address that has been assigned to this particular host in the DHCP server configuration.
- 2 At a command line, enter the following command:

```
ssh -X root@  
ip_address_of_target
```

Replace *ip_address_of_target* with the actual IP address of the installation target.

- 3 When prompted for a username, enter `root`.
- 4 When prompted for the password, enter the password that has been set with the SSH boot option. After you have successfully authenticated, a command line prompt for the installation target appears.

- 5 Enter `yast` to launch the installation program. A window opens showing the normal YaST screens as described in Chapter 3, *Installation with YaST* (page 17).

Advanced Disk Setup

Sophisticated system configurations require specific disk setups. All common partitioning tasks can be done with YaST. To get persistent device naming with block devices, use the block devices below `/dev/disk/by-id` or `/dev/disk/by-uuid`. Logical Volume Management (LVM) is a disk partitioning scheme that is designed to be much more flexible than the physical partitioning used in standard setups. Its snapshot functionality enables easy creation of data backups. Redundant Array of Independent Disks (RAID) offers increased data integrity, performance, and fault tolerance. SUSE Linux Enterprise Desktop also supports multipath I/O , and there is also the option to use iSCSI as a networked disk.

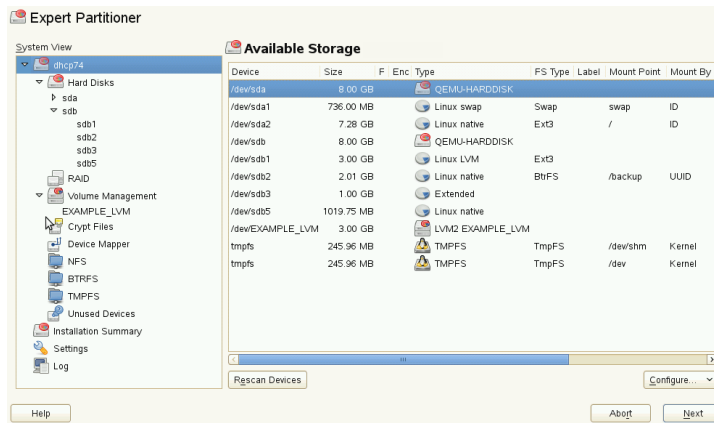
12.1 Using the YaST Partitioner

With the expert partitioner, shown in Figure 12.1, “The YaST Partitioner” (page 176), manually modify the partitioning of one or several hard disks. You can add, delete, re-size, and edit partitions, as well as access the soft RAID, and LVM configuration.

WARNING: Repartitioning the Running System

Although it is possible to repartition your system while it is running, the risk of making a mistake that causes the data loss is very high. Try to avoid repartitioning your installed system and always do a complete backup of your data before attempting to do so.

Figure 12.1 *The YaST Partitioner*



All existing or suggested partitions on all connected hard disks are displayed in the list of *Available Storage* in the YaST *Expert Partitioner* dialog. Entire hard disks are listed as devices without numbers, such as `/dev/sda`. Partitions are listed as parts of these devices, such as `/dev/sda1`. The size, type, encryption status, file system, and mount point of the hard disks and their partitions are also displayed. The mount point describes where the partition appears in the Linux file system tree.

Several functional views are available on the lefthand *System View*. Use these views to gather information about existing storage configurations, or to configure functions like RAID, Volume Management, Crypt Files, or view filesystems with additional features, such as BTRFS, NFS, or TMPFS.

If you run the expert dialog during installation, any free hard disk space is also listed and automatically selected. To provide more disk space to SUSE® Linux Enterprise Desktop, free the needed space starting from the bottom toward the top of the list (starting from the last partition of a hard disk toward the first). For example, if you have three partitions, you cannot use the second exclusively for SUSE Linux Enterprise Desktop and retain the third and first for other operating systems.

12.1.1 Partition Types

Every hard disk has a partition table with space for four entries. Every entry in the partition table corresponds to a primary partition or an extended partition. Only one extended partition entry is allowed, however.

A primary partition simply consists of a continuous range of cylinders (physical disk areas) assigned to a particular operating system. With primary partitions you would be limited to four partitions per hard disk, because more do not fit in the partition table. This is why extended partitions are used. Extended partitions are also continuous ranges of disk cylinders, but an extended partition may be divided into *logical partitions* itself. Logical partitions do not require entries in the partition table. In other words, an extended partition is a container for logical partitions.

If you need more than four partitions, create an extended partition as the fourth partition (or earlier). This extended partition should occupy the entire remaining free cylinder range. Then create multiple logical partitions within the extended partition. The maximum number of logical partitions is 63, independent of the disk type. It does not matter which types of partitions are used for Linux. Primary and logical partitions both function normally.

12.1.2 Creating a Partition

To create a partition from scratch select *Hard Disks* and then a hard disk with free space. The actual modification can be done in the *Partitions* tab:

- 1 Select *Add* and specify the partition type (primary or extended). Create up to four primary partitions or up to three primary partitions and one extended partition. Within the extended partition, create several logical partitions (see Section 12.1.1, “Partition Types” (page 177)).
- 2 Specify the size of the new partition. You can either choose to occupy all the free unpartitioned space, or enter a custom size.
- 3 Select the file system to use and a mount point. YaST suggests a mount point for each partition created. To use a different mount method, like mount by label, select *Fstab Options*. For more information on supported filesystems, see *Storage Administration Guide*.

- 4 Specify additional file system options if your setup requires them. This is necessary, for example, if you need persistent device names. For details on the available options, refer to Section 12.1.3, “Editing a Partition” (page 180).
- 5 Click *Finish* to apply your partitioning setup and leave the partitioning module.

If you created the partition during installation, you are returned to the installation overview screen.

Btrfs Partitioning

If you want to use Btrfs (see Chapter 4, *Snapshots/Rollback with Snapper* (↑*Administration Guide*) and *Storage Administration Guide*, chapter *Overview of File Systems in Linux* for more information on Btrfs) as your default filesystem for a newly installed system, click *Partitioning* on the *Installation Settings* screen, and check *Use Btrfs as Default Filesystem*. The installation system then suggests creating the `/boot` partition formatted with Ext3 filesystem, and the root `/` partition formatted with Btrfs holding a default set of subvolumes, which you can modify with the *Expert Partitioner* tool later.

The root filesystem is the default subvolume and it is not listed in the list of created subvolumes. As a default Btrfs subvolume, it can be mounted as a normal filesystem.

It is possible to create snapshots of Btrfs subvolumes - either manually, or automatically based on system events. For example when making changes to the filesystem, `zypper` invokes the `snapper` command to create snapshots before and after the change. This is useful if you are not satisfied with the change `zypper` made and want to restore the previous state. As `snapper` invoked by `zypper` snapshots the *root* filesystem by default, it is reasonable to exclude specific directories from being snapshot, depending on the nature of data they hold. And that is why YaST suggests creating the following separate subvolumes.

Suggested Btrfs Subvolumes

`/tmp /var/tmp /var/run`
Directories with frequently changed content.

`/var/spool`
Contains user data, such as mails.

`/var/log`

Contains system and applications' log files which should never be rolled back.

`/var/crash`

Contains memory dumps of crashed kernels.

`/srv`

Contains data files belonging to FTP and HTTP servers.

`/opt`

Contains third party software.

TIP: Size of Btrfs Partition

Because saved snapshots require more disk space, it is recommended to reserve more space for Btrfs partition than for a partition not capable of snapshotting (such as Ext3). Recommended size for a root Btrfs partition with suggested subvolumes is 20GB.

Managing Btrfs Subvolumes using YaST

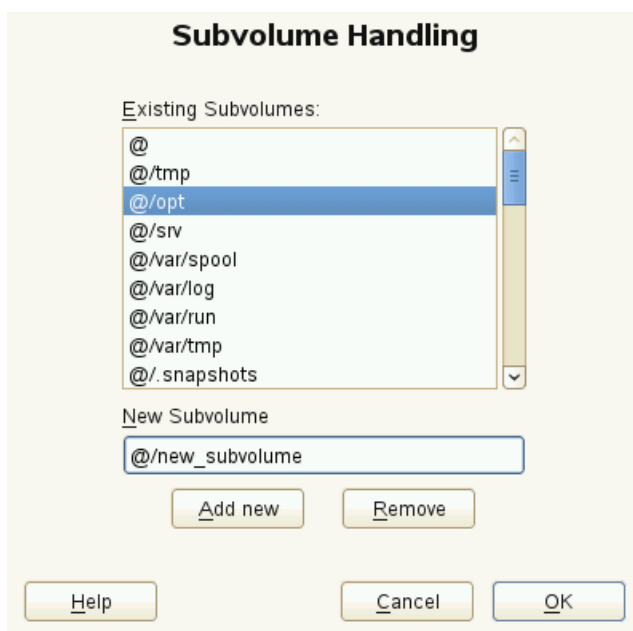
Subvolumes of a Btrfs partition can be now managed with the YaST *Expert partitioner* module. You can add new or remove existing subvolumes.

Procedure 12.1 Btrfs Subvolumes with YaST

- 1 Start the YaST *Expert Partitioner* with *System > Partitioner*.
- 2 Choose *BTRFS* in the left *System View* pane.
- 3 Select the Btrfs partition whose subvolumes you need to manage and click *Edit*.
- 4 Click *Subvolume Handling*. You can see a list off all existing subvolumes of the selected Btrfs partition. You can notice a number of
@/.snapshots/xyz/snapshot entries — each of these subvolumes belongs to one existing snapshot.
- 5 Depending on whether you want to add or remove subvolumes, do the following:

- 5a** To remove a subvolume, select it from the list of *Existing Subvolumes* and click *Remove*.
- 5b** To add a new subvolume, enter its name to the *New Subvolume* text field and click *Add new*.

Figure 12.2 *Btrfs Subvolumes in YaST Partitioner*



- 6** Confirm with *OK* and *Finish*.
- 7** Leave the partitioner with *Finish*.

12.1.3 Editing a Partition

When you create a new partition or modify an existing partition, you can set various parameters. For new partitions, the default parameters set by YaST are usually sufficient and do not require any modification. To edit your partition setup manually, proceed as follows:

- 1 Select the partition.
- 2 Click *Edit* to edit the partition and set the parameters:

File System ID

Even if you do not want to format the partition at this stage, assign it a file system ID to ensure that the partition is registered correctly. Typical values are *Linux*, *Linux swap*, *Linux LVM*, and *Linux RAID*.

File System

To change the partition file system, click *Format Partition* and select file system type in the *File System* list.

SUSE Linux Enterprise Desktop supports several types of filesystems. Btrfs is the Linux filesystem of choice because of its advanced features. It supports copy-on-write functionality, creating snapshots, multi-device spanning, subvolumes, and other useful techniques. ReiserFS, JFS, XFS, and Ext3 are journaling file systems. These file systems are able to restore the system very quickly after a system crash, utilizing write processes logged during the operation. Ext2 is not a journaling file system, but it is adequate for smaller partitions because it does not require much disk space for management.

NOTE: Support for Ext4 Filesystem

Because Btrfs proved to be more efficient and scalable than Ext4, SUSE Linux Enterprise Desktop SP2 supports only read-only access to Ext4 partitions. It is, however, still possible to access Ext4 partitions in a read-write mode — you need to install the `ext4-writeable` package. Please note that this operation is not supported and taints the Kernel.

Swap is a special format that allows the partition to be used as a virtual memory. Create a swap partition of at least 256 MB. However, if you use up your swap space, consider adding more memory to your system instead of adding more swap space.

WARNING: Changing the file system

Changing the file system and reformatting partitions irreversibly deletes all data from the partition.

For details on the various file systems, refer to *Storage Administration Guide*.

Encrypt Device

If you activate the encryption, all data is written to the hard disk in encrypted form. This increases the security of sensitive data, but reduces the system speed, as the encryption takes some time to process. More information about the encryption of file systems is provided in Chapter 11, *Encrypting Partitions and Files* (↑*Security Guide*).

Mount Point

Specify the directory where the partition should be mounted in the file system tree. Select from YaST suggestions or enter any other name.

Fstab Options

Specify various parameters contained in the global file system administration file (`/etc/fstab`). The default settings should suffice for most setups. You can, for example, change the file system identification from the device name to a volume label. In the volume label, use all characters except `/` and space.

To get persistent devices names, use the mount option *Device ID*, *UUID* or *LABEL*. In SUSE Linux Enterprise Desktop, persistent device names are enabled by default.

If you prefer to mount the partition by its label, you need to define one in the *Volume label* text entry. For example, you could use the partition label `HOME` for a partition intended to mount to `/home`.

If you intend to use quotas on the file system, use the mount option *Enable Quota Support*. This must be done before you can define quotas for users in the YaST *User Management* module. For further information on how to configure user quota, refer to Section 9.3.5, “Managing Quotas” (page 123).

3 Select *Finish* to save the changes.

NOTE: Resize Filesystems

To resize an existing file system, select the partition and use *Resize*. Note, that it is not possible to resize partitions while mounted. To resize partitions, unmount the relevant partition before running the partitioner.

12.1.4 Expert Options

After you select a hard disk device (like *sda*) in the *System View* pane, you can access the *Expert...* menu in the lower right part of the *Expert Partitioner* window. The menu contains the following commands:

Create New Partition Table

This option helps you create a new partition table on the selected device.

WARNING: Creating a New Partition Table

Creating a new partition table on a device irreversibly removes all the partitions and their data from that device.

Clone This Disk

This option helps you clone the device partition layout (but not the data) to other available disk devices.

12.1.5 Advanced Options

After you select the hostname of the computer (the top-level of the tree in the *System View* pane), you can access the *Configure...* menu in the lower right part of the *Expert Partitioner* window. The menu contains the following commands:

Configure iSCSI

To access SCSI over IP block devices, you first have to configure iSCSI. This results in additionally available devices in the main partition list.

Configure Multipath

Selecting this option helps you configure the multipath enhancement to the supported mass storage devices.

12.1.6 More Partitioning Tips

The following section includes a few hints and tips on partitioning that should help you make the right decisions when setting up your system.

TIP: Cylinder Numbers

Note, that different partitioning tools may start counting the cylinders of a partition with 0 or with 1. When calculating the number of cylinders, you should always use the difference between the last and the first cylinder number and add one.

Using swap

Swap is used to extend the available physical memory. It is then possible to use more memory than physical RAM available. The memory management system of kernels before 2.4.10 needed swap as a safety measure. Then, if you did not have twice the size of your RAM in swap, the performance of the system suffered. These limitations no longer exist.

Linux uses a page called “Least Recently Used” (LRU) to select pages that might be moved from memory to disk. Therefore, running applications have more memory available and caching works more smoothly.

If an application tries to allocate the maximum allowed memory, problems with swap can arise. There are three major scenarios to look at:

System with no swap

The application gets the maximum allowed memory. All caches are freed, and thus all other running applications are slowed. After a few minutes, the kernel's out-of-memory kill mechanism activates and kills the process.

System with medium sized swap (128 MB–512 MB)

At first, the system slows like a system without swap. After all physical RAM has been allocated, swap space is used as well. At this point, the system becomes very slow and it becomes impossible to run commands from remote. Depending on the speed of the hard disks that run the swap space, the system stays in this condition for about 10 to 15 minutes until the out-of-memory kill mechanism resolves the issue. Note that you will need a certain amount of swap if the computer needs to perform a “suspend to disk”. In that case, the swap size should be large enough to contain the necessary data from memory (512 MB–1GB).

System with lots of swap (several GB)

It is better to not have an application that is out of control and swapping excessively in this case. If you use such application, the system will need many hours to recover. In the process, it is likely that other processes get timeouts and faults, leaving the system in an undefined state, even after killing the faulty process. In this case, do a hard machine reboot and try to get it running again. Lots of swap is only useful if you have an application that relies on this feature. Such applications (like databases or graphics manipulation programs) often have an option to directly use hard disk space for their needs. It is advisable to use this option instead of using lots of swap space.

If your system is not out of control, but needs more swap after some time, it is possible to extend the swap space online. If you prepared a partition for swap space, just add this partition with YaST. If you do not have a partition available, you may also just use a swap file to extend the swap. Swap files are generally slower than partitions, but compared to physical ram, both are extremely slow so the actual difference is negligible.

Procedure 12.2 *Adding a Swap File Manually*

To add a swap file in the running system, proceed as follows:

- 1** Create an empty file in your system. For example, if you want to add a swap file with 128 MB swap at `/var/lib/swap/swapfile`, use the commands:

```
mkdir -p /var/lib/swap
dd if=/dev/zero of=/var/lib/swap/swapfile bs=1M count=128
```

- 2** Initialize this swap file with the command

```
mkswap /var/lib/swap/swapfile
```

- 3** Activate the swap with the command

```
swapon /var/lib/swap/swapfile
```

To disable this swap file, use the command

```
swapoff /var/lib/swap/swapfile
```

- 4** Check the current available swap spaces with the command

```
cat /proc/swaps
```

Note that at this point, it is only temporary swap space. After the next reboot, it is no longer utilized.

- 5 To enable this swap file permanently, add the following line to `/etc/fstab`:

```
/var/lib/swap/swapfile swap swap defaults 0 0
```

12.1.7 Partitioning and LVM

From the *Expert partitioner*, access the LVM configuration by clicking the *Volume Management* item in the *System View* pane. However, if a working LVM configuration already exists on your system, it is automatically activated upon entering the initial LVM configuration of a session. In this case, all disks containing a partition (belonging to an activated volume group) cannot be repartitioned. The Linux kernel cannot reread the modified partition table of a hard disk when any partition on this disk is in use. If you already have a working LVM configuration on your system, physical repartitioning should not be necessary. Instead, change the configuration of the logical volumes.

At the beginning of the physical volumes (PVs), information about the volume is written to the partition. To reuse such a partition for other non-LVM purposes, it is advisable to delete the beginning of this volume. For example, in the VG `system` and PV `/dev/sda2`, do this with the command `dd if=/dev/zero of=/dev/sda2 bs=512 count=1`.

WARNING: File System for Booting

The file system used for booting (the root file system or `/boot`) must not be stored on an LVM logical volume. Instead, store it on a normal physical partition.

For more details about LVM, see the *Storage Administration Guide*.

12.2 LVM Configuration

This section briefly describes the principles behind the Logical Volume Manager (LVM) and its multipurpose features. In Section 12.2.2, “LVM Configuration with YaST” (page 189), learn how to set up LVM with YaST.

WARNING

Using LVM is sometimes associated with increased risk such as data loss. Risks also include application crashes, power failures, and faulty commands. Save your data before implementing LVM or reconfiguring volumes. Never work without a backup.

12.2.1 The Logical Volume Manager

The LVM enables flexible distribution of hard disk space over several file systems. It was developed because sometimes the need to change the segmenting of hard disk space arises just after the initial partitioning has been done. Because it is difficult to modify partitions on a running system, LVM provides a virtual pool (volume group, VG for short) of memory space from which logical volumes (LVs) can be created as needed. The operating system accesses these LVs instead of the physical partitions. Volume groups can occupy more than one disk, so that several disks or parts of them may constitute one single VG. This way, LVM provides a kind of abstraction from the physical disk space that allows its segmentation to be changed in a much easier and safer way than with physical repartitioning. Background information regarding physical partitioning can be found in Section 12.1.1, “Partition Types” (page 177) and Section 12.1, “Using the YaST Partitioner” (page 175).

Figure 12.3 *Physical Partitioning versus LVM*

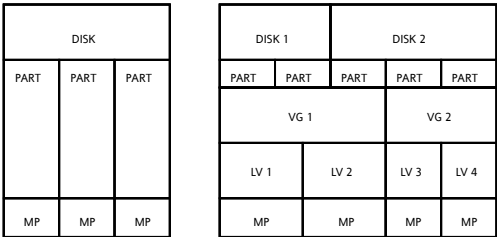


Figure 12.3, “Physical Partitioning versus LVM” (page 188) compares physical partitioning (left) with LVM segmentation (right). On the left side, one single disk has been divided into three physical partitions (PART), each with a mount point (MP) assigned so that the operating system can gain access. On the right side, two disks have been divided into two and three physical partitions each. Two LVM volume groups (VG 1 and VG 2) have been defined. VG 1 contains two partitions from DISK 1 and one from DISK 2. VG 2 contains the remaining two partitions from DISK 2. In LVM, the physical disk partitions that are incorporated in a volume group are called physical volumes (PVs). Within the volume groups, four LVs (LV 1 through LV 4) have been defined.

They can be used by the operating system via the associated mount points. The border between different LVs do not need to be aligned with any partition border. See the border between LV 1 and LV 2 in this example.

LVM features:

- Several hard disks or partitions can be combined in a large logical volume.
- Provided the configuration is suitable, an LV (such as `/usr`) can be enlarged if free space is exhausted.
- With LVM, it is possible to add hard disks or LVs in a running system. However, this requires hot-swappable hardware.
- It is possible to activate a "striping mode" that distributes the data stream of a LV over several PVs. If these PVs reside on different disks, the read and write performance is enhanced, as with RAID 0.
- The snapshot feature enables consistent backups (especially for servers) of the running system.

With these features, LVM is ready for heavily used home PCs or small servers. LVM is well-suited for the user with a growing data stock (as in the case of databases, music archives, or user directories). This would allow file systems that are larger than the physical hard disk. Another advantage of LVM is that up to 256 LVs can be added. However, working with LVM is different from working with conventional partitions. Instructions and further information about configuring LVM is available in the official LVM HOWTO at <http://tldp.org/HOWTO/LVM-HOWTO/>.

Starting from Kernel version 2.6, LVM version 2 is available, which is backward-compatible with the previous LVM and enables the continued management of old volume groups. When creating new volume groups, decide whether to use the new format or the backward-compatible version. LVM 2 does not require any kernel patches. It makes use of the device mapper integrated in kernel 2.6. This kernel only supports LVM version 2. Therefore, when talking about LVM, this section always refers to LVM version 2.

12.2.2 LVM Configuration with YaST

The YaST LVM configuration can be reached from the YaST Expert Partitioner (see Section 12.1, “Using the YaST Partitioner” (page 175)) within the *Volume Management*

item in the *System View* pane. The Expert Partitioner allows you to edit and delete existing partitions and also create new ones that need to be used with LVM. The first task is to create PVs that provide space to a volume group:

- 1 Select a hard disk from *Hard Disks*.
- 2 Change to the *Partitions* tab.
- 3 Click *Add* and enter the desired size of the PV on this disk.
- 4 Use *Do not format partition* and change the *File System ID* to *0x8E Linux LVM*. Do not mount this partition.
- 5 Repeat this procedure until you have defined all the desired physical volumes on the available disks.

Creating Volume Groups

If no volume group exists on your system, you must add one (see Figure 12.4, “Creating a Volume Group” (page 191)). It is possible to create additional groups by clicking on *Volume Management* in the *System View* pane, and then on *Add Volume Group*. One single volume group is usually sufficient.

- 1 Enter a name for the VG, for example, `system`.
- 2 Select the desired *Physical Extend Size*. This value defines the size of a physical block in the volume group. All the disk space in a volume group is handled in blocks of this size.
- 3 Add the prepared PVs to the VG by selecting the device and clicking on *Add*. Selecting several devices is possible by holding Ctrl while selecting the devices.
- 4 Select *Finish* to make the VG available to further configuration steps.

Figure 12.4 *Creating a Volume Group*

Add Volume Group

Volume Group Name
system

Physical Extent Size
4 MB

Available Physical Volumes:

Device	Size	Enc	Type
--------	------	-----	------

Add →
Add All →
← Remove
← Remove All

Selected Physical Volumes:

Device	Size	Enc	Type
/dev/sdb1	8.00 GB		Linux LVM

Total size: 0 B
Resulting size: 8.00 GB

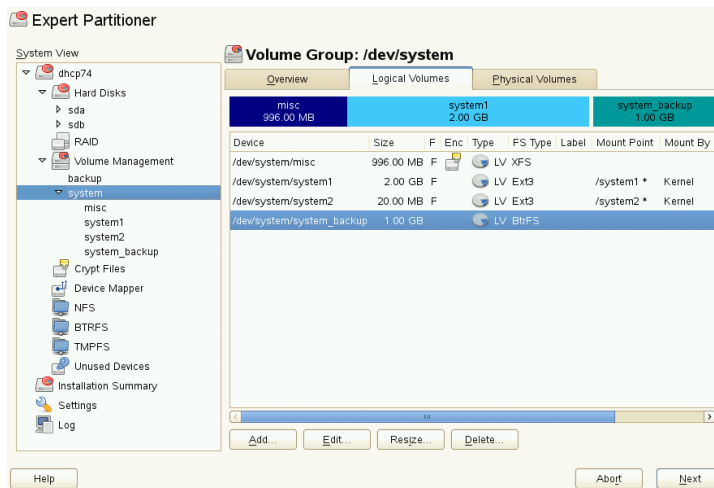
Help Abort Back Finish

If you have multiple volume groups defined and want to add or remove PVs, select the volume group in the *Volume Management* list and click *Resize*. In the following window, you can add or remove PVs to the selected volume group.

Configuring Logical Volumes

After the volume group has been filled with PVs, define the LVs which the operating system should use in the next dialog. Choose the current volume group and change to the *Logical Volumes* tab. *Add*, *Edit*, *Resize*, and *Delete* LVs as needed until all space in the volume group has been occupied. Assign at least one LV to each volume group.

Figure 12.5 *Logical Volume Management*



Click *Add* and go through the wizard-like pop-up that opens:

1. Enter the name of the LV. For a partition that should be mounted to `/home`, a self-explanatory name like `HOME` could be used.
2. Select the size and the number of stripes of the LV. If you have only one PV, selecting more than one stripe is not useful.
3. Choose the filesystem to use on the LV as well as the mount point.

By using stripes it is possible to distribute the data stream in the LV among several PVs (striping). However, striping a volume can only be done over different PVs, each providing at least the amount of space of the volume. The maximum number of stripes equals to the number of PVs, where Stripe "1" means "no striping". Striping only makes sense with PVs on different hard disks, otherwise performance will decrease.

WARNING: Striping

YaST cannot, at this point, verify the correctness of your entries concerning striping. Any mistake made here is apparent only later when the LVM is implemented on disk.

If you have already configured LVM on your system, the existing logical volumes can also be used. Before continuing, assign appropriate mount points to these LVs. With *Finish*, return to the YaST Expert Partitioner and finish your work there.

12.3 Soft RAID Configuration

The purpose of RAID (redundant array of independent disks) is to combine several hard disk partitions into one large *virtual* hard disk to optimize performance and/or data security. Most RAID controllers use the SCSI protocol because it can address a larger number of hard disks in a more effective way than the IDE protocol. It is also more suitable for the parallel command processing. There are some RAID controllers that support IDE or SATA hard disks. Soft RAID provides the advantages of RAID systems without the additional cost of hardware RAID controllers. However, this requires some CPU time and has memory requirements that make it unsuitable for high performance computers.

With SUSE® Linux Enterprise Desktop , you can combine several hard disks into one soft RAID system. RAID implies several strategies for combining several hard disks in a RAID system, each with different goals, advantages, and characteristics. These variations are commonly known as *RAID levels*.

Common RAID levels are:

RAID 0

This level improves the performance of your data access by spreading out blocks of each file across multiple disk drives. Actually, this is not really a RAID, because it does not provide data backup, but the name *RAID 0* for this type of system is commonly used. With RAID 0, two or more hard disks are pooled together. Performance is enhanced, but the RAID system is destroyed and your data lost if even one hard disk fails.

RAID 1

This level provides adequate security for your data, because the data is copied to another hard disk 1:1. This is known as *hard disk mirroring*. If one disk is destroyed, a copy of its contents is available on the other one. All disks but one could be damaged without endangering your data. However, if the damage is not detected, the damaged data can be mirrored to the undamaged disk. This could result in the same loss of data. The writing performance suffers in the copying process compared to using single disk access (10 to 20 % slower), but read access is significantly

faster in comparison to any one of the normal physical hard disks. The reason is that the duplicate data can be parallel-scanned. Generally it can be said that Level 1 provides nearly twice the read transfer rate of single disks and almost the same write transfer rate as single disks.

RAID 5

RAID 5 is an optimized compromise between Level 0 and Level 1, in terms of performance and redundancy. The hard disk space equals the number of disks used minus one. The data is distributed over the hard disks as with RAID 0. *Parity blocks*, created on one of the partitions, exist for security reasons. They are linked to each other with XOR, enabling the contents to be reconstructed by the corresponding parity block in case of system failure. With RAID 5, no more than one hard disk can fail at the same time. If one hard disk fails, it must be replaced as soon as possible to avoid the risk of losing data.

RAID 6

To further increase the reliability of the RAID system, it is possible to use RAID 6. In this level, even if two disks fail, the array still can be reconstructed. With RAID 6, at least 4 hard disks are needed to run the array. Note that when running as software raid, this configuration needs a considerable amount of CPU time and memory.

RAID 10 (RAID 1+0)

This RAID implementation combines features of RAID 0 and RAID 1: the data are first mirrored in separate disk arrays, which are inserted into a new RAID 0; type array. In each RAID 1 sub-array, one disk can fail without any damage to the data. RAID 10 is used for database application where a huge load is expected.

Other RAID Levels

Several other RAID levels have been developed (RAID 2, RAID 3, RAID 4, RAIDn, RAID 10, RAID 0+1, RAID 30, RAID 50, etc.), some of them being proprietary implementations created by hardware vendors. These levels are not very common and therefore are not explained here.

12.3.1 Soft RAID Configuration with YaST

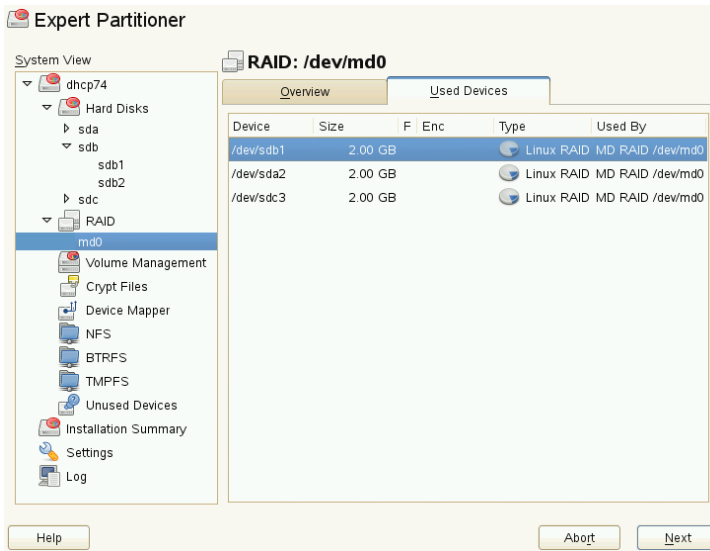
The YaST *RAID* configuration can be reached from the YaST Expert Partitioner, described in Section 12.1, “Using the YaST Partitioner” (page 175). This partitioning tool enables you to edit and delete existing partitions and create new ones to be used with soft RAID:

- 1** Select a hard disk from *Hard Disks*.
- 2** Change to the *Partitions* tab.
- 3** Click *Add* and enter the desired size of the raid partition on this disk.
- 4** Use *Do not Format the Partition* and change the *File System ID* to *0xFD Linux RAID*. Do not mount this partition.
- 5** Repeat this procedure until you have defined all the desired physical volumes on the available disks.

For RAID 0 and RAID 1, at least two partitions are needed—for RAID 1, usually exactly two and no more. If RAID 5 is used, at least three partitions are required. It is recommended to utilize partitions of the same size only. The RAID partitions should be located on different hard disks to decrease the risk of losing data if one is defective (RAID 1 and 5) and to optimize the performance of RAID 0. After creating all the partitions to use with RAID, click *RAID > Add RAID* to start the RAID configuration.

In the next dialog, choose between RAID levels 0, 1, 5, 6 and 10. Then, select all partitions with either the “Linux RAID” or “Linux native” type that should be used by the RAID system. No swap or DOS partitions are shown.

Figure 12.6 RAID Partitions



To add a previously unassigned partition to the selected RAID volume, first click the partition then *Add*. Assign all partitions reserved for RAID. Otherwise, the space on the partition remains unused. After assigning all partitions, click *Next* to select the available *RAID Options*.

In this last step, set the file system to use as well as encryption and the mount point for the RAID volume. After completing the configuration with *Finish*, see the `/dev/md0` device and others indicated with *RAID* in the expert partitioner.

12.3.2 Troubleshooting

Check the file `/proc/mdstat` to find out whether a RAID partition has been damaged. In the event of a system failure, shut down your Linux system and replace the defective hard disk with a new one partitioned the same way. Then restart your system and enter the command `mdadm /dev/mdX --add /dev/sdX`. Replace 'X' with your particular device identifiers. This integrates the hard disk automatically into the RAID system and fully reconstructs it.

Note that although you can access all data during the rebuild, you may encounter some performance issues until the RAID has been fully rebuilt.

12.3.3 For More Information

Configuration instructions and more details for soft RAID can be found in the HOWTOs at:

- `/usr/share/doc/packages/mdadm/Software-RAID.HOWTO.html`
- <http://raid.wiki.kernel.org>

Linux RAID mailing lists are available, such as <http://marc.info/?l=linux-raid>.

Subscription Management

Any machine running SUSE Linux Enterprise Server 11 or SUSE Linux Enterprise Desktop 11 can be configured to register against local Subscription Management Tool server to download software updates instead of communicating directly with the Novell Customer Center and the NU servers. To use an SMT server for client registration and as a local update source, you must configure the SMT server in your network first. The SMT server software is distributed as an add-on for SUSE Linux Enterprise Server and its configuration is described in the *Subscription Management Tool Guide*. There is no need to install any add-on on the clients to be configured for registering against an SMT server.

To register a client against an SMT server, you need to equip the client with the server's URL. As client and server communicate via the HTTPS protocol during registration, you also need to make sure the client trusts the server's certificate. In case your SMT server is set up to use the default server certificate, the CA certificate will be available on the SMT server via HTTP protocol at `http://FQDN/smt.crt`. In this case you do not have to concern yourself with the certificate: the registration process will automatically download the CA certificate from there, unless configured otherwise. You must enter a path to the server's CA certificate if the certificate was issued by an external certificate authority.

NOTE: Registering Against *.novell.com Subdomain

If you try to register against any *.novell.com subdomain, the certificate will not be downloaded during registration (for security reasons), and certificate handling will not be done. In such cases, use a different domain name or a plain IP address.

There are several ways to provide this information and to configure the client machine to use SMT. The first way is to provide the needed information via kernel parameters at boot time. The second way is to configure clients using an AutoYaST profile. There is also a script distributed with Subscription Management Tool, `clientSetup4SMT.sh`, which can be run on a client to make it register against a specified SMT server. These methods are described in the following sections:

13.1 Using Kernel Parameters to Access an SMT Server

Any client can be configured to use SMT by providing the following kernel parameters during machine boot: `regurl` and `regcert`. The first parameter is mandatory, the latter is optional.

`regurl`

URL of the SMT server. The URL needs to be in the following format:

`https://FQDN/center/regsvc/` with *FQDN* being the fully qualified hostname of the SMT server. It must be identical to the FQDN of the server certificate used on the SMT server. Example:

```
regurl=https://smt.example.com/center/regsvc/
```

`regcert`

Location of the SMT server's CA certificate. Specify one of the following locations:

URL

Remote location (http, https or ftp) from which the certificate can be downloaded. Example:

```
regcert=http://smt.example.com/smt.crt
```

Floppy

Specifies a location on a floppy. The floppy has to be inserted at boot time (you will not be prompted to insert it if it is missing). The value must start with the string `floppy`, followed by the path to the certificate. Example:

```
regcert=floppy/smt/smt-ca.crt
```

Local Path

Absolute path to the certificate on the local machine. Example:

```
regcert=/data/inst/smt/smt-ca.cert
```

Interactive

Use `ask` to open a pop-up menu during installation where you can specify the path to the certificate. Do not use this option with AutoYaST. Example:

```
regcert=ask
```

Deactivate Certificate Installation

Use `done` if either the certificate will be installed by an add-on product, or if you are using a certificate issued by an official certificate authority. Example:

```
regcert=done
```

WARNING: Beware of Typing Errors

Make sure the values you enter are correct. If `regurl` has not been specified correctly, the registration of the update source will fail.

If a wrong value for `regcert` has been entered, you will be prompted for a local path to the certificate. In case `regcert` is not specified at all, it will default to `http://FQDN/smt.crt` with `FQDN` being the name of the SMT server.

WARNING: Change of SMT Server Certificate

If the SMT server gets a new certificate from a new and untrusted CA, the clients need to fetch the new CA certificate file. This is done automatically with the registration process but only if a URL was used at installation time to retrieve the certificate, or if the `regcert` parameter was omitted and thus, the default URL is used. If the certificate was loaded using any other method (such as floppy or local path), the CA certificate will not be updated.

13.2 Configuring Clients Using AutoYaST Profile

Clients can be configured to register with SMT server via AutoYaST profile. For general information about creating AutoYaST profiles and preparing automatic installation,

refer to Chapter 18, *Automated Installation* (page 237). In this section, only SMT specific configuration is described.

To configure SMT specific data using AutoYaST, follow these steps:

- 1 As `root`, start YaST and select *Miscellaneous > Autoinstallation* to start the graphical AutoYaST front-end.

From a command line, you can start the graphical AutoYaST front-end with the `yast2 autoyast` command.

- 2 Open an existing profile using *File > Open*, create a profile based on the current system's configuration using *Tools > Create Reference Profile*, or just work with an empty profile.
- 3 Select *Support > Novell Customer Center Configuration*. An overview of the current configuration is shown.
- 4 Click *Edit*.
- 5 To register while installing automatically, select *Run Product Registration*. You can include information from your system with *Hardware Profile* and *Optional Information*.
- 6 Set the URL of the *SMT Server* and, optionally, the location of the *SMT Certificate*. The possible values are the same as for the kernel parameters `regurl` and `regcert` (see Section 13.1, “Using Kernel Parameters to Access an SMT Server” (page 200)). The only exception is that the `ask` value for `regcert` does not work in AutoYaST, because it requires user interaction. If using it, the registration process will be skipped.
- 7 Perform all other configuration needed for the systems to be deployed.
- 8 Select *File > Save As* and enter a filename for the profile, such as `autoinst.xml`.

13.3 Configuring Clients Using the `clientSetup4SMT.sh` Script

The `/usr/share/doc/packages/smt/clientSetup4SMT.sh` script is provided with SMT. This script allows to configure a client machine to use a SMT server or to reconfigure it to use a different SMT server.

To configure a client machine to use SMT with the `clientSetup4SMT.sh` script, follow these steps:

- 1 Copy the `/usr/share/doc/packages/smt/clientSetup4SMT.sh` script from your SMT server to the client machine.
- 2 As `root`, execute the script on the client machine. The script can be executed in two ways. In the first case, the script name is followed by the registration URL:
`./clientSetup4SMT.sh registration_URL`, for example,
`./clientSetup4SMT.sh https://smt.example.com/center/regsvc`. In the second case, the script name is followed by the `--host` option followed by hostname of the SMT server:
`./clientSetup4SMT.sh --host server_hostname`, for example,
`./clientSetup4SMT.sh --host smt.example.com`.
- 3 The script downloads the server's CA certificate. Accept it by pressing `y`.
- 4 The script performs all necessary modifications on the client. However, the registration itself is not performed by the script.
- 5 Perform a registration by executing `suse_register` or running `yast2 inst_suse_register` module on the client.

13.4 Registering Clients Against SMT Test Environment

To configure a client to register against the test environment instead the production environment, modify `/etc/suseRegister.conf` on the client machine by setting:

```
register = command=register&testenv=1
```

For more information about using SMT with a test environment, refer to the *Subscription Management Tool Guide*.

Part II. Imaging and Creating Products

KIWI

KIWI is a system for creating operating system images. An image is a directory with a file containing the operating system, its applications and configurations, the filesystem structure of the OS, possible additional metadata, and (depending on the image type) also disk geometry and partition table data. With KIWI you can create LiveCDs and LiveDVDs, USB sticks, virtual disk to play in full virtual systems like VMware, XEN images for paravirtualization in a hypervisor, and a PXE environment to boot from network.

14.1 Prerequisites for KIWI

To build images with KIWI, you need the following preconditions:

1. Free sufficient disk space for the operation.
2. KIWI is split into several packages, targeted to different image types. In any case, you need the base package `kiwi`. Depending on your target image, you need the following packages:

Image Type	Package Name
Installation Media	<code>kiwi-desc-oemboot</code>
Virtualization	<code>kiwi-desc-xenboot</code>

Image Type	Package Name
USB Sticks	kiwi-desc-usbboot
Network Client	kiwi-desc-netboot

3. Install the `kiwi-doc` package. You can find some example configurations to get an idea about structure and content.
4. Know the KIWI configuration file and its structure. It is based on a RELAX NG schema and documented in the `kiwi` package under `/usr/share/doc/packages/kiwi/kiwi.html`. You need this document, if you want to create the configuration file from scratch or when you want to insert elements or attributes.

14.2 Knowing KIWI's Build Process

The building process of KIWI is separated into three steps:

1. **Physical Extend (Preparation)** This stage prepares the content of your new filesystem. During this step the root directory is created, you determine which packages are installed on your image and which user configuration files are included.
2. **Logical Extend (Creation)** This stage requires a successful preparation step. The logical extend step creates the operating system image based on the first step.
3. **Deployment** The resulting image type can be deployed with different methods like installed on a hard disk or played by a virtualization system (VMware, Qemu, VirtualBox).

14.3 Image Description

KIWI needs an image description to build an image type. The image description is a directory which contains at least a file `config.xml`, or alternatively with the extension `*.kiwi`.

14.3.1 Contents of Image Description

The following table contains additional optional information. However, most of this information is mandatory for the later functionality of the operating system:

Table 14.1 *Additional Files and Directories For Image Description*

File/Directory	Description
<code>config/</code>	optional subdirectory. Contains Bash scripts which are executed after the installation of all the image packages.
<code>config.sh</code>	optional configuration script while creating the physical extend
<code>config.xml</code>	configuration file for each image description, explained in Section 14.3.2 (page 210)
<code>config-cdroot.tgz</code>	archive, only used for ISO images
<code>config-cdroot.sh</code>	manipulate extracted data from <code>config-cdroot.tgz</code>
<code>config-yast-autoyast.xml</code>	configuration file created by AutoYaST
<code>config-yast-firstboot.xml</code>	configuration file for controlling the YaST firstboot service
<code>images.sh</code>	optional configuration script while creating the preparation step
<code>root/</code>	contains other directories, special files, and scripts which are changed <i>after</i> the installation of all image packages

14.3.2 The config.xml File

All information about an image description is stored in the central configuration XML file `config.xml`. Each time KIWI is executed, `config.xml` is validated against an RELAX NG schema (see <http://www.relaxng.org> for more information about this schema language). Therefore, it is recommended to use an adequate XML editor with RELAX NG support or to use the documentation about the schema in the HTML file `/usr/share/doc/packages/kiwi/schema/kiwi.xsd.html`.

The configuration file consists of several parts:

- some description about the author, contact information, and a short explanation.
- preferences option needed for the logical extent stage.
- information about the users, their name, their home directories, and their passwords.
- links to repositories.
- a list of packages that are used for the defined image type.
- and other less important information which can be viewed in the above HTML file of the RELAX NG schema documentation.

A skeleton of the file is shown in the following example:

Example 14.1 KIWI Configuration File

```
<image schemeversion="2.0" name="..."> ❶
  <description type="system"> ❷
    <author>...</author>
    <contact>...</contact>
    <specification>...</specification>
  </description>
  <preferences> ❸
    <type primary="true" boot="..." flags="...">iso</type>
    <type boot="..." filesystem="ext3" format="vmdk">vmx</type>
    <type boot="..." filesystem="ext3">xen</type>
    <type boot="..." filesystem="squashfs" flags="unified">oem</type>
    <version>2.7.0</version>
    <size unit="M">780</size>
    <packagemanager>zypper</packagemanager>
    <rpm-check-signatures>False</rpm-check-signatures>
    <rpm-force>False</rpm-force>
    <locale>en_US.UTF-8</locale>
    <oem-swap>no</oem-swap>
    <oem-boot-title>USB</oem-boot-title>
  </preferences>
  <users group="users"> ❹
    <user name="root" pwd="" home="/root"/>
  </users>
  <repository type="rpm-md"> ❺
    <source path="/home/rpmdir"/>
  </repository>
  <packages type="image" patternPackageType="onlyRequired"> ❻
    <package name="yast2-live-installer"/>
    <package name="pam"/>
    <!-- List of packages reduced -->
  </packages>
```

- ❶ The root element of every KIWI configuration file. Each file requires the version number. An optional `kiwirevision` attribute can be used to specify an SVN revision of KIWI.
- ❷ Contains mandatory descriptions with information about the creator of this image descriptions, its contact address and a short explanation.
- ❸ Contains mandatory preferences with information about the version of this image, the used package manager, the supported image types, and other settings.
- ❹ The optional `users` element contains a list of all users which are added to the image. The `user` element contains the name, the path to its home directory, password, and the shell.
- ❺ Contains a mandatory list of repositories used by the package manager.

- ⑥ Contains a mandatory list of packages which are included into the image.

More details about the configuration file is shown in the HTML page above.

14.4 Creating Appliances with KIWI

This section describes how to create appliances with KIWI. An appliance is an especially-designed operating system for a specific task. For example, you can create an appliance with the focus on office programs.

14.4.1 Creating a Local Installation Source

All examples in `kiwi-doc` packages need a valid installation source to create an image. Usually the examples connect to a network resource. The higher the network bandwidth, the faster the image creation. If you do not have a fast network or you do not want to use it, create a local installation resource. Proceed as follows:

- 1 Collect your installation DVD.
- 2 Open a shell and become `root`.
- 3 Create the directory for your local installation directory. The examples use usually the path `/image/CDs/full-VERSION-ARCH`. Replace the placeholders `VERSION` and `ARCH` with the respective values.
- 4 Mount the medium. Replace the `DRIVE` placeholder with the respective device (usually `dvd`, `cdrom`, etc.):

```
mount -o loop /dev/DRIVE /mnt
```

- 5 Copy all the content of the medium into the installation directory:

```
cp -a /mnt/* /images/CDs/full-VERSION-ARCH
```

To use the local installation source, all you need to do is to enable it in the `repository` element:


```
<repository type="...">
  <!-- Remove the comment markers in the next line -->
  <!-- <source path="/image/CDs/full-VERSION-ARCH" -->
  <source path="opensuse://openSUSE:11.0/standard"/>
</repository>
```

14.4.2 Creating an Image

An image is a virtual disk image containing all partitions, boot loader information, and packages as it resides on a real disk. To create an ISO image, proceed as follows:

- 1 Install the packages `kiwi` and `kiwi-doc` and resolve any dependencies.
- 2 Open a shell and become `root`.
- 3 Copy the directory `/usr/share/doc/packages/kiwi/examples/suse-11.0/suse-oem-preload` to your current directory.
- 4 Open the file `config.xml` and locate the element `repository`. If you want to use a local installation source, refer to Section 14.4.1 (page 212) for more information.
- 5 Execute KIWI with the following command to prepare the first stage (“physical extend”):

```
kiwi --prepare suse-oem-preload --root oem
```

- 6 Build the ISO image:

```
kiwi --create oem --type iso --destdir /tmp/myoem
```

14.4.3 Creating Preload Image with NFS

To create an image with NFS functionality, proceed as follows:

- 1 Open a shell and become `root`.
- 2 Copy the directory `/usr/share/doc/packages/kiwi/examples/suse-11.1/suse-oem-preload` to your current directory.

- 3 Open the file `suse-oem-preload/config.xml` and locate the `packages` element with the attribute `type="image"`.
- 4 Insert the following line between `<packages type="image">` and `</packages>` and save the file:

```
<package name="nfs-client"/>
```
- 5 Rebuild the image as described in Step 5 (page 213).

14.5 For More Information

Find more information about KIWI in the following documents:

- <http://developer.berlios.de/projects/kiwi>—Homepage of KIWI
- <file:///usr/share/doc/packages/kiwi/kiwi.pdf>—Extensive description about the KIWI Image System

Creating Add-On Products With Add-on Creator

15

An Add-On is a special designed media, usually a CD or DVD, to extend your product. The Add-on Creator was developed to support our customers and partners and simplify third-party software distribution for all SUSE products.

15.1 Creating Images

To create an Add-On CD, proceed as follows:

- 1 Start YaST and open the *Add-On Creator* module. A window opens.
- 2 If you have not run this module before, click on *Create an Add-On from the Beginning* to start. In case you have already created an Add-On, the window shows a list of all created Add-Ons. Click *Add* to start.
- 3 Enter the product name and version of your Add-On and give some further options:
 - Choose the required product upon which it is based.
 - Select the path to additional Add-On packages. You need this, if you need further RPM packages which are not included in your base product (this step is optional).
 - Select the path with the required product packages (this step is optional).

- 4 Correct the product definition and enter a vendor name. Disable *Show Only Required Keywords* to display more keywords.
- 5 Change the package descriptions. Use *Add Language* to insert a new language and add translated descriptions (this step is optional).
- 6 Add new patterns. With patterns you can group your RPM packages. Use *New* to add a new pattern name and change the respective attributes in the list below (this step is optional).
- 7 Modify the output settings. Enter a path to your output directory and change the name of the ISO name (changing the name of the ISO is optional). Additionally, you can modify further features:

- Use *Configure Workflow...* to enter files to customize your product workflow.
- Use *Optional Files...* to add files to your Add-On product. The first part can be used to insert information about the Add-On in the `info.txt` file. Use the license files to display a window with *Agree* and *Disagree* buttons before the installation starts. More files can be added in the README section.

The second part can be used to store `COPYRIGHT` and `COPYING` files in various languages.

- 8 Sign your Add-On product with your GPG key. Signing your product with your GPG key provides evidence of the origin of your product. If you do not have a key, create one first and enter the respective passphrase twice.
- 9 Check your product in the overview and proceed with *Finish*.
- 10 Use the *Build* button to start the process. *Finish* closes the window.

15.2 Add-On Structure

If you create an Add-On product, the following overview contains the structure of the files and directories:

`ARCHIVES.gz`

Contains the gzipped contents of all RPM files. It is actually a listing of the `rpm` command with the options `-qil` for each RPM file.

`Changelog`

Contains all the changes of the RPM files.

`content`

Contains information about your Add-On product.

`content.asc`

Contains the signature file from GnuPG.

`content.key, gpg-pubkey-NUMBER.asc`

The public GPG key.

`INDEX.gz`

Contains a list of all RPM files and packed with `gzip`.

`ls-lR.gz`

Contains a list of all files and directories of your Add-On product medium.

`media.N/`

Contains files with basic information about the Add-On media set. The directory is numbered, so `media.1/` is for the first Add-On medium. Additional media have a consecutive number.

`suse/`

Contains sub directories with architecture-specific information. Exceptions are `noarch/` for architecture-independent packages, and `src/` for source packages. Proprietary software packages are stored under `nosrc/`.

15.3 For More Information

Find more information in the following documents:

- <http://old-en.opensuse.org/KIWI>—KIWI Project

- http://old-en.opensuse.org/Creating_YaST_Installation_Sources—YaST installation source creation
- http://old-en.opensuse.org/Standards/YaST2_repository_metadata—YaST metadata description
- http://developer.novell.com/wiki/index.php/Creating_Add-ons—

Creating Images with YaST Product Creator

16

The YaST Product Creator is a unified graphical front-end for KIWI and Add-on Creator. It was developed to provide image creation functionality in one place. All tools integrated in the YaST Product Creator are also available as separate YaST modules or applications.

16.1 Prerequisites for Product Creator

Before you can create images with the YaST Product Creator, make sure you meet the following prerequisites:

1. Install the package `yast2-product-creator` from the SDK under http://www.novell.com/developer/sle_sdk.html. This package needs other packages. Make sure you fulfill all dependencies.
2. Free sufficient disk space for this operation.

16.2 Creating Images

The Product Creator uses KIWI to create an image of a product. In case you are interested in manually developing such images, refer to Chapter 14, *KIWI* (page 207).

To create an image, proceed as follows:

- 1 If you are starting the Product Creator for the first time, enter the configuration name and choose the method for adding packages to the ISO image.

If you have used the Product Creator already, select *Add* to create a new product definition and enter the configuration name and choose the method.

- 2 Select or deselect package sources. To select a source, select it from the table and click *Select*. With *Create New...* execute the Add-on Creator, see Chapter 15, *Creating Add-On Products With Add-on Creator* (page 215) for more information. To add a different source, add the source in the YaST *Installation Sources* module first then run the Product Creator again. After source selection, click *Next*.

NOTE: Unsupported Target Architectures

Do not change the target architecture. KIWI does not presently support the building of different architectures.

- 3 Enter the path in which to create the skeleton directory. Choose whether to *Generate ISO Image File* or *Create Directory Tree Only*. Use the other options to insert metadata. Click *Next*.
- 4 Edit the content of the `isolinux.cfg` file, if it is a part of the configuration. In most cases you can leave it as it is. If the file is not part of the configuration, add it now with *Load File*. Click *Next*.
- 5 Select your software. All package dependencies are solved automatically after *Apply* is clicked.
- 6 Sign your product with *Digitally Sign the Product on the Medium*, if needed. Provide a key for your product configuration. Signing your product with your GPG key provides evidence of the origin of your product. After key configuration, click *Next*.
- 7 Review the summary. To change any option, use *Back*. To confirm your new product configuration, click *Finish*.

Your product definition is now completed. The Product Creator allows you to choose from the following actions:

- **Create Product** Creates an ISO image of the selected product. If there is something missing, the process will be aborted. Correct the error and repeat the configuration.
- **Create Image with KIWI...** Use the pull-down menu to choose from different target formats, such as Live media or Xen images.

16.3 For More Information

Find more information about creating system images and related topics in the following documents:

- Chapter 14, *KIWI* (page 207)
- <http://old-en.opensuse.org/KIWI>—The KIWI project
- </usr/share/doc/packages/kiwi/kiwi.pdf>—KIWI documentation

Deploying Customized Preinstallations

17

Rolling out customized preinstallations of SUSE Linux Enterprise Desktop to a large number of identical machines spares you from installing each one of them separately and provides a standardized installation for the end users. With YaST Firstboot, create customized preinstallation images and determine the workflow for the final personalization steps that involve end user interaction (as opposed to AutoYaST, which allows completely automated installations; for more information, see Chapter 18, *Automated Installation* (page 237)).

Creating a custom installation, rolling it out to your hardware, and personalizing the final product involves the following steps:

- 1** Prepare the master machine whose disk needs to be cloned to the client machines. For more information, refer to Section 17.1, “Preparing the Master Machine” (page 224).
- 2** Customize the firstboot workflow. For more information, refer to Section 17.2, “Customizing the Firstboot Installation” (page 224).
- 3** Clone the master machine's disk and roll this image out to the clients' disks. For more information, refer to Section 17.3, “Cloning the Master Installation” (page 234).
- 4** Have the end user personalize the instance of SUSE Linux Enterprise Desktop. For more information, refer to Section 17.4, “Personalizing the Installation” (page 234).

17.1 Preparing the Master Machine

To prepare a master machine for a firstboot workflow, proceed as follows:

- 1 Insert the installation media into the master machine.
- 2 Boot the machine.
- 3 Perform a normal installation including all necessary configuration steps and wait for the installed machine to boot. Also install the `yast2-firstboot` package.
- 4 To define your own workflow of YaST configuration steps for the end user or to add your own YaST modules to this workflow, proceed to Section 17.2, “Customizing the Firstboot Installation” (page 224). Otherwise proceed directly to Step 5 (page 224).
- 5 Enable firstboot as `root`:

Create an empty file `/var/lib/YaST2/reconfig_system` to trigger firstboot's execution. This file will be deleted once the firstboot configuration has been successfully accomplished. Create this file using the following command:

```
touch /var/lib/YaST2/reconfig_system
```

- 6 Proceed to Section 17.3, “Cloning the Master Installation” (page 234).

17.2 Customizing the Firstboot Installation

Customizing the firstboot installation workflow may involve several different components. Customizing them is optional. If you do not make any changes, firstboot performs the installation using the default settings. The following options are available:

- Customizing messages to the user, as described in Section 17.2.1, “Customizing YaST Messages” (page 225).
- Customizing licenses and license actions, as described in Section 17.2.2, “Customizing the License Action” (page 226).

- Customizing the release notes to display, as described in Section 17.2.3, “Customizing the Release Notes” (page 227).
- Customizing the order and number of components involved in the installation, as described in Section 17.2.4, “Customizing the Workflow” (page 227).
- Configuring additional optional scripts, as described in Section 17.2.5, “Configuring Additional Scripts” (page 232).

To customize any of these components, modify the following configuration files:

`/etc/sysconfig/firstboot`

Configure various aspects of firstboot (such as release notes, scripts, and license actions).

`/etc/YaST2/firstboot.xml`

Configure the installation workflow by enabling or disabling components or adding custom ones.

Provide translations for such a customized installation workflow, as described in Section 17.2.6, “Providing Translations of the Installation Workflow” (page 233).

If you want to customize more than just the workflow components, refer the `control.xml` documentation at http://doc.opensuse.org/projects/YaST/SLES11/tdg/inst_in_general_chap.html#product_control.

17.2.1 Customizing YaST Messages

By default, an installation of SUSE Linux Enterprise Desktop contains several default messages that are localized and displayed at certain stages of the installation process. These include a welcome message, a license message, and a congratulatory message at the end of installation. You can replace any of these with your own versions and include localized versions of them in the installation. To include your own welcome message, proceed as follows:

- 1 Log in as `root`.
- 2 Open the `/etc/sysconfig/firstboot` configuration file and apply the following changes:

- 2a** Set `FIRSTBOOT_WELCOME_DIR` to the directory path where you want to store the files containing the welcome message and the localized versions, for example:

```
FIRSTBOOT_WELCOME_DIR="/usr/share/firstboot/"
```

- 2b** If your welcome message has filenames other than `welcome.txt` and `welcome_locale.txt` (where *locale* matches the ISO 639 language codes such as “cs” or “de”), specify the filename pattern in `FIRSTBOOT_WELCOME_PATTERNS`. For example:

```
FIRSTBOOT_WELCOME_PATTERNS="mywelcome.txt"
```

If unset, the default value of `welcome.txt` is assumed.

- 3** Create the welcome file and the localized versions and place them in the directory specified in the `/etc/sysconfig/firstboot` configuration file.

Proceed in a similar way to configure customized license and finish messages. These variables are `FIRSTBOOT_LICENSE_DIR` and `FIRSTBOOT_FINISH_FILE`.

Change the `SHOW_Y2CC_CHECKBOX` to “yes” if the user needs to be able to start YaST directly after performing the installation.

17.2.2 Customizing the License Action

You can customize the way the installation system reacts to a user's refusal to accept the license agreement. There are three different ways which the system could react to this scenario:

`halt`

The firstboot installation is aborted and the entire system shuts down. This is the default setting.

`continue`

The firstboot installation continues.

`abort`

The firstboot installation is aborted, but the system attempts to boot.

Make your choice and set `LICENSE_REFUSAL_ACTION` to the appropriate value.

17.2.3 Customizing the Release Notes

Depending on if you have changed the instance of SUSE Linux Enterprise Desktop you are deploying with firstboot, you probably need to educate the end users about important aspects of their new operating system. A standard installation uses release notes (displayed during one of the final stages of the installation) to provide important information to the users. To have your own modified release notes displayed as part of a firstboot installation, proceed as follows:

- 1 Create your own release notes file. Use the RTF format as in the example file in `/usr/share/doc/release-notes` and save the result as `RELEASE-NOTES.en.rtf` (for English).
- 2 Store optional localized versions next to the original version and replace the `en` part of the filename with the actual ISO 639 language code, such as `de` for German.
- 3 Open the firstboot configuration file from `/etc/sysconfig/firstboot` and set `FIRSTBOOT_RELEASE_NOTES_PATH` to the actual directory where the release notes files are stored.

17.2.4 Customizing the Workflow

By default, a standard firstboot workflow includes the following components:

- Language Selection
- Welcome
- License Agreement
- Host Name
- Network
- Time and Date
- Desktop

- root Password
- User Authentication Method
- User Management
- Hardware Configuration
- Finish Setup

This standard layout of a firstboot installation workflow is not mandatory. You can enable or disable certain components or integrate your own modules into the workflow. To modify the firstboot workflow, manually edit the firstboot configuration file `/etc/YaST2/firstboot.xml`. This XML file is a subset of the standard `control.xml` file that is used by YaST to control the installation workflow.

For an overview about proposals, see Example 17.1, “Configuring the Proposal Screens” (page 228). This provides you with enough background to modify the firstboot installation workflow. The basic syntax of the firstboot configuration file (plus how the key elements are configured) is explained with this example.

Example 17.1 *Configuring the Proposal Screens*

```
...
<proposals config:type="list">❶
  <proposal>❷
    <name>firstboot_hardware</name>❸
    <mode>installation</mode>❹
    <stage>firstboot</stage>❺
    <label>Hardware Configuration</label>❻
    <proposal_modules config:type="list">❼
      <proposal_module>printer</proposal_module>❽
    </proposal_modules>
  </proposal>
</proposal>
...
</proposal>
</proposals>
```

- ❶ The container for all proposals that should be part of the firstboot workflow.
- ❷ The container for an individual proposal.
- ❸ The internal name of the proposal.

- ④ The mode of this proposal. Do not make any changes here. For a firstboot installation, this must be set to `installation`.
- ⑤ The stage of the installation process at which this proposal is invoked. Do not make any changes here. For a firstboot installation, this must be set to `firstboot`.
- ⑥ The label to be displayed on the proposal.
- ⑦ The container for all modules that are part of the proposal screen.
- ⑧ One or more modules that are part of the proposal screen.

The next section of the firstboot configuration file consists of the workflow definition. All modules that should be part of the firstboot installation workflow must be listed here.

Example 17.2 *Configuring the Workflow Section*

```
<workflows config:type="list">
  <workflow>
    <defaults>
      <enable_back>yes</enable_back>
      <enable_next>yes</enable_next>
      <archs>all</archs>
    </defaults>
    <stage>firstboot</stage>
    <label>Configuration</label>
    <mode>installation</mode>
    ... <!-- list of modules -->
    </modules>
  </workflow>
</workflows>
...
```

The overall structure of the `workflows` section is very similar to that of the `proposals` section. A container holds the workflow elements and the workflow elements all include stage, label and mode information (just as the proposals introduced in Example 17.1, “Configuring the Proposal Screens” (page 228)). The most notable difference is the `defaults` section, which contains basic design information for the workflow components:

`enable_back`

Include the *Back* button in all dialogs.

`enable_next`

Include the *Next* button in all dialogs.

`archs`

Specify the hardware architectures on which this workflow should be used.

Example 17.3 *Configuring the List of Workflow Components*

```
<modules config:type="list">❶
  <module>❷
    <label>Language</label>❸
    <enabled config:type="boolean">false</enabled>❹
    <name>firstboot_language</name>❺
  </module>
</modules>
```

- ❶ The container for all components of the workflow.
- ❷ The module definition.
- ❸ The label displayed with the module.
- ❹ The switch to enable or disable this component in the workflow.
- ❺ The module name. The module itself must be located under `/usr/share/YaST2/clients` and have the `.ycp` file suffix.

To make changes to the number or order of proposal screens during the firstboot installation, proceed as follows:

- 1 Open the firstboot configuration file at `/etc/YaST2/firstboot.xml`.
- 2 Delete or add proposal screens or change the order of the existing ones:
 - To delete an entire proposal, remove the `proposal` element including all its subelements from the `proposals` section and remove the respective module element (with subelements) from the workflow.
 - To add a new proposal, create a new `proposal` element and fill in all the required subelements. Make sure that the proposal exists as a YaST module in `/usr/share/YaST2/clients`.

- To change the order of proposals, move the respective `module` elements containing the proposal screens around in the workflow. Note that there may be dependencies to other installation steps that require a certain order of proposals and workflow components.

3 Apply your changes and close the configuration file.

You can always change the workflow of the configuration steps when the default does not meet your needs. Enable or disable certain modules in the workflow (or add your own custom ones).

To toggle the status of a module in the firstboot workflow, proceed as follows:

- 1 Open the `/etc/YaST2/firstboot.xml` configuration file.
- 2 Change the value for the `enabled` element from `true` to `false` to disable the module or from `false` to `true` to enable it again.

```
<module>
  <label>Time and Date</label>
  <enabled config:type="boolean">true</enabled>
  <name>firstboot_timezone</name>
</module>
```

3 Apply your changes and close the configuration file.

To add a custom made module to the workflow, proceed as follows:

- 1 Create your own YaST module and store the module file `module_name.ycp` in `/usr/share/YaST2/clients`.
- 2 Open the `/etc/YaST2/firstboot.xml` configuration file.
- 3 Determine at which point in the workflow your new module should be run. In doing so, make sure that possible dependencies to other steps in the workflow are taken into account and resolved.
- 4 Create a new `module` element inside the `modules` container and add the appropriate subelements:

```
<modules config:type="list">
...
  <module>
    <label>my_module</label>
    <enabled config:type="boolean">true</enabled>
    <name>filename_my_module</name>
  </module>
</modules>
```

- 4a** Enter the label to be displayed on your module in the `label` element.
- 4b** Make sure that `enabled` is set to `true` to have your module included in the workflow.
- 4c** Enter the filename of your module in the `name` element. Omit the full path and the `.ycp` suffix.

5 Apply your settings and close the configuration file.

TIP: Finding Connected Network Interface For Auto-Configuration

If the target hardware may feature more than one network interface add the `network-autoconfig` package to the application image. `network-autoconfig` makes sure that during firstboot all available ethernet interfaces are cycled until one is successfully configured with DHCP.

17.2.5 Configuring Additional Scripts

Firstboot can be configured to execute additional scripts after the firstboot workflow has been completed. To add additional scripts to the firstboot sequence, proceed as follows:

- 1** Open the `/etc/sysconfig/firstboot` configuration file and make sure that the path specified for `SCRIPT_DIR` is correct. The default value is `/usr/share/firstboot/scripts`.
- 2** Create your shell script, store it in the specified directory, and apply the appropriate file permissions.

17.2.6 Providing Translations of the Installation Workflow

Depending on the end user it could be desirable to offer translations of the customized workflow. Those translations could be necessary, if you customized the workflow by changing the `/etc/YaST2/firstboot.xml` file, as described in Section 17.2.4, “Customizing the Workflow” (page 227). This is different from the localization of customized YaST messages, which is already described in Section 17.2.1, “Customizing YaST Messages” (page 225).

If you have changed `/etc/YaST2/firstboot.xml` and introduced string changes, generate a new translation template file (`.pot` file) and use the `gettext` tool chain to translate and finally install the translated files in the YaST locale directories (`/usr/share/YaST2/locale`) as compiled `.mo` files. Proceed as follows:

- 1 Change the `textdomain` setting from:

```
<textdomain>firstboot</textdomain>
```

to, for example,

```
<textdomain>firstboot-oem</textdomain>
```

- 2 Use `xgettext` to extract the translatable strings to the translation template file (`.pot` file), for example to `firstboot-oem.pot`:

```
xgettext -L Glade -o firstboot-oem.pot /etc/YaST2/firstboot.xml
```

- 3 Start the translation process. Then package the translated files (`.LL_code.po` files) the same way as translations of the other projects and install the compiled `firstboot-oem.mo` files.

If you need translations for additional or changed YaST modules, provide translations within such a module itself. If you just changed an existing module, make sure to change also its `textdomain` statement to avoid undesired side-effects.

TIP: For More Information

For more information about YaST development, refer to http://en.opensuse.org/openSUSE:YaST_development. Detailed information about YaST firstboot can be found at <http://doc.opensuse.org/projects/YaST/SLES11/tdg/bk09ch01s02.html>.

17.3 Cloning the Master Installation

Clone the master machine's disk using any of the imaging mechanisms available to you, and roll these images out to the target machines. For more information about imaging see Chapter 14, *KIWI* (page 207).

17.4 Personalizing the Installation

As soon as the cloned disk image is booted, firstboot starts and the installation proceeds exactly as laid out in Section 17.2.4, “Customizing the Workflow” (page 227). Only the components included in the firstboot workflow configuration are started. All other installation steps are skipped. The end user adjusts language, keyboard, network, and password settings to personalize the workstation. Once this process is finished, a firstboot installed system behaves as any other instance of SUSE Linux Enterprise Desktop.

Part III. Automated Installations

Automated Installation

AutoYaST allows you to install SUSE® Linux Enterprise on a large number of machines in parallel. The AutoYaST technology offers great flexibility to adjust deployments to heterogeneous hardware. This chapter tells you how to prepare a simple automated installation and lay out an advanced scenario involving different hardware types and installation purposes.

18.1 Simple Mass Installation

IMPORTANT: Identical Hardware

This scenario assumes you are rolling out SUSE Linux Enterprise to a set of machines with exactly the same hardware configuration.

To prepare for an AutoYaST mass installation, proceed as follows:

- 1 Create an AutoYaST profile that contains the installation details needed for your deployment as described in Section 18.1.1, “Creating an AutoYaST Profile” (page 238).
- 2 Determine the source of the AutoYaST profile and the parameter to pass to the installation routines as described in Section 18.1.2, “Distributing the Profile and Determining the autoyast Parameter” (page 240).
- 3 Determine the source of the SUSE Linux Enterprise installation data as described in Section 18.1.3, “Providing the Installation Data” (page 242).

- 4 Determine and set up the boot scenario for autoinstallation as described in Section 18.1.4, “Setting Up the Boot Scenario” (page 242).
- 5 Pass the command line to the installation routines by adding the parameters manually or by creating an `info` file as described in Section 18.1.5, “Creating the `info` File” (page 245).
- 6 Start the autoinstallation process as described in Section 18.1.6, “Initiating and Monitoring the Autoinstallation” (page 248).

18.1.1 Creating an AutoYaST Profile

An AutoYaST profile tells AutoYaST what to install and how to configure the installed system to get a completely ready-to-use system in the end. It can be created in several different ways:

- Clone a fresh installation from a reference machine to a set of identical machines
- Use the AutoYaST GUI to create and modify a profile to meet your requirements
- Use an XML editor and create a profile from scratch

To clone a fresh reference installation, proceed as follows:

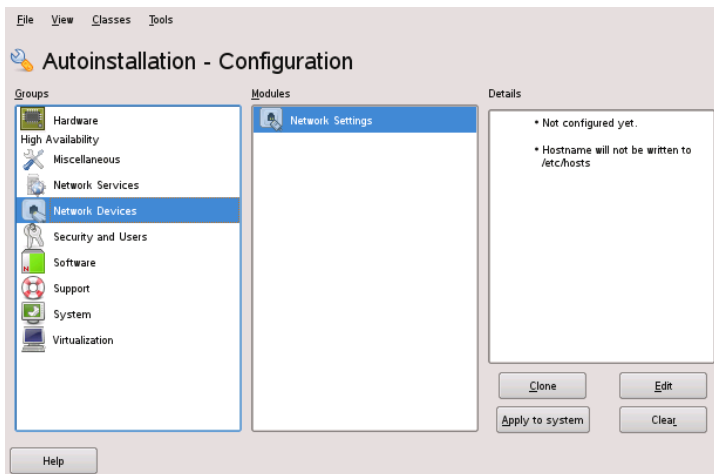
- 1 Perform a normal installation.
- 2 After you complete the hardware configuration and read the release notes, check *Clone This System for AutoYaST*, if it is not yet checked by default. This creates a ready-to-use profile as `/root/autoyast.xml` that can be used to create clones of this particular installation.

To use the AutoYaST GUI to create a profile from an existing system configuration and modify it to your needs, proceed as follows:

- 1 As `root`, start YaST.
- 2 Select *Miscellaneous > Autoinstallation* to start the graphical AutoYaST front-end.
- 3 Select *Tools > Create Reference Profile* to prepare AutoYaST to mirror the current system configuration into an AutoYaST profile.

- 4 As well as the default resources (like boot loader, partitioning, and software selection), you can add various other aspects of your system to the profile by checking the items in the list in *Create a Reference Control File*.
- 5 Click *Create* to have YaST gather all the system information and write it to a new profile.
- 6 To proceed, choose one of the following:
 - If the profile is complete and matches your requirements, select *File > Save as* and enter a filename for the profile, such as `autoyast.xml`.
 - Modify the reference profile by selecting the appropriate configuration aspects (such as “Hardware/Printer”) from the tree view to the left and clicking *Configure*. The respective YaST module starts but your settings are written to the AutoYaST profile instead of applied to your system. When done, select *File > Save as* and enter a suitable name for the profile.
- 7 Leave the AutoYaST module with *File > Exit*.

Figure 18.1 *Editing an AutoYaST Profile with the AutoYaST Front-End*



18.1.2 Distributing the Profile and Determining the autoyast Parameter

The AutoYaST profile can be distributed in several different ways. Depending on the protocol used to distribute the profile data, different AutoYaST parameters are used to make the profile location known to the installation routines on the client. The location of the profile is passed to the installation routines by means of the boot prompt or an `info` file that is loaded upon boot. The following options are available:

Profile Location	Parameter	Description
File	<code>autoyast=file://path</code>	Makes the installation routines look for the control file in the specified path (relative to source root directory— <code>file:///autoyast.xml</code> if in the top directory of a CD-ROM).
Device	<code>autoyast=device://path</code>	Makes the installation routines look for the control file on a storage device. Only the device name is needed— <code>/dev/sda1</code> is wrong, use <code>sda1</code> instead.
Floppy	<code>autoyast=floppy://path</code>	Makes the installation routines look for the control file on a floppy in the floppy drive. This option is especially useful, if you want to boot from CD-ROM.
NFS	<code>autoyast=nfs://server/path</code>	Has the installation routines retrieve the control file from an NFS server.

Profile Location	Parameter	Description
HTTP	<code>autoyast=http://server/path</code>	Has the installation routines retrieve the control file from an HTTP server.
HTTPS	<code>autoyast=https://server/path</code>	Has the installation routines retrieve the control file from an HTTPS server.
TFTP	<code>autoyast=tftp://server/path</code>	Has the installation routines retrieve the control file from a TFTP server.
FTP	<code>autoyast=ftp://server/path</code>	Has the installation routines retrieve the control file from an FTP server.

Replace the *server* and *path* placeholders with values matching your actual setup.

AutoYaST includes a feature that allows the binding of certain profiles to the client's MAC address. Without having to alter the `autoyast=` parameter, you can have the same setup install several different instances using different profiles.

To use this, proceed as follows:

- 1 Create separate profiles with the MAC address of the client as the filename and put them on the HTTP server that holds your AutoYaST profiles.
- 2 Omit the exact path including the filename when creating the `autoyast=` parameter, for example:

```
autoyast=tftp://192.168.1.115/
```

- 3 Start the autoinstallation.

YaST tries to determine the location of the profile in the following way:

1. YaST searches for the profile using its own IP address in uppercase hexadecimal, for example, 192.0.2.91 is C000025B.
2. If this file is not found, YaST removes one hex digit and tries again. This action is repeated eight times until the file with the correct name is found.
3. If that still fails, it tries locating a file with the MAC address of the clients as the filename. The MAC address of the example client is 0080C8F6484C.
4. If the MAC address-named file cannot be found, YaST searches for a file named `default` (in lowercase). An example sequence of addresses where YaST searches for the AutoYaST profile looks as follows:

```
C000025B
C000025
C00002
C0000
C000
C000
C00
C00
C0
C
0080C8F6484C
default
```

18.1.3 Providing the Installation Data

The installation data can be provided by means of the product CDs or DVDs or using a network installation source. If the product CDs are used as the installation source, physical access to the client to be installed is needed, because the boot process needs to be initiated manually and the CDs need to be changed.

To provide the installation sources over the network, set up a network installation server (HTTP, NFS, FTP) as described in Section 11.2.1, “Setting Up an Installation Server Using YaST” (page 148). Use an `info` file to pass the server's location to the installation routines.

18.1.4 Setting Up the Boot Scenario

The client can be booted in several different ways:

Network Boot

As with a normal remote installation, autoinstallation can be initiated with Wake on LAN and PXE, the boot image and control file can be pulled in via TFTP, and the installation sources from any network installation server.

Bootable CD-ROM

You can use the original SUSE Linux Enterprise media to boot the system for autoinstallation and pull in the control file from a network location or a floppy. Alternatively, create your own custom CD-ROM holding both the installation sources and the AutoYaST profile.

The following sections provide a basic outline of the procedures for network boot or boot from CD-ROM.

Preparing for Network Boot

Network booting with Wake on LAN, PXE, and TFTP is discussed in Section 11.1.3, “Remote Installation via VNC—PXE Boot and Wake on LAN” (page 143). To make the setup introduced there work for autoinstallation, modify the featured PXE Linux configuration file (`/srv/tftp/pxelinux.cfg/default`) to contain the `autoyast` parameter pointing to the location of the AutoYaST profile. An example entry for a standard installation looks like this:

```
default linux

# default label linux
    kernel linux
    append initrd=initrd install=http://192.168.1.115/install/suse-enterprise/
```

The same example for autoinstallation looks like this:

```
default linux

# default label linux
    kernel linux
    append initrd=initrd install=http://192.168.1.115/install/suse-enterprise/
\
    autoyast=nfs://192.168.1.110/profiles/autoyast.xml
```

Replace the example IP addresses and paths with the data used in your setup.

Preparing to Boot from CD-ROM

There are several ways in which booting from CD-ROM can come into play in AutoYaST installations. Choose from the following scenarios:

Boot from SUSE Linux Enterprise Media, Get the Profile over the Network

Use this approach if a totally network-based scenario is not possible (for example, if your hardware does not support PXE) and you have physical access to system to install during most of the process.

You need:

- The SUSE Linux Enterprise media
- A network server providing the profile data (see Section 18.1.2, “Distributing the Profile and Determining the autoyast Parameter” (page 240) for details)
- A floppy containing the `info` file that tells the installation routines where to find the profile

or

Access to the boot prompt of the system to install where you manually enter the `autoyast= parameter`

Boot and Install from SUSE Linux Enterprise Media, Get the Profile from a Floppy

Use this approach if an entirely network-based installation scenario would not work. It requires physical access to the system to be installed for turning on the target machine, or, in the second case, to enter the profile's location at the boot prompt. In both cases, you may also need to change media depending on the scope of installation.

You need:

- The SUSE Linux Enterprise media
- A floppy holding both the profile and the `info` file

or

Access to the boot prompt of the target to enter the `autoyast=` parameter

Boot and Install from Custom Media, Get the Profile from the Media

If you just need to install a limited number of software packages and the number of targets is relatively low, creating your own custom CD holding both the installation data and the profile itself might prove a good idea, especially if no network is available in your setup.

18.1.5 Creating the info File

The installation routines at the target need to be made aware of all the different components of the AutoYaST framework. This is done by creating a command line containing all the parameters needed to locate the AutoYaST components, installation sources, and the parameters needed to control the installation process.

Do this by manually passing these parameters at the boot prompt of the installation or by providing a file called `info` that is read by the installation routines (`linuxrc`). The former requires physical access to any client to install, which makes this approach unsuitable for large deployments. The latter enables you to provide the `info` file on some media that is prepared and inserted into the clients' drives prior to the autoinstallation. Alternatively, use PXE boot and include the `linuxrc` parameters in the `pxelinux.cfg/default` file as shown in Section “Preparing for Network Boot” (page 243).

The following parameters are commonly used for `linuxrc`. For more information, refer to the AutoYaST package documentation under `/usr/share/doc/packages/autoyast`.

IMPORTANT: Separating Parameters and Values

When passing parameters to `linuxrc` at the boot prompt, use `=` to separate parameter and value. When using an `info` file, separate parameter and value with `:`.

Keyword	Value
<code>netdevice</code>	The network device to use for network setup (for BOOTP/DHCP requests). Only needed if several network devices are available.
<code>hostip</code>	When empty, the client sends a BOOTP request. Otherwise the client is configured using the specified data.
<code>netmask</code>	Netmask for the selected network.
<code>gateway</code>	Default gateway.
<code>nameserver</code>	Name server.
<code>autoyast</code>	Location of the the control file to use for the automatic installation, such as <code>autoyast=nfs://192.168.1.110/profiles/.</code>
<code>install</code>	Location of the installation source, such as <code>install=nfs://192.168.1.110/CDs/.</code>
<code>vnc</code>	If set to 1, enables VNC remote controlled installation.
<code>vncpassword</code>	The password for VNC.
<code>usessh</code>	If set to 1, enables SSH remote controlled installation.

If your autoinstallation scenario involves client configuration via DHCP and a network installation source, and you want to monitor the installation process using VNC, your `info` would look like this:

```
autoyast:profile_source install:install_source vnc:1 vncpassword:some_password
```

If you prefer a static network setup at installation time, your `info` file would look like the following:

```
autoyast:profile_source \
install:install_source \
hostip:some_ip \
```

```
netmask:some_netmask \  
gateway:some_gateway
```

The `\` indicates that the line breaks have only been added for the sake of readability. All options must be entered as one continuous string.

The `info` data can be made available to `linuxrc` in various different ways:

- As a file on a floppy or CD Rom that is in the client's drive at installation time. Add the `info` parameter similar to `info=floppy:/info` or `info=cd:/info`.
- As a file in the root directory of the initial RAM disk used for booting the system provided either from custom installation media or via PXE boot.
- As part of the AutoYaST profile. In this case, the AutoYaST file needs to be called `info` to enable `linuxrc` to parse it. An example for this approach is given below.
- By means of an URL that points to the location of the `info` file. The syntax for this looks like `info=http://www.example.com/info`.

`linuxrc` looks for a string (`start_linuxrc_conf`) in the profile that represents the beginning of the file. If it is found, it parses the content starting from that string and finishes when the string `end_linuxrc_conf` is found. The options are stored in the profile as follows:

```
....  
  <install>  
....  
  <init>  
    <info_file>  
<![CDATA[  
#  
# Don't remove the following line:  
# start_linuxrc_conf  
#  
install: nfs:server/path  
vnc: 1  
vncpassword: test  
autoyast: file:///info  
  
# end_linuxrc_conf  
# Do not remove the above comment  
#  
]]>  
  
    </info_file>  
  </init>
```

```
.....  
</install>  
.....
```

`linuxrc` loads the profile containing the boot parameters instead of the traditional `info` file. The `install:` parameter points to the location of the installation sources. `vnc` and `vncpassword` indicate the use of VNC for installation monitoring. The `autoyast` parameter tells `linuxrc` to treat `info` as an AutoYaST profile.

18.1.6 Initiating and Monitoring the Autoinstallation

After you have provided all the infrastructure mentioned above (profile, installation source, and `info` file), you can go ahead and start the autoinstallation. Depending on the scenario chosen for booting and monitoring the process, physical interaction with the client may be needed:

- If the client system boots from any kind of physical media, either product media or custom CDs, you need to insert these into the client's drives.
- If the client is not switched on via Wake on LAN, you need to at least switch on the client machine.
- If you have not opted for remote controlled autoinstallation, the graphical feedback from AutoYaST is sent to the client's attached monitor or, if you use a headless client, to a serial console.

To enable remote controlled autoinstallation, use the VNC or SSH parameters described in Section 18.1.5, “Creating the `info` File” (page 245) and connect to the client from another machine as described in Section 11.5, “Monitoring the Installation Process” (page 171).

18.2 Rule-Based Autoinstallation

The following sections introduce the basic concept of rule-based installation using AutoYaST and provide an example scenario that enables you to create your own custom autoinstallation setup.

18.2.1 Understanding Rule-Based Autoinstallation

Rule-based AutoYaST installation allows you to cope with heterogeneous hardware environments:

- Does your site contain hardware of different vendors?
- Are the machines on your site of different hardware configuration (for example, using different devices or using different memory and disk sizes)?
- Do you intend to install across different domains and need to distinguish between them?

What rule-based autoinstallation does is, basically, generate a custom profile to match a heterogeneous scenario by merging several profiles into one. Each rule describes one particular distinctive feature of your setup (such as disk size) and tells AutoYaST which profile to use when the rule matches. Several rules describing different features of your setup are combined in an AutoYaST `rules.xml` file. The rule stack is then processed and AutoYaST generates the final profile by merging the different profiles matching the AutoYaST rules into one. To illustrate this procedure, refer to Section 18.2.2, “Example Scenario for Rule-Based Autoinstallation” (page 250).

Rule-based AutoYaST offers you great flexibility in planning and executing your SUSE Linux Enterprise deployment. You can:

- Create rules for matching any of the predefined system attributes in AutoYaST
- Combine multiple system attributes (such as disk size and kernel architecture) into one rule by using logical operators
- Create custom rules by running shell scripts and passing their output to the AutoYaST framework. The number of custom rules is limited to five.

NOTE

For more information about rule creation and usage with AutoYaST, refer to the package's documentation under `/usr/share/doc/packages/autoyast2/html/index.html`, Chapter *Rules and Classes*.

To prepare for a rule-based AutoYaST mass installation, proceed as follows:

- 1 Create several AutoYaST profiles that contain the installation details needed for your heterogeneous setup as described in Section 18.1.1, “Creating an AutoYaST Profile” (page 238).
- 2 Define rules to match the system attributes of your hardware setup as shown in Section 18.2.2, “Example Scenario for Rule-Based Autoinstallation” (page 250).
- 3 Determine the source of the AutoYaST profile and the parameter to pass to the installation routines as described in Section 18.1.2, “Distributing the Profile and Determining the autoyast Parameter” (page 240).
- 4 Determine the source of the SUSE Linux Enterprise installation data as described in Section 18.1.3, “Providing the Installation Data” (page 242).
- 5 Pass the command line to the installation routines by adding the parameters manually or by creating an `info` file as described in Section 18.1.5, “Creating the `info` File” (page 245).
- 6 Determine and set up the boot scenario for autoinstallation as described in Section 18.1.4, “Setting Up the Boot Scenario” (page 242).
- 7 Start the autoinstallation process as described in Section 18.1.6, “Initiating and Monitoring the Autoinstallation” (page 248).

18.2.2 Example Scenario for Rule-Based Autoinstallation

To get a basic understanding of how rules are created, think of the following example, depicted in Figure 18.2, “AutoYaST Rules” (page 251). One run of AutoYaST installs the following setup:

A Print Server

This machine just needs a minimal installation without a desktop environment and a limited set of software packages.

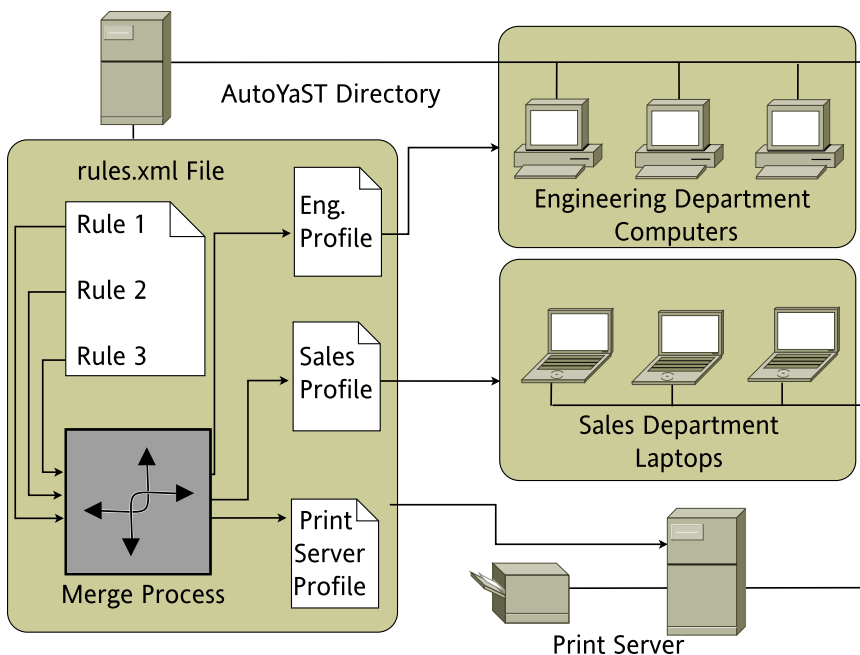
Workstations in the Engineering Department

These machines need a desktop environment and a broad set of development software.

Laptops in the Sales Department

These machines need a desktop environment and a limited set of specialized applications, such as office and calendaring software.

Figure 18.2 *AutoYaST Rules*



In a first step, use one of the methods outlined in Section 18.1.1, “Creating an AutoYaST Profile” (page 238) to create profiles for each use case. In this example, you would create `print.xml`, `engineering.xml`, and `sales.xml`.

In the second step, create rules to distinguish the three hardware types from one another and to tell AutoYaST which profile to use. Use an algorithm similar to the following to set up the rules:

1. Does the machine have an IP of `192.168.2.253`? Then make it the print server.

2. Does the machine have PCMCIA hardware and feature an Intel chipset? Then consider it an Intel laptop and install the sales department software selection.
3. If none of the above is true, consider the machine a developer workstation and install accordingly.

Roughly sketched, this translates into a `rules.xml` file with the following content:

```
<?xml version="1.0"?>
<!DOCTYPE autoinstall SYSTEM "/usr/share/autoinstall/dtd/rules.dtd">
<autoinstall xmlns="http://www.suse.com/1.0/yast2ns"
xmlns:config="http://www.suse.com/1.0/configs">
  <rules config:type="list">
    <rule>
      <hostaddress>
        <match>192.168.2.253</match>
        <match_type>exact</match_type>
      </hostaddress>
      <result>
        <profile>print.xml</profile>
        <continue config:type="boolean">false</continue>
      </result>
    </rule>
    <rule>
      <haspcmcia>
        <match>1</match>
        <match_type>exact</match_type>
      </haspcmcia>
      <custom1>
        <script>
if grep -i intel /proc/cpuinfo > /dev/null; then
echo -n "intel"
else
echo -n "non_intel"
fi;
        </script>
        <match>*</match>
        <match_type>exact</match_type>
      </custom1>
      <result>
        <profile>sales.xml</profile>
        <continue config:type="boolean">false</continue>
      </result>
      <operator>and</operator>
    </rule>
    <rule>
      <haspcmcia>
        <match>0</match>
        <match_type>exact</match_type>
      </haspcmcia>
```



```
<result>
  <profile>engineering.xml</profile>
  <continue config:type="boolean">false</continue>
</result>
</rule>
</rules>
</autoinstall>
```

When distributing the rules file, make sure that the `rules` directory resides under the `profiles` directory, specified in the `autoyast=protocol:serverip/profiles/URL`. AutoYaST looks for a `rules` subdirectory containing a file named `rules.xml` first then loads and merges the profiles specified in the rules file.

The rest of the autoinstallation procedure is carried out as usual.

18.3 For More Information

For in-depth information about the AutoYaST technology, refer to the documentation installed along with the software. It is located under `/usr/share/doc/packages/autoyast2`. The most recent edition of this documentation can be found at http://www.suse.de/~ug/autoyast_doc/index.html.

Automated Deployment of Preload Images

19

With KIWI you are able to create operating system images. This chapter describes the process of deploying a system image to an empty client machine. For this, you have to create a preload image which contains a bootable RAW image. This file contains two important parts: a partition table and the actual operating system. This RAW image will be written to the empty hard disk and the operating system extends to the remaining disk space at first boot.

To create such an image, see Section 14.4.2, “Creating an Image” (page 213). When you build the ISO image, you can find the RAW file in the destination folder. There are many ways to dump a raw image onto a disk.

- Plug the disk into a deployment server and just copy the image to the raw device.
- Provide the raw image by means of a HTTP or FTP server and dump it on the disk of the client machine.
- Create a netboot image to get the image and dump it on the disk. This is a good method for mass deployment.
- Boot a rescue disk and do the dump manually from the rescue image.

For a quick start, it is good to use one of the methods described in Section 19.1, “Deploying system manually from rescue image” (page 256).

19.1 Deploying system manually from rescue image

Deploying with generated ISO file from KIWI:

1. Burn the ISO image you get from the KIWI building process, see Section 14.4.2, “Creating an Image” (page 213) on CD/DVD
2. Boot from this medium onto the client machine.
3. Select the hard disk for installation.
4. Restart the client machine and boot from hard disk.

Deploying over rescue system:

1. Boot the client machine with a rescue system. Such systems are available on all SUSE installation CDs or DVDs.
2. Log in as `root`. Do not enter password.
3. Configure your network. If you have DHCP available in your network, this is merely the command `ifup-dhcp eth0`. If you must do this manually, use the command `ip` to configure your network. The output starting DHCP also tells you the IP address of the computer.
4. Listen on an unused port of your network like 1234 and dump the incoming data to disk with the following command:

```
netcat -l -p 1234 > /dev/sda
```

5. On the imaging server, send the raw image to the client machine with the command:

```
netcat <IP of client> 1234 < $HOME/preload_image/<image_name>
```

6. When the image is transferred, remove the rescue system from your CD or DVD drive and shutdown the client machine. On reboot, the boot loader GRUB should be started on the client and the firstboot system will take over.

19.2 Automated Deployment with PXE Boot

When doing multiple installations of an operating system on similar hardware, it is useful to put some effort into preparing a mass deployment of the operating system and to minimize the time needed for the actual deployment. This chapter describes this process. The goal is to simply plug in a computer, connect it to a network, start a network boot, and wait until it powers down.

The following actions have to be performed in order to accomplish this task:

Setup a boot and install server

A dedicated machine is needed, that should be prepared to offer PXE boot as well as an ftp or web server to provide a preload image. It is a good idea to give the machine enough memory to hold all necessary installation data in memory. For a default installation, you should have at least 4 GByte of memory. All the necessary tasks can be accomplished with SUSE Linux Enterprise Server. For more details, see Section 19.2.1, “Setup a Boot and Install Server” (page 258).

Prepare a preload Image

The actual installation is done by the copying of a raw image of the operating system to the new harddisk. All features and settings must be prepared and tested carefully. To provide such an image, KIWI can be used (available in the SDK of the SUSE Linux Enterprise operating system). More information about image creation with KIWI is available in Chapter 14, *KIWI* (page 207). For more details about the requirements of the preload image, see Section 19.2.2, “Creating a Preload Image” (page 258).

Create an initial system for deployment

This is a task that requires some linux expertise. A description on how this can be achieved by means of an example installation is available at Section 19.2.3, “Creating a Initial System to Deploy a Preload Image” (page 259).

Configure the boot server for automatic deployment

PXE boot must be told to boot the installation system, that in turn will take the preload image from the server and copy it to the harddisk.

19.2.1 Setup a Boot and Install Server

There are four steps to accomplish in order to perform this task after a SUSE Linux Enterprise Server installation:

- 1 Set up the installation source as described in Section 11.2, “Setting Up the Server Holding the Installation Sources” (page 148). Choose an HTTP, or FTP network server.
- 2 Set up a TFTP server to hold a boot image (this image will be created in a later step). This is described in Section 11.3.2, “Setting Up a TFTP Server” (page 160).
- 3 Set up a DHCP server to assign IP addresses to all machines and to reveal the location of the TFTP server to the target system. This is described in Section 11.3.1, “Setting Up a DHCP Server” (page 157).
- 4 Prepare the installation server PXE boot. This is described in further detail in Section 11.3.3, “Using PXE Boot” (page 161).

Note that the actual installation process will greatly benefit if you provide enough memory on this machine to hold the preload image. Also, using gigabit ethernet will speedup the deployment process considerably compared to slower networks.

19.2.2 Creating a Preload Image

The process of creating images with KIWI is described in Section 14.4.2, “Creating an Image” (page 213). However, to create a useful image for mass deployment, several considerations should be taken into account:

- A typical preload image will use the following type:

```
<type primary="true" filesystem="ext3" boot="oemboot/suse-SLES11">vmx</type>
```

- During the setup of a preload image, the image creation process is run multiple times. The repositories needed to build the image should be available on the local computer.
- Depending on the desired usage of the preload, some effort should be invested in configuring firstboot. Find more details about firstboot in Chapter 17, *Deploying Customized Preinstallations* (page 223). With this method you can also require the user to do initial configurations at the first bootup of the system.

- Many additional features can be configured into the image, like adding update repositories or doing an update on initial bootup. However, it is impossible to describe all possibilities in this document, and (depending on the requirements) the creation of the preload image requires in-depth knowledge of the imaging system KIWI, as well as several other technologies used in SUSE Linux Enterprise Desktop.

The actual image to be deployed should be available from the ftp or http server that you provided on the installation server.

19.2.3 Creating a Initial System to Deploy a Preload Image

In order to run an automatic deployment, it is necessary to start an initial linux system on the target computer. During a typical installation, the kernel and initial ram filesystem are read from some boot medium and started by the bios. The needed functionality can be implemented in the ram filesystem, which together with the kernel will serve as the initial system.

The main features that must be provided by the initial system is the enabling of access to the harddisk and the making available of the network connection. Both of these functions are dependent on the hardware onto which you want to deploy. In theory it is possible to create an initial system from scratch, but to ease this task it is also possible to modify the initial ram filesystem used by the machine during boot.

The following procedure is just one example of how to create the needed initial ram filesystem:

- 1 Do a standard installation of SUSE Linux Enterprise Desktop on the target system.
- 2 Install the package `busybox` on the system.
- 3 Create a new ram filesystem with the following command:

```
mkinitrd -f busybox -D eth0
```

Note that `eth0` represents the ethernet device to which your network cable is attached. The parameter `-f busybox` adds the multi call binary `busybox` to the ram filesystem. After doing this, many standard unix commands are available inside this system.

- 4 Copy the new ram filesystem and the kernel to your boot server with the command:

```
scp /boot/initrd /boot/vmlinuz pxe.example.com:
```

Replace pxe.example.com with the name of your local boot server or ip address.

- 5 Log into your bootserver as user `root`, and create a directory where you can modify the ram filesystem:

```
mkdir ~/bootimage
```

- 6 Change your working directory to this directory with the command `cd ~/bootimage`.

- 7 Unpack the previously copied initial ram filesystem with the command:

```
zcat ../initrd | cpio -i
```

- 8 Edit the file `run_all.sh`.

- 9 Search for the following line, delete it and the rest of the file:

```
[ "$debug" ] && echo preping 21-nfs.sh
```

- 10 Add the following lines to the end of the files `run_all.sh`:

```
[ "$debug" ] && echo preping 92-install.sh
[ "$debug" ] && echo running 92-install.sh
source boot/92-install.sh
[ "$modules" ] && load_modules
```

- 11 Create a new script `boot/92-install.sh` with the following content:

```
#!/bin/bash
if [ "$(get_param rawimage)" ]; then
    rawimage=$(get_param rawimage)
    if [ "$(get_param rawdevice)" ]; then
        rawdevice=$(get_param rawdevice)
        echo "wget -O ${rawdevice} ${rawimage}"
        wget -O ${rawdevice} ${rawimage}
        sync
        sleep 5
        echo "DONE"
    fi
fi
```



```
# /bin/bash
/bin/poweroff -f
```

- 12** If you want to have a debug shell before the computer switches off, remove the comment sign before `/bin/bash`.
- 13** Make this script executable with the command `chmod 755 boot/92-install.sh`.
- 14** Create a new initial ram filesystem with the commands:

```
mkdir -p /srv/tftpboot
find . | cpio --quiet -H newc -o | gzip -9 -n > \
/srv/tftpboot/initrd.boot
```

- 15** Copy the kernel to this directory:

```
cp ../vmlinuz /srv/tftpboot/linux.boot
```

The initial ram filesystem is now prepared to take two new kernel command line parameters. The parameter `rawimage=<URL>` is used to identify the location of the preload image. Any URL that is understood by `wget` can be used. The parameter `rawdevice=<device>` is used to identify the block device for the harddisk on the target machine.

19.2.4 Boot Server Configuration

The configuration of the boot server is covered in detail in several different chapters as listed in Section 19.2.1, “Setup a Boot and Install Server” (page 258). This section should give a check list that covers steps that are necessary to configure the system.

- Setup a `dhcp` server. The subnet where the machines are installed needs the additional lines:

```
filename "pxelinux.0";
next-server 192.168.1.115;
```

In this example, 192.168.1.115 is the ip address of the PXE server `pxe.example.com`.

- Configure a PXE server as described in Section 11.3.3, “Using PXE Boot” (page 161). When editing `/srv/tftpboot/pxelinux.cfg/default`, add the following entries:

```
default bootinstall
label bootinstall
    kernel linux.boot
    append initrd=initrd.boot \
    rawimage=ftp://192.168.1.115/preload/preloadimage.raw rawdevice=/dev/sda
```

- Setup an ftp server and copy your prepared preload image to `/srv/ftp/preload/preloadimage.raw`.

Test your setup by booting the target system with PXE network boot. This will automatically copy the prepared preload image to harddisk and switch off the machine when ready.



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```

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