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### Scope of Manual

This manual describes the RedHawk Architect<sup>™</sup>, an easy-to-use GUI interface for creating and maintaining a runtime and development environment for a target computer.

### **Structure of Manual**

This manual consists of:

- Chapter 1, which introduces you to RedHawk Architect and guides you through its use.
- Chapter 2, which explains Importing ISO Images to avoid repetetive manual optical media insertion.
- An Index containing an alphabetical reference to key terms and concepts and the pages where they occur in the text.

### **Syntax Notation**

The following notation is used throughout this manual:

italic	Books, reference cards, and items that the user must specify appear in <i>italic</i> type. Special terms may also appear in <i>italic</i> .
list bold	User input appears in <b>list bold</b> type and must be entered exactly as shown. Names of directories, files, commands, options and man page references also appear in <b>list bold</b> type.
list	Operating system and program output such as prompts, messages and listings of files and programs appears in list type.
[]	Brackets enclose command options and arguments that are optional. You do not type the brackets if you choose to specify these options or arguments.
hypertext links	When viewing this document online, clicking on chapter, section, figure, table and page number references will display the corresponding text. Clicking on Internet URLs provided in blue type will launch your web browser and display the web site. Clicking on publication names and numbers in red type will display the corresponding manual PDF, if accessible.

### **Related Publications**

The following table lists Concurrent documentation for RedHawk Architect and the components that can be installed using RedHawk Architect. Depending upon the

document, they are available online on RedHawk Linux systems or from Concurrent's documentation web site at http://redhawk.ccur.com/docs.

RedHawk Architect	Pub. Number
RedHawk Architect Release Notes	0898600
RedHawk Architect User's Guide	0898601
RedHawk Linux	
RedHawk Linux Release Notes	0898003
RedHawk Linux User's Guide	0898004
RedHawk Linux Cluster Manager User's Guide	0898016
RedHawk Linux FAQ	N/A
NightStar RT Development Tools	
NightView User's Guide	0898395
NightTrace User's Guide	0898398
NightProbe User's Guide	0898465
NightTune User's Guide	0898515

# Contents

Preface	iii

### Chapter 1 Using RedHawk Architect

Introducing Architect	1-1
Creating a root File System for Target Systems	1-1
Running Architect.	1-2
Creating a New Session	1-4
Selecting Software to Install in the Image	1-5
Selecting Red Hat Packages	1-6
Using the Standard Package Groups View	1-6
Using the All Packages View	1-7
Using the Selected Packages View	1-7
Selecting RedHawk OS Options	1-8
Selecting NightStar Options	1-10
Configuring an Image	1-11
Configuring General Settings	1-11
Configuring a Console	1-13
Configuring Networking	1-14
Configuring File Systems	1-15
Simple Disk Partitioning	1-16
Advanced Disk Partitioning	1-17
Building an Image.	1-18
Customizing an Image	1-25
Software Updates	1-26
Kernel Manager	1-27
Configure Custom Kernel.	1-28
Import Kernel Configuration	1-30
Export Kernel Configuration	1-31
Build Custom Kernel	1-31
Remove Custom Kernel	1-33
Additional RPMs	1-33
Installing Board Support Packages.	1-34
File Manager	1-34
Chroot Shell	1-35
Image Cleanup	1-37
Deploying an Image	1-38
Deploy Image	1-38
Install via DVD media	1-42
Install via USB drive	1-43
Installing via PXE over a Network	1-44
Booting Diskless via PXE over a Network	1-47
Editing an Existing Session	1-51

### Chapter 2 Importing ISO Images

Importing ISO Images	2-1
Importing ISO Images From Optical Media	2-2

Copying ISO Images From Existing ISO Images	2-3
Linking To Existing ISO Images	2-3
Deleting Imported ISO Images	2-4

### Chapter 3 PXE Management

Enabling PXE on Targets	3-1
Initializing PXE Services	3-1
Managing PXE Images	3-4
PXE Installer Images	3-5
PXE Diskless Images.	3-6
-	3-8
	3-8
Managing PXE Targets       3-         Adding Targets       3-         Adding Single Targets       3-         Adding Multiple Targets       3-1         Removing Targets       3-1         Editing Targets       3-1         Appendix A Manual DHCP Configuration       A-	A-1
Overview	A-1
Installing DHCP Configuration	A-2
Index In	ndex-1

### Illustrations

Figure 1-1 Architect End User License Agreement	1-2
Figure 1-2 Opening RedHawk Architect Dialog	1-3
Figure 1-3 RedHawk Architect Main Window	1-3
Figure 1-4 New Session Dialog	1-4
Figure 1-5 Selecting Red Hat Packages, Red Hat Package Groups View	1-6
Figure 1-6 Selecting Red Hat Packages, All Packages View	1-7
Figure 1-7 Selecting Red Hat Packages, Selected Packages View	1-8
Figure 1-8 Selecting RedHawk Options	1-9
Figure 1-9 Selecting NightStar RT Tools	1-10
Figure 1-10 General Settings Configuration Page	1-11
Figure 1-11 Console Configuration Page	1-13
Figure 1-12 Network Configuration Page	
Figure 1-13 Configure Network Device Dialog	1-15
Figure 1-14 File System Configuration Page	1-16
Figure 1-15 Build Image Page	
Figure 1-16 Build Prompt to Insert Red Hat Media	1-19
Figure 1-17 Status of Red Hat Installation	1-20
Figure 1-18 Build Prompt to Insert RedHawk Media	1-21
Figure 1-19 Status of RedHawk Installation	1-21
Figure 1-20 Build Prompt to Insert NightStar RT Media	
Figure 1-21 Status of NightStar RT Installation	1-22
Figure 1-22 Build Completed Successfully Message	1-23
Figure 1-23 Software Updates Page	1-24
Figure 1-24 Software Updater Dialog	1-25
Figure 1-25 Kernel Manager Page	1-26

Figure 1-26 Custom Kernel Dialog	1-27
Figure 1-27 Linux Kernel Configuration Dialog	1-28
Figure 1-28 Initial Build Progress	1-29
Figure 1-29 Kernel Build Stages	1-30
Figure 1-30 Kernel Build Complete	1-31
Figure 1-31 Install Additional RPMs Page	1-32
Figure 1-32 File Manager Page	1-33
Figure 1-33 Chroot Shell Page	1-34
Figure 1-34 chroot Shell	1-34
Figure 1-35 Image Cleanup Page	1-35
Figure 1-36 Deploy Image USB Device Page	1-37
Figure 1-37 Flash Image Dialog	1-38
Figure 1-38 Flash Device Confirmation	
Figure 1-39 Flash Copy Begins	1-39
Figure 1-40 Flash Dialog Error	1-39
Figure 1-41 Flash Copy Completed	1-40
Figure 1-42 Make Installation DVD Page	1-41
Figure 1-43 Make Installation USB Stick Page	1-42
Figure 1-44 Make PXE Installation Image Page	1-43
Figure 1-45 PXE Installation Image Builder Dialog	1-44
Figure 1-46 PXE Installation Image Building Complete	1-45
Figure 1-47 Make PXE Diskless Image Page	1-46
Figure 1-48 PXE Diskless Image Builder Dialog	1-47
Figure 1-49 PXE Diskless Image Building Complete	1-47
Figure 2-1 Import ISO Images Dialog	2-1
Figure 2-2 Rip ISO Images From Media	2-2
Figure 2-3 Copy ISO Image File Selector	2-3
Figure 2-4 Symlink To ISO Image File Selector	2-4
Figure 3-1 PXE Target Manager Unitialized	3-2
Figure 3-2 Initialize PXE Services Dialog	3-2
Figure 3-3 PXE Services Initializer Dialog	3-3
Figure 3-4 PXE Services Initializer Done	3-4
Figure 3-5 PXE Image Manager	3-5
Figure 3-6 PXE Image Manager with Installation Images	3-5
Figure 3-7 PXE Image Manager with Diskless Images	3-6
Figure 3-8 PXE Target Manager	3-7
Figure 3-9 Add PXE Target Dialog	3-8
Figure 3-10 PXE Target Manager with Targets	3-9
Figure 3-11 Add Multiple PXE Targets Dialog	3-9
Figure 3-12 Add Multiple PXE Targets after Apply	3-10
Figure 3-13 Edit PXE Target Dialog	3-11

RedHawk Architect User's Guide

This chapter introduces you to RedHawk Architect and provides instructions for its use.

## **Introducing Architect**

RedHawk Architect is an easy-to-use GUI interface for configuring, building and flashing embedded solutions.

RedHawk Architect greatly simplifies the following tasks to create and maintain a runtime and development environment for single board computers (SBCs):

- installing custom configurations of the Red Hat<sup>®</sup> Enterprise Linux distribution
- installing and configuring the RedHawk<sup>TM</sup> operating system
- installing SBC-specific board support packages (BSPs)
- installing NightStar<sup>TM</sup> RT application development tools
- installing RedHawk and NightStar software updates
- maintaining and reconfiguring an SBC's root file system
- deploying root file system images onto target systems

With Architect, you choose the Linux and application modules that will be installed with the RedHawk kernel. For example, you can select all packages in categories such as Virtualization or a subset of the packages, for a minimal configuration. Architect allows the Linux file system to be customized and minimized for embedded applications using flash memories as small as 2 GB.

Architect creates and processes a configuration file based upon your selections and performs actual RPM package installations. It prompts you to insert the necessary RedHawk, Red Hat, and NightStar media depending upon the features selected.

## **Creating a root File System for Target Systems**

To create a target file-system image that can be used on a single board computer, use RedHawk Architect on a supported host system to perform the following steps:

- 1. Select the software to install in the image.
- 2. Configure the image.
- 3. Customize the image for your embedded application.

4. Deploy the image on your target boards.

These procedures are described in the sections that follow. The steps may be repeated to change the image and/or deploy it any number of times.

## **Running Architect**

For instructions on installing RedHawk Architect, refer to the *RedHawk Architect Release Notes*.

Architect must be run as the root user.

To run Architect, type **architect** at a shell prompt:

# architect

Note that the **sudo(8)** command can alternatively be used to run Architect if that method is preferred to using a root shell.

The very first time Architect is invoked after it is installed, a dialog appears presenting you with the Concurrent End User Agreement.

	End-User License	
	RedHawk Architect 6.3	
	Please read the following End-User License Agreement and click the Accept button if you agree to the terms.	
	CONCURRENT END USER AGREEMENT	
H () () () () () () () () () () () () ()	MPORTANT - READ CAREFULLY! BY USING THESE PRODUCTS, YOU INDICATE THAT YOU AVE READ AND ACCEPTED THE TERMS OF THIS AGREEMENT. This CONCURRENT COMPUTER ORPORATION ("CONCURRENT") End-User Agreement ("Agreement") is a egal agreement between you (either an individual or a corporate entity) and ONCURRENT for the products and services listed on the ordering document "PRODUCTS"). The HARDWARE PRODUCTS are the physical components. The OFTWARE PRODUCTS include computer software, associated media, printed materials, "online" or electronic documentation, updates and supplements o any of these provided to you by CONCURRENT. Any third party software rovided along with the SOFTWARE PRODUCTS that is associated with a separate nd-user license agreement is licensed to you under the terms of that license greement.	
a A a	All Products are subject to the terms and conditions of this Agreement, which are binding upon you and CONCURRENT. No other terms shall apply; this Agreement supersedes any terms or conditions contained in any purchase order, acknowledgment or invoice, or any and all previous oral or written communications between us. It can only be amended or modified in writing when signed by our properly authorized representatives. If you do not agree to the	
	<u>R</u> eject <u>A</u> ccept	

### Figure 1-1 Architect End User Agreement

When Architect starts, a dialog appears presenting you with the option to start a new session or load an existing session.



### Figure 1-2 Opening RedHawk Architect Dialog

To start a new session, click on the New button. See "Creating a New Session" on page 1-4 for details.

A session can be saved at any time and loaded later to continue work on the file system image. To edit an existing session, click on the Open button. See "Editing an Existing Session" on page 1-51 for details.

When the Cancel button is clicked, the RedHawk Architect main window appears, as shown in the following figure.

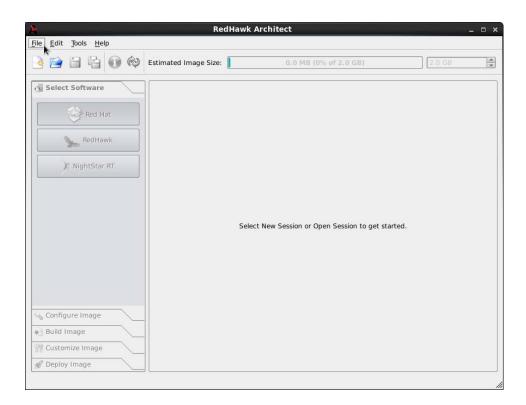


Figure 1-3 RedHawk Architect Main Window

Your choices are:

- start a new session by clicking on the New Session icon or selecting New Session from the File menu along the top of the window. See "Creating a New Session" on page 1-4 for details.
- edit an existing session by clicking on the Open Session icon icon relecting Open Session in the File menu. See "Editing an Existing Session" on page 1-51 for details.

## **Creating a New Session**

An Architect session describes all decisions made about a particular target file-system image, including:

- the target SBC
- which software should be installed
- how the software should be configured

When you select the New button from the opening Architect dialog, or the New Session icon or New Session from the File menu along the top of the RedHawk Architect main window, the New Session dialog, shown below, displays.

A	New Session	×
Please choose a R session.	edHawk OS release and a target board type for the new	
RedHawk Release:	RedHawk 6.3 (RHEL Workstation)	
Target Board:	None (create generic session)	
	<u>C</u> ancel <u>O</u> K	

#### Figure 1-4 New Session Dialog

This dialog enables you to define the target board and its various characteristics using the fields described below.

### **RedHawk Release**

Specify the version of RedHawk to be used for creating the target filesystem image. Be sure that you have the correct version of the RedHawk and Red Hat Enterprise Linux media or ISO files necessary to create a target file-system image of the specified RedHawk release.

### **Target Board**

Specify the target board from the dropdown. Select NONE to build a generic target file-system image that does not target any particular board.

### **I/O Expansion**

This section shows I/O expansion connectors that are available on the board you have selected. For each I/O expansion connector, you may designate an expansion module that you may have connected to it. The choices available depend on the board you have selected.

## Selecting Software to Install in the Image

To select the software to install in the file system image, click on Select Software from the toolbox on the left side of the RedHawk Architect main window. This allows you to select software from the following three groups:

- Red Hat Enterprise Linux packages
- RedHawk Linux operating system
- NightStar tools

Some initial selections are made for you by default; e.g. the core RedHawk OS. These packages appear with a gray check mark and cannot be deselected.

The Estimated Image Size gauge at the top of the RedHawk Architect main window indicates the approximate size the file system image will be when built. It also indicates the percentage of the target board's root device that will be consumed by the image.

Once an image is built, you may click on the Refresh Image Size button to calculate the actual image size as it is stored on disk. Alternatively, you may select Refresh Image Size from the Tools menu. The Estimated Image Size gauge will be updated to reflect the *current* actual size.

The spin control box to the right of the Estimated Image Size gauge may be used to change the desired maximum size of the image. This value cannot exceed the known size of the root device but it can be made smaller. If the size of the root device is unknown the maximum value allowed is 1 terabyte.

The Undo button can be used to reverse the last package select or package deselect operation. This can be used repeatedly to reverse several operations if desired, which is useful for experimenting with package sets to see the effect on the estimated image size.

### **Selecting Red Hat Packages**

To select Red Hat Enterprise Linux packages for the file system image, click on the Base Distro selection from the Select Software toolbox.

Red Hat packages may be navigated by way of several "Package Views". Select the desired package view from the Package Views dropdown. The following views are available and are described in the subsections that follow.

- Standard Package Groups
- All Packages
- Selected Packages

### **Using the Standard Package Groups View**

The Standard Package Groups view provides a view of Red Hat packages organized in a hierarchy of groups. The package group hierachy is the standard Red Hat package group hierachy. This view is shown in the following figure.

A	*unt	itled - RedH	awk Arch	itect	_ C	×
<u>File E</u> dit <u>T</u> ools <u>H</u> elp						
🄌 🗃 🗎 😭 🖗	Estimated Image Size:		1596.	5 MB (79% of 2.0 GB)	2.0 GB	•
🚮 Select Software	Select Base Distribution Package	ges to Install				
Base Distro	Enterprise Linux	Worksta	tion 6	. <b>3</b> Pai	kage View: Standard Package Groups	•
RedHawk	Package Categories:					
		Web Services	Databases	1	rtualization Desktops Applicatic	
X NightStar	Group Backup Client	Client tools for	connecting	Description to a backup server and doing		
	Base		-	d Hat Enterprise Linux.	Dackups.	-
					ansiens of Dad Link Enterprise Linux	
	Compatibility libraries				ersions of Red Hat Enterprise Linux.	
	Console internet tools			ols, often used by administrate		
	Debugging Tools	-		having applications and diagno		
	Dial-up Networking Support	Tools for conne	cting via PP	P or ISDN.		-
	😌 Select All Groups in <u>C</u> atego	ory			😌 Select <u>A</u> ll Categorie	25
	Packages in Group "Backup Cli	ient":				
	Install Packag	e	Size (KB)		Description	
	amanda-client-2.6.1p	2-7.el6.x86_64	618	The client component of the A	MANDA tape backup system	
	bacula-client-5.0.0-9.	el6.x86_64	487	Bacula backup client		
						-11
Configure Image						
Build Image						
Customize Image	Select All Packages in <u>G</u> rou	ıp			🕹 <u>U</u> nda	,

#### Figure 1-5 Selecting Red Hat Packages, Standard Package Groups View

Packages may be selected or deselected by choosing a package group in the upper pane and then checking or un-checking packages in that group in the lower pane. All the packages in a chosen group may be selected with the Select all packages in Group button. All the packages that are in all the groups of the currently chosen package category may be selected with the Select All Groups in Category button. Also, the Select All Categories button may be used to select all of the packages in all of the groups of all of the categories.

### **Using the All Packages View**

The All Packages view, as shown in the following figure, provides a sorted linear list of all Red Hat packages.

è 🗎 🗄 🕥	Estimated	Image Size:	596.6 MB	2.0 GB
Select Software		ase Distribution Packages to Install	1 6.3	Package View: All Packages
		Sh	ow only pa	ckages matching:
SedHawk	Install	Package	Size (KB)	Description
X NightStar		389-ds-base-1.2.10.2-20.el6_3.x86_64	4854	389 Directory Server (base)
		389-ds-base-libs-1.2.10.2-20.el6_3.i686	1012	Core libraries for 389 Directory Server
		389-ds-base-libs-1.2.10.2-20.el6_3.x86_64	1068	Core libraries for 389 Directory Server
		ConsoleKit-0.4.1-3.el6.x86_64	268	System daemon for tracking users, sessions and seats
		ConsoleKit-libs-0.4.1-3.el6.x86_64	22	ConsoleKit libraries
		ConsoleKit-x11-0.4.1-3.el6.x86_64	43	X11-requiring add-ons for ConsoleKit
		DeviceKit-power-014-3.el6.i686	242	Power Management Service
		DeviceKit-power-014-3.el6.x86_64	247	Power Management Service
		ElectricFence-2.2.2-28.el6.i686	55	A debugger which detects memory allocation violations
		ElectricFence-2.2.2-28.el6.x86_64	63	A debugger which detects memory allocation violations
		GConf2-2.28.0-6.el6.i686	6021	A process-transparent configuration system
		GConf2-2.28.0-6.el6.x86_64	6076	A process-transparent configuration system
		GConf2-devel-2.28.0-6.el6.i686	787	Headers and libraries for GConf development
		GConf2-devel-2.28.0-6.el6.x86_64	787	Headers and libraries for GConf development
		GConf2-gtk-2.28.0-6.el6.x86_64	12	Graphical GConf utilities
Configure Image		ImageMagick-6.5.4.7-6.el6_2.i686	6619	An X application for displaying and manipulating images
Build Image		ImageMagick-6.5.4.7-6.el6 2.x86 64	6719	An X application for displaying and manipulating images

Figure 1-6 Selecting Red Hat Packages, All Packages View

Packages may be selected or deselected from this list. The Show only packages matching box allows you to search for packages by name.

All packages can be selected by clicking on the Select all packages button.

### **Using the Selected Packages View**

The Selected Packages view, as shown in the following figure, provides a sorted linear list of all Red Hat packages that are currently selected for installation.

😂 🗎 🗳 📢 😂	Estimated	Image Size:	1596.6 MB	8 (79% of 2.0 GB)
elect Software		ase Distribution Packages to Install <i>rprise Linux Workstation</i>	n 6.3	Package View: Selected Packages
	Show	required packages		Show only packages matching:
SedHawk	Install	Package	Size (KB)	Description
X NightStar		atk-1.28.0-2.el6.x86_64	933	Interfaces for accessibility support
7		avahi-libs-0.6.25-11.el6.x86_64	114	Libraries for avahi run-time use
		bridge-utils-1.2-9.el6.x86_64	58	Utilities for configuring the linux ethernet bridge
		cairo-1.8.8-3.1.el6.x86_64	797	A 2D graphics library
		cups-libs-1.4.2-48.el6.x86_64	664	Common Unix Printing System - libraries
		dracut-network-004-284.el6_3.noarch	87	Dracut modules to build a dracut initramfs with network sup
		fontconfig-2.8.0-3.el6.x86_64	450	Font configuration and customization library
		freetype-2.3.11-6.el6_2.9.x86_64	835	A free and portable font rendering engine
		ftp-0.17-51.1.el6.x86_64	96	The standard UNIX FTP (File Transfer Protocol) client
		gnutls-2.8.5-4.el6_2.2.x86_64	1018	A TLS protocol implementation
		gtk2-2.18.9-10.el6.x86_64	12984	The GIMP ToolKit (GTK+), a library for creating GUIs for X
		hicolor-icon-theme-0.11-1.1.el6.noarch	45	Basic requirement for icon themes
		iscsi-initiator-utils-6.2.0.872-41.el6.x86_64	2312	iSCSI daemon and utility programs
		jasper-libs-1.900.1-15.el6_1.1.x86_64	337	Runtime libraries for jasper
		keyutils-1.4-4.el6.x86_64	70	Linux Key Management Utilities
nfigure Image		libX11-1.3-2.el6.x86_64	1310	Core X11 protocol client library
ild Image		libX11-common-1.3-2.el6.noarch	2109	Common data for libX11

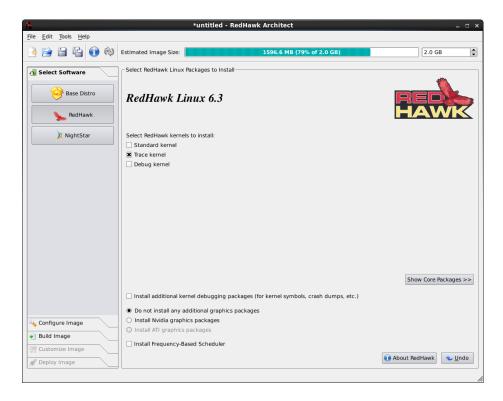
Figure 1-7 Selecting Red Hat Packages, Selected Packages View

Packages may be deselected from this list. The Show only packages matching box allows you to search for packages by name.

To include the required packages in the list, check the Show required packages checkbox. When this box is unchecked, only the optional packages are shown.

### Selecting RedHawk OS Options

To select RedHawk Linux OS and kernels for the file system image, click on the RedHawk selection from the Select Software toolbox. The RedHawk page, shown in the following figure, displays.



### Figure 1-8 Selecting RedHawk Options

Select which RedHawk kernel(s) to install by checking the appropriate checkbox(es): Standard, Trace and/or Debug. The standard kernel does not have tracing or debugging capabilities and it is the smallest sized kernel option. The trace kernel does offer tracing capabilities but it does not have debugging capabilities. The debug kernel offers both debugging and tracing capabilities. Note that at least one kernel *must* be selected; the GUI enforces this by ensuring that a sole remaining selection cannot be deselected.

Advanced users may wish to press the Show Core Packages >> button to refine exactly which RedHawk packages they wish to install from the complete set of RedHawk packages that are available on the media. Normally this is not necessary, but the option exists to facilitate minimizing the image size for very small flash devices.

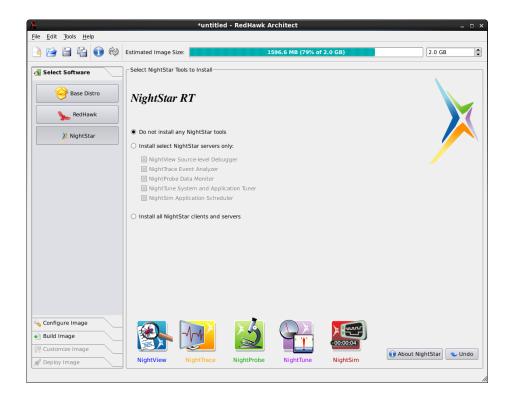
Select Install additional kernel debugging packages to install extra support for live kernel debugging. This option is also required for RedHawk to be able to create crash dumps. See the *RedHawk User's Guide* for more information.

If the target system has an NVIDIA graphics or CUDA card you may want to select the Install NVIDIA graphics pacakges radio button. Note that you should only select this option if the target system actually has NVIDIA hardware.

Select Install Frequency-Based Scheduler if you have previously purchased and wish to install the RedHawk FBS software into the target image.

### Selecting NightStar Options

To select NightStar tools for the image, click on the NightStar selection from the Select Products toolbox. The NightStar RT page, shown in the following figure, displays.



### Figure 1-9 Selecting NightStar Tools

By default no NightStar tools will be installed in the target image. Choose the Install select NightStar servers only radio button if you wish to only install NightStar remote support for various tools. You may select individual servers from the list by clicking on the checkboxes for each tool. The remote support allows NightStar tools running on a host system to connect to and control the target remotely.

Choose the Install all NightStar clients and servers radio button to indicate that all NightStar servers and clients are to be installed in the image. This allows the target to run all NightStar tools locally, in addition to providing the remote support described above.

Click on the About NightStar button to see a detailed description of each of the individual NightStar tools that are available for installation.

## **Configuring an Image**

It is possible to configure a target file-system image before or after the image has been built by selecting Configure Image from the toolbox on the left side of the RedHawk Architect main window. This selection is available before and after an image is built, however note that there are additional Apply buttons present on the pages *after* an image has been built. It is necessary to apply any changes made after the image has been built in order for the changes to be reflected in the on-disk file-system image.

To configure the file system image, select Configure Image from the toolbox on the left side of the RedHawk Architect main window. This allows you to configure the following four groups:

- General Settings
- Console
- Networking
- File Systems

Some initial selections are made for you by default.

### **Configuring General Settings**

To configure time zone, root password and default system run level for the file system image, click on General Settings from the Configure Image toolbox. The General Settings configuration page appears, as shown in the following figure.

A	*untitled	- RedHawk Architect	_ O X
<u>File Edit Tools H</u> elp			
🌛 😭 🛱 🛱 🚱	Estimated Image Size:	1596.6 MB (79% of 2.0 GB)	2.0 GB
Select Software	Configure General Settings Time Zone: America/New York Hardware clock is set to UTC Root Password: Confirm Password: System Run Level: 1 •		
Build Image			
🚀 Deploy Image			

### Figure 1-10 General Settings Configuration Page

In the Time Zone section, select the proper time zone for your location from the dropdown. Click in the checkbox to indicate if your system clock uses UTC.

#### NOTE

By default the Hardware clock is set to UTC checkbox is selected, so be sure to set the target system's BIOS clock in Coordinated Universal Time. If you do not select this, set the BIOS clock according to the selected time zone.

In the Root Password section, enter the root password in the Password field. Reenter it in the Confirm Password field.

### NOTE

The default root password is redhawk (all lowercase letters and only one word with no spaces).

In the Run Level section, select the desired default run level from the dropdown.

If a change is made to this page after the target file-system image has been built, it is necessary to click on the Apply Settings. button to apply the settings to the image. This button will not appear before the image has been built.

### **Configuring a Console**

To configure a serial console for the file system image, click on CONSOLE from the Configure Image toolbox. The Configure Console page appears, as shown in the following figure.

A	*untitle	ed - RedHawk Architect	_ = ×
<u>File E</u> dit <u>T</u> ools <u>H</u> elp			
è 🖹 🗄 🔞	Estimated Image Size:	1596.6 MB (79% of 2.0 GB)	2.0 GB
G Select Software	Configure Console		
💊 Configure Image	Enable serial console		
General Settings	Serial Port: ttyS0 💌 Baud Rate: 115200 👻		
Console			
Networking			
File Systems			
Build Image     Customize Image	-		
S Deploy Image			

### Figure 1-11 Console Configuration Page

Click on the Enable serial console checkbox to activate the fields that define the port and baud rate for the console.

Select a port from the Serial Port dropdown.

Select a baud rate from the Baud Rate dropdown.

If a change is made to this page after the target file-system image has been built, it is necessary to click on the Apply Settings. button to apply the settings to the image. This button will not appear before the image has been built.

#### NOTE

If your target system does not have a serial port do not configure a serial console on this page.

## **Configuring Networking**

To configure networking for the file system image, click on Networking from the Configure Image toolbox. The Configure Networking page appears, as shown in the following figure.

		*untitled -	RedHawk Architect	t	_ 0
ile <u>E</u> dit <u>T</u> ools <u>H</u> elp					
è 🗎 🛱 🚯 🖗	Estimated Image Size:		1596.6 ME	B (79% of 2.0 GB)	2.0 GB
Select Software	Configure Networkin	g			
👆 Configure Image	Network Devices			]	
General Settings	Device Enabled	IP Address	Netmask		
Ceneral Sectings	eth0 Yes	DHCP	DHCP		
Console	eth1 No	DHCP	DHCP		
Console	eth2 No	DHCP	DHCP		
	eth3 No	DHCP	DHCP		
Wetworking	eth4 No	DHCP	DHCP	💫 Edit	
	eth5 No	DHCP	DHCP		
File Systems	eth6 No	DHCP	DHCP		
	eth7 No	DHCP	DHCP		
	Hostname O Use DHCP hostr O Use static hostr				
	Miscellaneous Sett	ngs			
	Use DHCP setting	-			
	O Use static setting	DNS Domai			
e] Build Image					
00					
🕅 Customize Image					

Figure 1-12 Network Configuration Page

All available network devices are listed in the Network Devices section. There may be more or less devices shown depending on the target board selected.

To configure a particular network device, click on the device to select it, then click on the Edit button. The Configure Network Device dialog shown in the following figure displays.

Configure Network Device	×
Configuring network device eth0	
Enable on boot	
IP Address Configuration	
Use DHCP to obtain IP address	
<ul> <li>Use static IP address</li> </ul>	
IP Address: Netmask:	
Gance 🗸 Cance	

### Figure 1-13 Configure Network Device Dialog

The selected network device is displayed at the top of the dialog.

Click on the Enable On Boot checkbox to enable/disable the device automatically on boot.

Choose the Use DHCP to obtain IP address radio button to enable dynamic address configuration, or choose the Use static IP address radio button to enable manual address configuration. For manual configurations, enter the IP address and netmask in the appropriate fields.

Click on OK to apply the settings to the image and close the dialog. Click Cancel to cancel changes.

On the Configure Networking dialog under the Hostname and Miscellaneous Settings areas, either select the Use DHCP settings or supply the hostname, default gateway, domains, and DNS server addresses in the appropriate fields. Note that multiple DNS domains and DNS servers may be specified by separating multiple entries with either spaces or commas. Be sure to select the Use DHCP setting if a DHCP server will be providing the network parameters dynamically.

If a change is made to this page after the target file-system image has been built, it is necessary to click on the Apply Settings button to apply the settings to the image. This button will not appear before the image has been built.

### **Configuring File Systems**

To configure file system options for the file system image, click on File Systems from the Configure Image toolbox. The Configure File System page appears, as shown in the following figure.

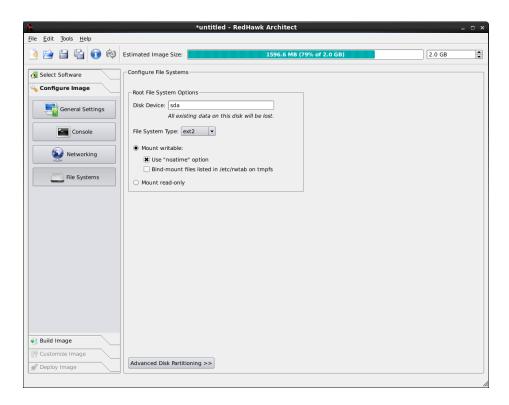


Figure 1-14 File System Configuration Page

There are two different partitioning modes supported: Simple Disk Partitioning and Advanced Disk Partitioning. By default this page is in the simple disk partitioning mode.

### NOTE

When using the PXE Diskless deployment method, all file system configuration settings are ignored; any local drive media that is present on the target will be untouched and ignored. See "Booting Diskless via PXE over a Network" on page 1-47 for more information.

### Simple Disk Partitioning

Simple disk partitioning is the traditional partitioning that was offered by previous versions of RedHawk Architect. In this mode only a single partition will be created on the specified disk device.

Indicate the desired root device in the Disk Device field. Use the File System Type pulldown menu to select the file-system type that you wish to use for the file system that will be created on the target.

By default Mount writable is selected and the root file system will be mounted with both read and write permissions.

Check the Use "noatime" option box to mount the root file system with the *noatime* option. This helps to minimize the number of writes to the root device when root is *not* mounted read-only.

Check the Bind-mount files listed in /etc/rwtab in tmpfs box to mount the files and directories listed in /etc/rwtab as writable but temporary files in a *tmpfs* file system. This is automatically enabled for read-only file systems, however even for writable file systems it may be useful to help minimize the number of writes to the root device.

Select Mount read-only to mount the root file system *read-only*. Mounting the root file system read-only offers improved security and it will also help preserve the life of root flash devices.

If a change is made to this page after the target file-system image has been built, it is necessary to click on the Apply Settings button to apply the settings to the image. This button will not appear before the image has been built.

### **Advanced Disk Partitioning**

The advanced disk partition mode provides a more modern and flexible disk partitioning scheme. In this mode multiple partitions and even multiple disks can be defined and configured.

A	*untitled - RedHawk Architect	_ = ×
<u>File E</u> dit <u>T</u> ools <u>H</u> elp		
<ul> <li>2</li> <li>2</li> <li>2</li> <li>3</li> <li>4</li> <li>4&lt;</li></ul>	Estimated Image Size: 1596.6 MB (79% of 2.0 GB)	2.0 GB
😼 Select Software	Configure File Systems	
Configure Image	Disk Partition Size (MB) Mount Point File System Options	
General Settings	sda1 500 /boot ext4 defaults sda2 1000 swap	
Console	sda3 maximum / ext4 defaults All existing partitions and data on this disk will be lost.	
Networking		
File Systems		
	Add Partition	Reset to Defaults
	Add Disk Remove Disk Git Disk	
	Install boot loader on MBR of disk: sda	
🜒 Build Image	A If the size of any disk device is exceeded, you will get an error when the device is installed.	
Customize Image	< Simple Disk Partitioning	

The Advanced Disk Partitioning mode is shown in the following figure.

Press Add Partition... to add new partitions to the currently selected disk.

Press Remove Partition to remove the currently selected partition.

Press Edit Partition to edit attributes of the currently selected partition.

Press Add Disk to add a new disk to the set of currently available disks.

Press Remove Disk to remove the currently selected disk from the set of available disks.

Press Edi† Disk to edit attributes of the currently selected disk.

Use the Install boot-loader on MBR of disk pulldown to choose the disk that you will be booting from if multiple disks have been defined.

### NOTE

You must ensure that any additional disks defined using advanced partitioning in fact exist on the target for installation to succeed.

### NOTE

Multiple disks cannot be partitioned with the USB Device deployment tool. In order to use multiple disks you must deploy with one of the Installer methods (via DVD, USB or PXE).

## **Building an Image**

To build the file system image by installing the selected software, select Build Image from the toolbox on the left side of the RedHawk Architect main window. The Build Image page shown in the following figure displays.

File gdit Tools Help	A	*untitled - RedH	awk Architect	_ = ×
Select Software     Configure Image     Use this page to build the target system image.     Build Options     Target Directory: [/var/lib/architect/images     Image Name: [test]     Use imported ISO images instead of media	<u>File Edit Tools H</u> elp			
Configure Image Use this page to build the target system image.  Build Options Target Directory: [/var/lib/architect/images Image Name: test]  Use imported ISO images instead of media	🌛 😭 🗎 😭 🗞	Estimated Image Size:	1596.6 MB (79% of 2.0 GB)	2.0 GB
Build Options      Target Directory: /var/iib/architect/images      Image Name: test      Use imported ISO images instead of media	😼 Select Software	Build Image		
Build Options Target Directory: /var/lib/architect/images Image Name: test W Use imported ISO images instead of media		Use this page to build the target system imag	e.	
Image Name: test	Build Image	Build Options		
Use imported ISO images instead of media	Build	Target Directory: /var/lib/architect/images		🦪 Browse
		Image Name: test		
Build Image		Use imported ISO images instead of medi	a	S Import ISO Images
Image       Image       Image			Build Image	

#### Figure 1-15 Build Image Page

Choose a directory in which to build the file system image and enter it in the Target Directory field, or click on the Browse button to display a file browser from which to choose.

#### NOTE

Do not use **/tmp** as the target directory. Packages like "tmpwatch" might remove files that have not been accessed in a certain number of days, thereby sabotaging the image directory.

Choose a name for the file system image and enter it in the Image Name field.

### NOTE

Make sure that the directory you specify has enough free disk space to hold one or more file system images, each of which can be several gigabytes in size.

Click on the Build button to begin the build process. The rest of this section assumes that you have *not* previously imported the ISOs from their respective media by clicking on the Import ISO Images... button or selecting Import ISO Images... in the Tools menu. Advanced users may wish to do that to avoid inserting DVD or CD media repeatedly. See "Chapter 2: Importing ISO Images" for more information.

Dialogs are presented to guide you through the process of installing the software into the image. For example, you will be prompted to insert various DVD or CD media, as shown in the following figure. Follow the directions to load the media, then click OK to begin.

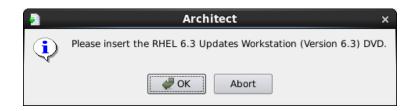


Figure 1-16 Build Prompt to Insert Red Hat Media

When OK is selected, the Red Hat installation begins. The Build Image screen overlays the RedHawk Architect main window and tracks the progress, as shown in the following figure.

Clicking Abort at any time in the build process aborts the build. A confirmation message then displays and you must click on the Close button to close the message box and reactivate the RedHowk Architect main window.

1 Image Builder	×
Building image (/var/lib/architect/images/test).	
Current Progress	
Installing Red Hat Enterprise Linux Workstation 6.3 packages:	
19%	
keyutils-libs-1.4-4.el6	
Overall Progress	
	View: Status 🔻
Fetched Red Hat Enterprise Linux Workstation packages.	
	OK Abort

### Figure 1-17 Status of Red Hat Installation

A progress bar at the top of the Image Builder screen shows the progress of the Red Hat installation from the media.

A status area in the lower half of the screen tracks the progress of the complete build process. The status area can be changed to show an error log using the View dropdown.

### View

When Status is selected, the overall progress messages are displayed. When Error Log is selected, the error log is displayed, which shows any error messages generated by the build process. Regardless of the View setting, critical error messages result in pop-up error dialogs with which you can interact.

### Abort

Click on this button to abort the build. A confirmation dialog displays allowing you to confirm or decline aborting the build process.

### οк

Once the build is completed or aborted, click on the OK button to close the Build Image screen and reactivate the RedHawk Architect main window.

When the Red Hat installation is complete, the dialog shown in the following figure appears.



### Figure 1-18 Build Prompt to Insert RedHawk Media

Load the RedHawk Linux media, then click OK. The RedHawk installation begins and the Image Builder screen tracks the progress, as shown in the following figure.

a Image Builder	×
Building image (/var/lib/architect/images/test).	
Current Progress Installing RedHawk Linux OS 6.3 packages: 37% ccur-redhat-logos-60.0.14-1.20121029	
- Overall Progress	View: Status
Fetched Red Hat Enterprise Linux Workstation packages. Installed Red Hat Enterprise Linux Workstation packages. Fetched RedHawk Linux OS packages.	
	Jok Abort

### Figure 1-19 Status of RedHawk Installation

If you have selected to install the RedHawk Frequency Based Scheduler optional product the following figure will appear during the RedHawk installation.



Figure 1-20 Build Prompt to Insert FBS Media

Load the RedHawk FBS media, then click OK. The RedHawk installation begins and the Image Builder screen tracks the progress, as shown in the following figure.

nmage Builder	×
Building image (/var/lib/architect/images/test).	
⊂ Current Progress	
Installing RedHawk Linux FBS 6.3 packages:	
0%	
Overall Progress	]
	View: Status 🔻
Fetched Red Hat Enterprise Linux Workstation packages.	
Installed Red Hat Enterprise Linux Workstation packages. Fetched RedHawk Linux OS packages.	
Installed RedHawk Linux OS packages. Fetched RedHawk Linux FBS packages.	
	OK Abort

### Figure 1-21 Status of RedHawk FBS Installation

When the RedHawk installation is complete, the dialog shown in the following figure appears if the NightStar tools have been previously selected for this image.



### Figure 1-22 Build Prompt to Insert NightStar Media

Load the NightStar media, then click OK to begin. The NightStar installation begins and the Image Builder screen tracks the progress, as shown in the following figure.

urrent Progress			
nstalling NightStar RT Server	>= 4.2:		
ccur-nstar ccur-ntracelog ccur-ntunecommon ccur-ntuneserv Transaction Summary	x86_64 3.4-1.1	ccur-nstar-rt-server-cd-4.2 ccur-nstar-rt-server-cd-4.2 ccur-nstar-rt-server-cd-4.2 ccur-nstar-rt-server-cd-4.2	668 k 4.4 k
Install 7 Package(s Upgrade 5 Package(s Total download size: 2.8	5)		•
overall Progress			View: Status
Fetched Red Hat Enterprise I Installed Red Hat Enterprise Installed RedHawk Linux OS.	Linux packages.		

### Figure 1-23 Status of NightStar Installation

When all software is installed, the completion message shown in the following figure appears.

Image Builder	×
Building image (/var/lib/architect/images/test).	
Current Progress	
The image has been built.	
The image has been built.	
Overall Progress	
	View: Status 🔻
Installed Red Hat Enterprise Linux packages. Installed RedHawk Linux OS.	
Installed NightStar RT Server. Configuration changes have been applied to the image.	
Done.	
Show Output Log	Abort

### Figure 1-24 Build Completed Successfully Message

Click OK in the Build Image screen to close it and reactivate the RedHawk Architect main window.

## **Customizing an Image**

To further customize the file system image, select Customize Image from the toolbox on the left side of the RedHawk Architect main window. This allows you to customize the following groups:

- Software Updates
- Kernel Manager
- Additional RPMs
- File Manager
- Chroot Shell
- Image Cleanup

Each of these customizations will be fully described in the following sections.

## **Software Updates**

To install RedHawk and NightStar updates into the file system image, click on Software Updates in the Customize Image toolbox. The Software Updates page appears, as shown in the following figure.

A	*unt	itled - RedHawk Architect	_ O X
<u>F</u> ile <u>E</u> dit <u>T</u> ools <u>H</u> elp			
🎯 🗊 🛱 🖬 🐑	Estimated Image Size:	1605.2 MB (80% of 2.0 GB)	2.0 GB
Configure Image	Software Updates Use this page to insta have a Concurrent So	II RedHawk and NightStar updates in the target system ima ftware Updates for RedHawk CD, DVD, or ISO image.	ige. To install updates you must
Build Image	-	oftware Portal_ to download an ISO image with the latest up	odates.
Software Updates	Update Options	) images instead of media	S Import ISO Images
Kernel Manager		Install Updates	
File Manager			
Mage Cleanup			
🖋 Deploy Image			

Figure 1-25 Software Updates Page

Press the Install Updates button to install updates and you will be prompted for to insert the media. Follow the instructions as they are presented. You should see the following dialog displayed once all updates have been successfully installed.

🔶 Software Updater	×
Updating image (/var/lib/architect/images/test).	
Current Progress	
The image has been updated.	
Overall Progress	
View: Status	-
Installed Software Updates for RedHawk Systems. Done.	
Show Output Log	ort

Figure 1-26 Software Updater Dialog

### **Kernel Manager**

By default you can choose to boot a standard RedHawk kernel in your target image. However you may also wish to customize the kernel to include additional components or possibly to exclude existing components.

To customize kernel settings for the target image, click on Kernel Manager from the Customize Image toolbox. The Kernel Manager page appears, as shown in the following figure.

File Edit Tools Help    File   File File File    Software Updates   File Manager    Software Updates   File Manager    Configure Custom Kernel   Software Updates Configure Custom Kernel    File Manager   File Manager    Configure Custom Kernel   Software Updates Configure Custom Kernel    Software Updates   File File    File Manager   Configure Custom Kernel    Software Updates   File Manager    Configure Custom Kernel Software Updates File File Manager File Configure Custom Kernel Software Updates File File Manager Manager Software Updates File File Manager Manager Software Updates File File Manager Manager Software Updates File File Manager Software Updates Software Updates File File Manager Software Updates Software Update
Select Software   Configure Image   Build Image   Customize Image   Software Updates   Software Updates   Kernel Manager   Software Updates   Kernel Manager   Software Updates   Software Upd
Select Soltware   Build Image Select the default kernel to boot: RedHawk Linux 6.3.1-20121029 (Trace=Yes, Debug=No) ▼ Select the default kernel to boot: RedHawk Linux 6.3.1-20121029 (Trace=Yes, Debug=No) ▼ Select the default kernel to boot: RedHawk Linux 6.3.1-20121029 (Trace=Yes, Debug=No) ▼ Select the default kernel to boot: RedHawk Linux 6.3.1-20121029 (Trace=Yes, Debug=No) ▼ Configure Custom Kernel Yu may invoke the standard kernel configuration tool to create a custom kernel configuration interactively. Configure Custom Kernel Yu may copy a custom kernel configuration to or from the host file system. Import Kernel Configuration Export Kernel Configuration Export Kernel Configuration Export Kernel Configuration Export Kernel Configuration Yu may copy a custom kernel configuration to build a custom kernel in the target system image. Y Build Custom Kernel Select the default kernel Custom Kernel Select the default kernel custom Kernel Select the default kernel custom Kernel Compile Custom Kernel Select the default kernel custom Kernel Select the default

### Figure 1-27 Kernel Manager Page

The Kernel Manager allows you to perform different functions with the kernel configuration in the target image.

The Select the default kernel to boot pulldown allows you to choose which installed kernel should be the default kernel that boots in the target image. Any change made to this setting is customized in the target image immediately.

The Configure Custom Kernel area contains functions related to configuring custom kernels for the target image. The Compile Custom Kernel area contains functions related to building custom kernels for the target image. These functions will be described in the following sections.

Note that only one custom kernel configuration, and therefore one custom kernel, can be associated with a specific target image at any given time.

### **Configure Custom Kernel**

The Configure Custom Kernel button begins the process of creating a custom kernel configuration. The custom kernel configuration is based upon the kernel configuration that is selected in the dropdown menu that is immediately to the right of the Configure Custom Kernel button.

The choices in the dropdown are: RedHawk standard kernel, RedHawk trace kernel, RedHawk debug kernel and Custom kernel (available

once a custom kernel configuration has been imported or configured). The first three create new configurations based on the configurations of the standard RedHawk kernels.

The Custom kernel choice bases the new configuration on the current custom kernel configuration that is associated with the image; thus, the Custom kernel choice can be used to further customize a configuration that you have already customized or imported.

Pressing the Configure Custom Kernel button will bring up two different dialog windows. The first dialog window displays overall configuration progress status, as shown in the following figure.

Sector Sernel Manager X	¢
Configuring custom kernel in image.	
Current Progress	1
Running ccur-config	
Configuring version: 3.5.7-RedHawk-6.3.1-custom Backing up existing .config to .config.bak Cleaning source tree	
Overall Progress	
View: Status	
Started custom kernel configuration process. Using "standard" configuration as base.	
OK Abort	ļ

### Figure 1-28 Custom Kernel Dialog

This window shows the status of running the **ccur-config** command in the target image kernel source directory. The **ccur-config** command will eventually bring up the Linux Kernel Configuration window to customize the kernel, as shown in the following figure.

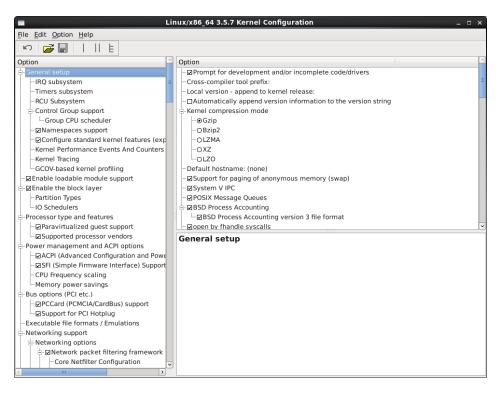


Figure 1-29 Linux Kernel Configuration Dialog

This window allows you to customize almost any aspect of the custom kernel configuration. It is expected that users who are performing this step have a thorough understanding of Linux kernel configuration.

Note that you must Save the kernel configuration before you exit the Linux Kernel Configuration window. Failure to Save the configuration will result in an error being displayed in the Custom Kernel Manager dialog window and no changes to the custom kernel configuration will be made.

### NOTE

Certain compilation related RPMs must be installed on the host system in order to successfully configure and build a custom kernel (e.g. **make**, **gcc**). If any of these RPMs are missing you will be presented with a dialog detailing which RPMs must first be installed on the host system before you can proceed.

## Import Kernel Configuration

The Import Kernel Configuration button allows you to choose a Linux kernel configuration file on the host system and import it to become the custom kernel configuration in the target image.

Note that once a custom kernel configuration has been imported you can further customize it by using the Configure Custom Kernel button and selecting the Custom kernel to base the configuration on.

## **Export Kernel Configuration**

The Export Kernel Configuration button allows you to copy the target's current custom kernel configuration to the host system.

## **Build Custom Kernel**

The Build Custom Kernel button allows you to build and install a complete custom kernel in the target image. You must first have created a custom kernel configuration, either by using the Configure Custom Kernel button or by using the Import Kernel Configuration button.

Building a custom kernel compiles each file that comprises the Linux kernel and this process can take quite a bit of time to complete. Once you start the process, you will see the Custom Kernel Manager dialog appear, as shown in the following figure and it will describe the entire process.

Sector Custom Kernel Manager	×
Building custom kernel in image.	
Current Progress	
Running make -j8 bzImage	
Configuring version: 3.5.7-RedHawk-6.3.1-custom Backing up existing .config to .config.bak Cleaning source tree Preparing configuration for a custom kernel	
Overall Progress	
View: Status 🗸	]
Started custom kernel build process.	
Abort Abort	

### Figure 1-30 Initial Build Progress

Initially **ccur-config** will be invoked and once that completes the kernel build stages will begin, as shown in the following figure.

1	Custom Ker	nel Manager ×
Building	ı custom kernel in image.	
Current P	rogress	
Running r	make bzImage	
CC CC LDS AS AS AS AS CC CC CC	arch/x86/vdso/vvar.o security/selinux/xfrm.o arch/x86/vdso/vdso32/vdso32.lds arch/x86/vdso/vdso32/note.o arch/x86/vdso/vdso32/int80.o arch/x86/vdso/vdso32/syscall.o arch/x86/vdso/vdso32/syscall.o mm/rmap.o arch/x86/vdso/vdso32.setup.o fs/utimes.o	
C	arch/x86/mm/extable.o	<b>.</b>
Overall Pr		
		View: Status 🔻
	custom kernel build process. ed ccur-config.	
L		OK Abort

### Figure 1-31 Kernel Build Stages

Finally, once the entire build and install process is complete, the kernel source tree will be cleaned to free up the temporary space used to build the kernel. At this point the entire build process will be complete, as shown in the following figure.

📡 Custom Kernel Manager		×
Building custom kernel in image.		
Current Progress		
The custom kernel has been built.		
Overall Progress		_
	View: Status	
Completed make -j8 modules. Completed make modules_install INSTALL_MOD_STRIP=1. Completed make install. Completed make distclean. Completed custom kernel build process. Done.		
Show Output Log	OK Abort	

#### Figure 1-32 Kernel Build Complete

The custom kernel automatically becomes the default kernel to boot. If this choice is not desired, change the kernel to boot using the Kernel To Boot area as described above.

## **Remove Custom Kernel**

The Remove Custom Kernel button allows you to remove the current custom kernel from the target image. This will remove the entry in **grub.conf** as well as all of the associated kernel files in the image.

Note that the custom kernel configuration itself is not removed. Thus, it is still possible to build a custom kernel based on the current custom kernel configuration that still remains in the target image.

# **Additional RPMs**

To install additional RPMs into the target file system image manually, click on Additional RPMs from the Customize Image toolbox. The Install Additional RPMs page appears, as shown in the following figure.

A	*untitled - RedHawk Architect	_ 🗆 ×
<u>F</u> ile <u>E</u> dit <u>T</u> ools <u>H</u> elp		
۵ 📦 🖆 🖆 🔞	Estimated Image Size: 1562.7 MB (78% of 2.0 GB) 2.0 GB	-
Select Software	Install Additional RPMs	
Suild Image	Use this page to install additional RPMs in the target system image. To install RPMs, select files on the host file system and press Install. Multiple files may be selected and installed same time.	
🎀 Customize Image	Look in: 📄/home/jason 🔹 🔾	0 0
Software Updates	Computer     image: bin data       root     image: bin data       architect     image: bin data	
🍾 Kernel Manager	Downloads emacs images	
Additional RPMs	iso misc mnt	
File Manager	net eview shop	
Chroot Shell	src.	
Image Cleanup		
	File name:	
	Files of type: RPMs (*.rpm)	-
🖋 Deploy Image	😪 Install	

#### Figure 1-33 Install Additional RPMs Page

The Install Additional RPMs page can be used to locate RPM files on the host system and then easily install them into the target file system image. Note that the interface supports multiple selection; if you have a set of RPMs that have dependencies upon each other you will need to select all of the RPMs simultaneously to have them properly installed together into the target file system image.

## **Installing Board Support Packages**

Concurrent provides *Board Support Packages* (BSPs) for several supported SBCs. These BSPs are distributed as RPMs that may be installed in an image using the Additional RPMs page as described above. Contact Concurrent (*support@ccur.com* or 1-800-245-6453) for information on how to obtain BSPs for a particular SBC.

# **File Manager**

To copy various files into the target file system image manually, click on File Manager from the Customize Image toolbox. The File Manager page appears, as shown in the following figure.

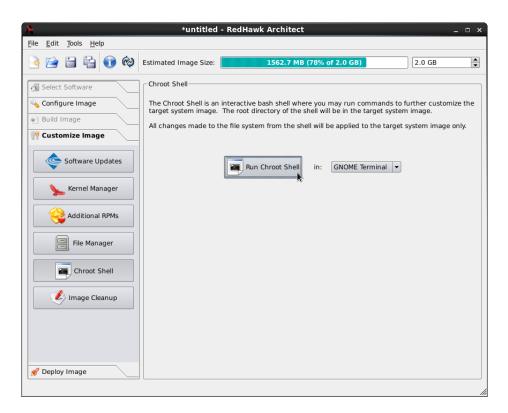
A	*untitled - RedHawk Architect	_ 0 ×
<u>F</u> ile <u>E</u> dit <u>T</u> ools <u>H</u> elp		
۵ 📦 🖆 🖆 🔄	Estimated Image Size: 1562.7 MB (78% of 2.0 GB) 2.0 GB	<b></b>
Image       Image         Im	File Manager         Use the File Manager to manage files and directories in the target system image. To copy of from the host and press Copy. To delete selected files, right click on the mouse for the delete option.         Host:       Image: /         Computer       bin         doc       emacs         architect       misc         misc       misc         misc       misc         misc       misc         misc       misc         save       shop         sore       sore         sore       sore         war       war	Tiles
🖋 Deploy Image	File <u>n</u> ame:	
		//

## Figure 1-34 File Manager Page

The File Manager page supports many features including multiple selection, the ability to create new directories in the target file system image, and the ability to delete files in the target system image.

# **Chroot Shell**

To customize the target file system image manually, click on the Chroot Shell from the Customize Image toolbox. The Chroot Shell page appears, as shown in the following figure



### Figure 1-35 Chroot Shell Page

From this toolbox you can open a "chroot" shell in a terminal window. Select the type of terminal from the dropdown and click on the Run chroot shell button. A terminal screen opens, as shown in the following figure.

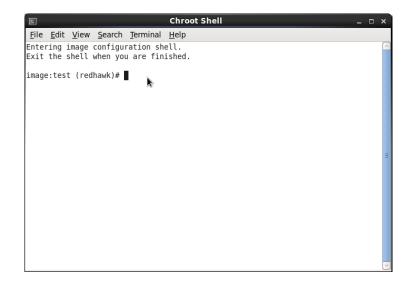


Figure 1-36 chroot Shell

This provides a shell with the root directory being the file system image directory. All changes made to system files (including software installed or removed) will be done in the file system image directory only. The host's root file system will not be affected.

Exit the shell when changes are complete.

# Image Cleanup

You may reduce the size of the file system image by removing various types of files that may be unnecessary for the image. To remove unnecessary files from the image, click on Image Cleanup in the Customize Image toolbox. The Image Cleanup page appears, as shown in the following figure.

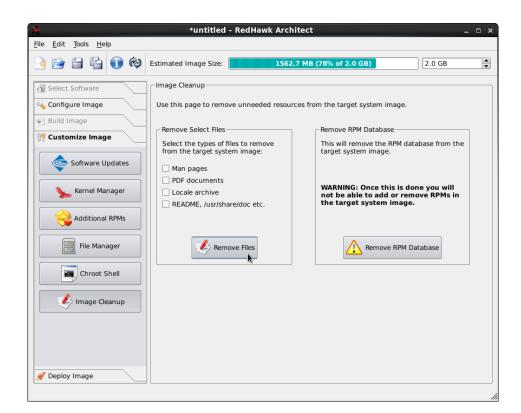


Figure 1-37 Image Cleanup Page

Select the types of files to remove from the file system image and click the Remove Files button.

To remove the RPM database from the file system click the Remove RPM Database button. Once this is done you will lose all ability to manage RPMs in the image. This cannot be undone. Only do this once you are sure you do not have to add or update any more RPMs in the image.

# **Deploying an Image**

Target root file system images can be deployed onto target boards in several differnt ways with RedHawk Architect .

- USB devices can be directly flashed with the root file system image. This includes USB drives and also CompactFlash cards in CompactFlash-to-USB adapters. These devices can then be inserted into a target board and the board will boot the image upon a restart. See "Deploy Image" on page 1-38 for more information.
- DVD media installers can be created with the root file system image on it. Architect creates a bootable installation DVD that will boot on the target and install the root file system onto the target board's local media. Once complete, the DVD is removed and the board will boot the image upon a restart. See "Install via DVD media" on page 1-42 for more information.
- A USB drive installer can be created with the root file system on it. Architect creates a bootable installation USB drive that will boot on the target and install the root file system onto the target board's local media. Once complete, the USB drive is removed and the board will boot the image upon a restart. See "Install via USB drive" on page 1-43 for more information.
- RedHawk Architect can deploy the root file system image over the network. It can deploy an installer that will install the root file system image onto the target board's local media, or it can deploy the root file system image via NFS for fully diskless booting. See "Installing via PXE over a Network" on page 1-44 for more information on network installation, and see "Booting Diskless via PXE over a Network" on page 1-47 for more information on diskless booting.

# **Deploy Image**

To copy a target root file system image to a USB device, select Deploy Image from the toolbox on the left side of the RedHawk Architect main window and click on the USB

Device button. This will display the Deploy Image to USB Device page, as shown in the following figure.

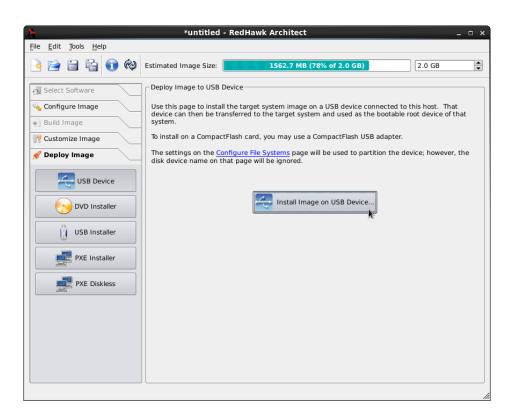


Figure 1-38 Deploy Image USB Device Page

The Install Image on USB Device... button allows you to copy a root file system image onto a USB flash device (e.g. a standard USB Flash Drive or a CompactFlash that is connected directly to the host machine via a USB-to-CompactFlash adapter). Note that IDE/SATA CompactFlash adapters are not supported at this time.

### NOTE

CompactFlash devices and USB drives can be bought inexpensively at many retail stores that sell computer accessories. Note that the duration of the flashing process depends upon the performance rating of the specific CompactFlash device or USB drive. It is recommended to use CompactFlash devices or USB drives that have a minimum of a 40MB/s read/write performance rating.

Pressing the Install Image on USB Device... button will begin copying the target root file system onto the USB device by bringing up the USB Device Flasher dialog, as shown in the following figure.



## Figure 1-39 Flash Image Dialog

The host system will now be scanned for attached USB flash storage devices. If multiple devices are found a choice will be presented to the user, otherwise the sole device found will be selected by default. Once a device is found or chosen, a confirmation dialog similar to the following will appear:

Current Progress	s.	
	100%	11111111
	Architect Warning ×	
	Using device /dev/sdb (USB_2.0 Flash_Drive). The contents of this device will be destroyed!	
Overall Progress	OK Abort	
	7,	View: Status

### Figure 1-40 Flash Device Confirmation

Press OK to confirm the operation and then the copy will begin, as shown in Figure 1-41.

USB Device Flasher	×
Flashing image to USB device.	
Current Progress	]
Copying image to /dev/sdb:	
14%	
×	
Overall Progress	
View: St	atus 🔻
Using device /dev/sdb (USB_2.0 Flash_Drive). Initialized partition table on /dev/sdb.	
Created file systems on /dev/sdb.	
ØK.	Abort

## Figure 1-41 Flash Copy Begins

Note that no initial check is made to determine whether the image will fit onto the size of the selected CompactFlash device. If the copy fails because of insufficient space, an error message will be displayed, as shown in the following figure.

•	USB Device Flasher	×
Flashing image t	o USB device.	
Current Progress		
Copying image to /dev	v/sdb:	
	24%	
	Architect Error ×	
	Could not copy image to /dev/sdb	
	<b>V</b>	
	<b>ОК</b>	
	×.	
Overall Progress		
overall riggress		View: Status
	lb (USB_2.0 Flash_Drive).	
Initialized partition ta Created file systems		
		ØK Abort

### Figure 1-42 Flash Dialog Error

If the CompactFlash is large enough to hold the image, and no other error occurs during the copy, a success dialog will be presented, as shown in Figure 1-43.



Figure 1-43 Flash Copy Completed

Once the copy has completed successfully the CompactFlash can then be placed onto the intended target board and the board can be reset to boot into a fresh RedHawk installation.

# Install via DVD media

To create a bootable DVD media that will install the target root file system image into a target system, select DVD Installer from the toolbox on the left side of the RedHawk

Architect main window. This will display the Deploy Image via Installation DVD page, as shown in the following figure.

*untitled - RedHawk Architect	×
<u>File Edit T</u> ools <u>H</u> elp	
Estimated Image Size: 1562.7 MB (78% of 2.0 GB)	2.0 GB
Belect Software	
Configure Image Use this page to create a bootable DVD that can be used to install the image on ta	arget systems.
Build Image The disk devices specified on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Systems</u> page will be installed on the <u>Configure File Syst</u>	the target system.
<ul> <li>Customize Image</li> <li>Make one installation DVD</li> <li>Make an ISO image of the installation DVD (to burn later)</li> <li>Burn an existing ISO image to DVD</li> <li>Burn an existing ISO image to DVD</li> <li>DVD Options</li> <li>Automatically install image to disk when DVD is booted</li> <li>Device: /dev/sr0          Speed: Maximum Possible      </li> </ul>	
PXE Diskless	

### Figure 1-44 Make Installation DVD Page

Choose Make one installation DVD to directly burn a DVD that will install the target root file system image onto DVD media. No ISO image will be saved on disk in this mode.

Choose Make an ISO image for the installation DVD to create an ISO file that contains an installer image. This ISO image can be later burned to DVD, or it may be useful with other tools or for long term storage.

Choose Burn an existing ISO image to DVD to burn a previously created ISO image to DVD media.

# Install via USB drive

To create a bootable USB drive that will install the target root file system image into a target system, select USB Installer from the toolbox on the left side of the RedHawk

Architect main window. This will display the Deploy Image via Installation USB Stick page, as shown in the following figure.

A	*untitled - RedHawk Architect _
<u>File Edit Tools H</u> elp	
è 🖹 🗄 🔞	Estimated Image Size: 1562.7 MB (78% of 2.0 GB) 2.0 GB
Select Software	Deploy Image via Installation USB Stick
Configure Image	Use this page to create a bootable USB stick that can be used to install the image on target systems.
Customize Image	The disk devices specified on the <u>Configure File Systems</u> page will be installed on the target system.
🚀 Deploy Image	USB Stick Options
USB Device	Automatically install image to disk when USB stick is booted
DVD Installer	Make Installation USB Stick
USB Installer	7
PXE Installer	
PXE Diskless	

#### Figure 1-45 Make Installation USB Stick Page

Press the Make Installation USB Stick... button to write a bootable installer image to an attached USB drive.

Choose Automatically install image to disk when USB stick is booted to create a USB stick that will install the target root file system image onto a target board's local media without any prompting or user interaction.

### NOTE

This will destroy any data on the target system's local media whenever booted into a target system and therefore this should be used carefully; however, it is useful on systems without an attached console display or configured and connected serial console.

# Installing via PXE over a Network

RedHawk Architect can deploy a root file system image to a target system over an Ethernet network connecting the host machine to the target machine. Installation of the root file system is performed by first creating a PXE-bootable installation image. A target

machine can boot this installation image via PXE, which will then remotely copy the root file system image into the target's local drive media.

This deployment method does not require the preparation of any removable installation media and it is often the fastest installation deployment method, however it does require some initial networking configuration on both the host and target systems.

#### NOTE

Various host system networking services must be properly configured before attenting to deploy a PXE-bootable installation image for the first time. If you have not configured the host networking services yet, you will need to invoke the PXE Target Manager and choose to Initialize PXE Services. See "Managing PXE Targets" on page 3-8 for more information.

To create a PXE-bootable installation image that will install the target root file system image over a network into a target system, select PXE Installer from the toolbox on the left side of the RedHawk Architect main window. The Deploy Image via PXE Installation page will then appear, as shown in the following figure.

File       Édit       Tools       Help         Image       Imag
Select Software         Configure Image         Build Image         Customize Image         Deploy Image      <
Select Software         Configure Image         Build Image         Build Image         Customize Image         Deploy Image         Deploy Image         Dy Downee         Dy Dy Downee         Dy Dy Installer         USB Installer         Dy USB Installer         Make PXE Installation Image         Deploy Image         Dy Dy Image         PXE Installation Image options         PXE Installer         Make PXE Installation Image
PXE Diskless

#### Figure 1-46 Make PXE Installation Image Page

Choose the PXE/DHCP Device network interface that the target system will use for communicating with the host. The target hardware must be configured to perform a PXE broadcast on this network interface at boot time.

Verify that the Automatically install image to disk when target system is PXE-booted checkbox is checked to have the target perform installation non-interactively. If this checkbox is not checked then the target will first display a menu and a user must press a key before the installation will begin.

Enter a PXE Image Name for the installation image that will be created. Each installation image must have a unique name to identify it, though the names can be arbitrarily chosen by the user. Multiple images may be created and shared between targets. See "Managing PXE Images" on page 3-4 for more information.

Press Make PXE Installation Image to begin building the named PXE installation image. The PXE Installation Image Builder dialog will appear as shown in the following figure.

ng PXE Installation Image Builder	×
Building PXE installation image (test).	
Current Progress	
Packing image directory.	
August Disagnage	
Overall Progress	
View: Status	
Abort Ak	

Figure 1-47 PXE Installation Image Builder Dialog

### NOTE

The PXE installation images are placed under a directory named architect which must reside under the system's tftpboot directory. The tftpboot directory defaults to /var/lib/tftpboot. While this directory is configurable, at this time the Architect tool only supports the default location.

Packing the PXE installation image will take several minutes. Once complete the PXE Installation Image Builder dialog will appear as shown in the following figure.

👳 PXE Installation Image Builder x
Building PXE installation image (test).
Current Progress
The PXE installation image has been built.
Overall Progress
View: Status 💌
Packed image directory. Created PXE-boot installation files.
Done.
Abort

### Figure 1-48 PXE Installation Image Building Complete

Press Okay to dismiss the dialog.

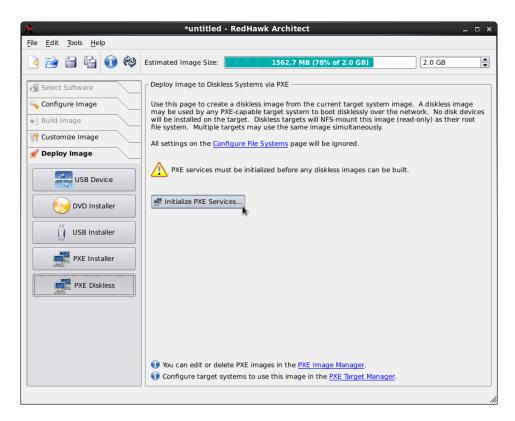
Once the PXE installation image is successfully built you can use the PXE Target Manager to schedule installation of the image for specific targets. See "Managing PXE Targets" on page 3-8 for more information.

# Booting Diskless via PXE over a Network

RedHawk Architect can deploy a root file system image to a diskless target system over an Ethernet network connecting the host machine to the target machine. This is done by first creating a PXE-bootable diskless image. A target machine can boot this diskless image via PXE, which will then mount the root file system image via NFS.

This deployment method does not require any local drive media to be present on the target system; any local drive media that is present on the target will be untouched and ignored. However, the host must be able to communicate with the target for the duration of the time the target is booted. This method also requires some initial networking configuration on both the host and target systems.

To create a PXE-bootable diskless image that will mount the target root file system image via NFS on a target system, select PXE Diskless from the toolbox on the left side of the RedHawk Architect main window. The Deploy Image to Diskless Systems via PXE page will then appear. Note that the first time that you select the PXE Diskless deployment method you will be presented with the initial page shown in the following figure:



### Figure 1-49 Initial PXE Diskless Deployment Page

Thus, before you can create PXE diskless deployment images you must press the Initialize PXE Services... button. See "Initializing PXE Services" on page 3-1 for more information. Once you have initialized the PXE Services the complete page will appear as shown in the following figure.

A	*untitled	- RedHawk Architect	_ = ×
<u>F</u> ile <u>E</u> dit <u>T</u> ools <u>H</u> elp			
è 🖹 🗄 🏟	Estimated Image Size:	1562.7 MB (78% of 2.0 GB)	2.0 GB
Configure Image	may be used by any	te a diskless image from the current target system i PXE-capable target system to boot disklessly over th	e network. No disk devices
Build Image     Customize Image     Deploy Image	file system. Multiple	e target. Diskless targets will NFS-mount this image targets may use the same image simultaneously. nfigure File Systems page will be ignored.	e (read-only) as their root
USB Device	Extra Kernel Option	eth0 v linuz-3.5.7-RedHawk-6.3.1-trace v s: [quiet rhgb	
USB Installer  PXE Installer	Boot Timeout: 3 PXE Image Name: [	test	
PXE Diskless		Make PXE Diskless Image	
		lete PXE images in the <u>PXE Image Manager</u> . systems to use this image in the <u>PXE Target Manager</u>	<u>.</u>

#### Figure 1-50 PXE Diskless Deployment Page

Choose the PXE/DHCP Device network interface that the target system will use for communicating with the host. The target hardware must be configured to perform a PXE broadcast on this network interface at boot time.

Choose the Kernel to Boot for the target. This will default to the kernel that has already been chosen as the default in the Kernel Manager, however a diskless image may specify a different default if desired.

Enter any Extra Kernel Options that you would like to use for the diskless image. All kernel parameters specified here will be appended to the kernel's boot-time options. See the **kernel-parameters.txt** file in the kernel source Documentation directory for a complete list of the standard boot options.

Modify the BOO† Timeout count to change the number of seconds the boot menu will be displayed before the diskless image will start booting. Increase the timeout if you wish to have more time to interrupt the boot menu to choose different kernels or boot options.

Enter a PXE Image Name for the diskless image that will be created. Each diskless image must have a unique name to identify it, though the names can be arbitrarily chosen by the user. Multiple images may be created and shared between targets. See "Managing PXE Images" on page 3-4 for more information.

Press Make PXE Diskless Image to begin building the named PXE diskless image. The PXE Diskless Image Builder dialog will appear as shown in the following figure.

🚽 PXE Diskless Image Builder	×
Building PXE diskless image (test).	
Current Progress	h
Copying image directory.	
	J
Overall Progress	
View: Status	
	J
Jok Abort	J

Figure 1-51 PXE Diskless Image Builder Dialog

## NOTE

The PXE diskless images are placed under a directory named architect which must reside under the system's tftpboot directory. The tftpboot directory defaults to /var/lib/tftpboot. While this directory is configurable, at this time the Architect tool only supports the default location.

Creating the PXE diskless image should take several minutes. Once complete the PXE Diskless Image Builder dialog will appear as shown in the following figure.

PXE Diskless Image Builder	×
Building PXE diskless image (test).	
Current Progress	]
The PXE diskless image has been built.	
Overall Progress	
View	v: Status 🔻
Copied image directory. Configured diskless image.	
Done.	
Ok Ok	Abort

#### Figure 1-52 PXE Diskless Image Building Complete

Press Okay to dismiss the dialog.

Once the PXE diskless image is successfully built you can use the PXE Target Manager to configure diskless booting of the image for specific targets. See "Managing PXE Targets" on page 3-8 for more information.

# **Editing an Existing Session**

A session can be saved at any time and loaded later to continue work on a file system image.

To save the current session click on the Save Session icon  $\exists$  or on Save Session in the File menu. Selecting Save Session As in the File menu displays a file selection dialog and allows you to save the current session using a different name.

To make a copy of the current session click on the Duplicate Session icon in Duplicate Session in the File menu. Duplicating a session makes a copy of the current session and optionally copies an existing image to go with it.

To load an existing session, click on the Open Session icon  $\bowtie$  or on Open Session in the File menu. You may also click on the Open button from the opening dialog when Architect first starts.

RedHawk Architect User's Guide

This chapter describes how to create or import on-disk ISO images to dramatically speed up and virtually automate target file-system image creation.

# **Importing ISO Images**

Normally when bulding a target file-system image the user is prompted to insert various optical media discs containing the software that is required in order to create the initial target file-system image. If only one or two images are being produced, manually inserting optical media is generally acceptable.

However, if the user is generating and maintaining several different target file-system image configurations, it is often preferable to create on-disk ISO images of the various optical media discs. To accomplish this, select the Import ISO Images item in the Tools menu, or click the Import ISO Images button on the Build Image page, and the following dialog will appear.

k Import ISO Images		×		
Importing ISO images allows Architect to build target system images very quickly, without prompting for installation media. ISO images may be imported either by ripping them from media, or by using existing ISO image files already on your hard disk.				
Import ISOs by ripping from media				
$\bigcirc$ Import ISOs by copying existing ISO files on disk				
$\bigcirc$ Import ISOs by symbolically linking to existing ISO files on disk	(			
Select a RedHawk release: RedHawk 6.3 (RHEL Workstation)				
RHEL 6.3 Updates Workstation (6.3)	Import	2		
RedHawk Linux OS (6.3)	Import Delet	2		
RedHawk Linux FBS (6.3)	Import Delete	2		
NightStar RT (4.2 or newer)	Import Delet	2		
Software Updates for RedHawk Systems	Import Delet	2		
Imported ISO directory: /var/lib/architect/ISOs/redhawk6.3				
X Close				

### Figure 2-1 Import ISO Images Dialog

There are three different methods that can be used to import ISO images:

- Import ISO images directly from manually inserted optical media
- · Copy ISO images from already existing ISO image files
- Link ISO images to already existing ISO images files

These various methods will be described in the following sections.

The user can import different sets of ISO images for different RedHawk release versions; use the Select a RedHawk release pull-down menu to select which version of RedHawk to import ISO images for.

In addition, different import methods can be used *within* a specific RedHawk release. For example, it is possible to use one import method to import the Red Hat ISO images and a different import method to import the RedHawk and NightStar ISO images. All combinations are valid.

# **Importing ISO Images From Optical Media**

To use this method select the Import ISOs by ripping from media import method and then press the Import button to begin the import process. A dialog similar to the following dialog will be displayed.

	Media ISO Image Ripper
Ripping ISO i	images from media.
- Current Progress	;
Ripping ISO ima	ge file(s) for RHEL 6.3 Updates Workstation (6.3):
	🧿 Architect 🗙
	Please insert the RHEL 6.3 Updates Workstation (Version 6.3) DVD.
	<b>~</b>
	Abort
	200) 
- Overall Progress	
	View: Status 🗸
	ØK Abort
	ANDIE

#### Figure 2-2 Rip ISO Images From Media

At this point the correct optical media disc for the requested item should be manually inserted into the host system's optical media tray. Once the optical media has been inserted, press OK to begin copying the ISO image from the optical media onto the host system's hard-drive. Various status messages will be displayed as the copy progresses.

# **Copying ISO Images From Existing ISO Images**

To use this method select the Import ISOs by copying existing ISO files on disk import method and then press the Import button to begin the import process. A file selection dialog similar to the following dialog will be displayed.

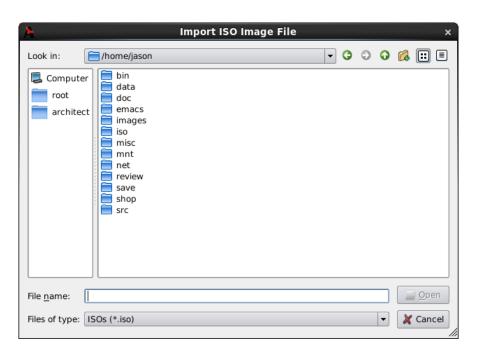
A		Import ISO Image Fi	le				×
Look in:	🚞 /home/jason		•	G	00	🦗 🔃 🗉	)
Compute	data						
File <u>n</u> ame:	[					Den 📄	
Files of type:	ISOs (*.iso)				-	🗶 Cancel	

Figure 2-3 Copy ISO Image File Selector

Navigate the file selection dialog to the appropriate directory, select the ISO image and then press the Open button. This will begin the process of copying the ISO image file into Architect's /var/lib/architect/ISOs directory. Once the copy is completed, the ISO image file that was copied is no longer needed and can be removed if necessary.

# Linking To Existing ISO Images

To use this method select the Import ISOs by symbolically linking to existing ISO files on disk import method and then press the Import button to begin the import process. A file selection dialog similar to the following dialog will be displayed.



#### Figure 2-4 Symlink To ISO Image File Selector

Navigate the file selection dialog to the appropriate directory, select the ISO image and then press the Open button. This will immediately create a symbolic link to the selected ISO image file. The symbolic link will be created and placed inside Architect's /var/lib/architect/ISOs directory. Once the copy is completed, the ISO image file that was linked to must be preserved and kept at the exact same file-system location in order for Architect's symbolic link to be valid.

### NOTE

Architect will detect if it has symbolic links to ISO image files that have been erroneously removed and ISO image will no longer be shown as a valid ISO image in the list of imported ISO images.

If this happens, the ISO image must be imported again to be valid, otherwise Architect will prompt for the corresponding optical media disc during any subsequent target file-system image builds.

# **Deleting Imported ISO Images**

Previously imported ISO images can be deleted at any time by pressing the Delete button of the corresponding ISO image. This is not generally necessary, but can be done in order to save disk space or to recover from the rare case of a file corruption.

This chapter describes how to manage PXE resources on the host and how targets in your network environment will use these PXE resources.

# **Enabling PXE on Targets**

The Preeboot eXecution Environment (PXE) provides a method for booting target systems using a network interface, without the requirement of having access to any local storage on the target system.

To use PXE, targets must first be configured to perform a PXE broadcast during boot. To enable the PXE broadcast perform the following steps:

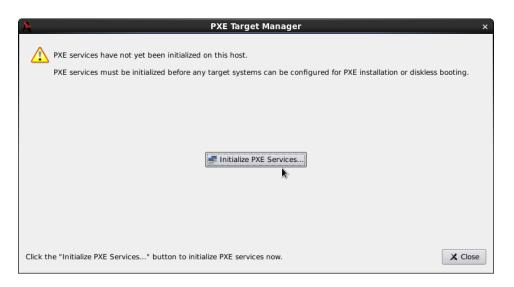
- 1. Reboot the target and stop the system immediately after POST (Power-On Self-Test), normally by pressing Delete or F2, to get into the BIOS settings menu.
- 2. Each kind of computer has a slightly different BIOS settings menu, however the general rule is to navigate to the 'PCI Device' or the 'Integrated Devices' section of the BIOS menu and enable PXE boot on the first Ethernet interface that is present. Ensure that the chosen interface is connected to a switch that is present on the same network as the host system.
- 3. Record the MAC address of the target's Ethernet interface for later use with Architect's PXE Target Manager dialog. See "Managing PXE Targets" on page 3-8 for more information.

#### NOTE

Some older BIOSes do not provide an option to boot with PXE. The *Etherboot* utility can be used instead, however Concurrent does not support this configuration. See **http://etherboot.org** for more information.

# **Initializing PXE Services**

Various PXE-related services on the host system need to be properly initialized before any of the PXE-based image deployment methods can be used. To initialize these services, click on PXE Target Manager in the Tools menu and you will be presented with the following dialog.



## Figure 3-1 PXE Target Manager Unitialized

Press Initialize PXE Services... to begin initializing the PXE services and you will then be presented with the following dialog.

h Initialize PXE Services	×
This process will initialize all services needed to perform PXE installations or diskless booting from this host. This includes enabling the DHCP, TFTP, and NFS network services.	
PXE Services Options	
This host has multiple network interfaces configured on different subnets. Choose the subnet you wish to use for PXE installations and diskless booting.	
• 10.134.30.0/255.255.255.0	
○ 192.168.100.0/255.255.255.0	
Automatically configure DHCP on this host	-
🗶 Cancel 🗸 Apply	/

### Figure 3-2 Initialize PXE Services Dialog

First, choose the network subnet that you wish to use for all PXE communications between the host and its targets. If only one subnet is available a choice cannot be made, however the information is still presented so that the user can verify that the subnet is the desired subnet.

By default DHCP services will be automatically configured and enabled on the host, and this is the recommended approach. However if another DHCP server already exists on the

chosen subnet you will need to uncheck Automatically configure DHCP on this host or the two DHCP servers will conflict with each other. In this case, you will need to manually merge the DHCP configuration files generated by Architect on the host with those of the actual DHCP server. See "Manual DHCP Configuration" on page A-1 for more information.

Once these settings are correct for your environment click Apply and the following dialog will appear and display the initialization progress.

PXE Services Initializer	×
Initializing PXE services.	
Current Progress	
Initializing PXE services:	
Setting up the /var/lib/tftpboot/architect directory. Creating DHCP configuration (/etc/dhcp/architect/dhcpd.conf). Unhooking from DHCP server configuration (/etc/dhcp/dhcpd.conf). Stopping the dhcpd service. Starting the xinetd service. Starting the nfs service.	
Overall Progress	ĥ
View: Status 💌	
Abort	

Figure 3-3 PXE Services Initializer Dialog

Once the initialization has completed successfully you will see the following displayed in the dialog.

PXE Services Initializer		×
Initializing PXE services.		
Current Progress		
PXE services have been initialized.		
Overall Progress		
	View: Status	•
Initialized PXE services. Done.		
Show Output Log	<b>OK</b> Abort	

### Figure 3-4 PXE Services Initializer Done

Press Okay to return to the main PXE Target Manager window. At this point the host is now configured with the required networking services to enable PXE image deployments.

# Managing PXE Images

Root file system image deployments that have been created with the PXE Installer and PXE Diskless tools in RedHawk Architect's Deploy Image toolbox are resources that can be inspected and managed with the PXE Image Manager.

Select PXE Image Manager from the Tools menu to access the PXE Image Manager. If no PXE images have yet been deployed you will be presented with the following empty dialog.

A	PXE Image Manager	×
Installation Images:	Diskless Images:	
	X Close	) <u>R</u> efresh

## Figure 3-5 PXE Image Manager

The PXE Image Manager will remain empty until PXE images are deployed using the PXE deployment tools in the Deploy Image toolbox.

# **PXE Installer Images**

The PXE Image Manager lists all of the installation images that have been deployed by the PXE Installer tool. The following dialog shows an example of the PXE Image Manger with deployed installer images.

👌 🛛 PXE Imag	e Manager	×
Installation Images:	Diskless Images:	
analyzer control-center monitor-primary monitor-secondary		
Date Created: Wed Nov 28 17:25:25 201 Session File: (none) Image Path: /var/lib/architect/images/ana	et Rei	resh
Edit 🔒 Delete	X CI	ose

Figure 3-6 PXE Image Manager with Installation Images

Each PXE installation image that is created using the PXE Installer deployment method is effectively a snapshot in time of the root file system image being managed during an Architect session. These images can be inspected and/or individually removed.

Selecting an installation image from the list will display the following details about the image:

- The date the installation image was deployed
- The session file that was being used at the time of deployment; if the session has not yet been saved the string None will be displayed instead
- The path of the root file system image that was deployed in the image

To delete an installation image, first select it in the list and then press the Delete button. You will be presented with a dialog asking for confirmation and simply press Yes to delete it.

To edit the attributes of an installation image, first select it in the list and then press the Edit button. You will be presented with a dialog allowing you to modify several attributes of the installation image including:

- The PXE/DHCP Device that the installation image should use for all PXE and DHCP network traffic.
- The Automatically install image to disk when target is PXE-booted checkbox.

Press OK to apply any changes made to the attributes of the installation image.

The Refresh button will refresh the list to match the resources currently on disk, however refresh is only useful if multiple copies of Architect are being used simultaneously to create and manage PXE installation images.

Press Close at any time to dismiss the dialog and return to the Architect main window.

# **PXE Diskless Images**

The PXE Image Manager lists all of the diskless images that have been deployed by the PXE Diskless tool. The following dialog shows an example of the PXE Image Manger with deployed diskless images.

🎽 🛛 PXE Imag	e Manager X
Installation Images:	Diskless Images: recorder system-test
Date Created: Wed Nov 28 17:39:32 201: Session File: (none) Image Path: /var/lib/architect/images/reco	to refresh

Figure 3-7 PXE Image Manager with Diskless Images

Similar to PXE installation images, PXE diskless images created using the PXE Diskless deployment method create a snapshot in time of the root file system image being managed. These images can be inspected and/or individually removed.

Selecting a diskless image from the list will display the following details about the image:

- The date the diskless image was deployed
- The session file that was being used at the time of deployment; if the session has not yet been saved the string None will be displayed instead
- The path of the root file system image that will be accessed by the image

To delete diskless image, first select it in the list and then press the Delete button. You will be presented with a dialog asking for confirmation and simply press Yes to delete it.

To edit the attributes of a diskless image, first select it in the list and then press the Edit button. You will be presented with a dialog allowing you to modify several attributes of the diskless image including:

- The PXE/DHCP Device that the diskless image should use for all PXE and DHCP network traffic.
- The Kernel to Boot for the diskless image.
- Any Extra Kernel Options for the diskless image's kernel to use.
- The Boot Timeout for the diskless image's boot menu to use.

Press OK to apply any changes made to the attributes of the diskless image.

The Refresh button will refresh the list to match the resources currently on disk, however refresh is only useful if multiple copies of Architect are being used simultaneously to create and manage PXE diskless images.

Press Close at any time to dismiss the dialog and return to the Architect main window.

# **Managing PXE Targets**

Root file system image deployments that have been created with the PXE Installer and PXE Diskless tools in RedHawk Architect's Deploy Image toolbox are resources that can be assigned to targets using the PXE Target Manager.

Select PXE Target Manager from the Tools menu to access the PXE Target Manager. If no targets have yet been added you will be presented with the following dialog showing an empty list of targets.

A			PXI	Target Manag	jer		×
	Hostname	IP Address	MAC Address	Next Boot		Last PXE Installation	
•	Add Target				e Targets		Refresh
	View DHCP C	onfiguration	Reinitialize PXE Serv	ices			
No	PXE targets h	ave been configur	ed.				X Close

#### Figure 3-8 PXE Target Manager

The PXE Target Manager's target list will remain empty until targets are added using one of the Add buttons below the list.

# **Adding Targets**

All targets that will be using PXE installation images and/or PXE diskless images must first be added to the PXE Target Manager. Targets can be added either individually or in groups, and these two methods are described in the following sections.

## **Adding Single Targets**

A single target can be added to the PXE Target Manager by pressing the Add Target... button on the PXE Target Manager dialog. The following dialog will be shown.

👌 🛛 Add PXE Target 🛛 🗙
Configure new PXE target system.
Hostname:
IP Address:
MAC Address:
On Next Boot
Boot local disk
O Install local disk with:
O Boot diskless with:
OK X Cancel

Figure 3-9 Add PXE Target Dialog

Enter the hostname, IP address and MAC address of the target in the corresponding fields.

In the On Nex† Boo† area of the dialog, choose the desired target behavior that it will perform after its next reboot and subsequent PXE broadcast. The following behaviors are supported:

- Choose Boot local disk to have the target simply boot from its local disk upon next reboot.
- Choose Install local disk with and select a PXE installer image from the pulldown to have the target install the local disk with the selected PXE installer image upon next reboot. This option is only available if PXE installer images have previously been deployed; see "Installing via PXE over a Network" on page 1-44 for more information.
- Choose BOO† diskless with and select a PXE diskless image from the pulldown to have the target boot disklessly with the selected PXE diskless image upon next reboot. This option is only available if PXE diskless images have previously been deployed; see "Booting Diskless via PXE over a Network" on page 1-47 for more information.

Press OK to add this target to the PXE Target Manager and dismiss the dialog.

After targets have been entered the PXE Target Manager will look similar to the following example:

Hostname	IP Address	MAC Address	Next Boot	Notes
	10.134.30.11	00:1B:21:D8:51:0C	install (analyzer)	
ccenter	10.134.30.17	84:2B:2B:9E:6E:1B	install (control-center)	
monitor1	10.134.30.64	00:23:AE:D9:1C:AF	local	
monitor2	10.134.30.65	00:02:AC:55:88:A9	local	
recorder	10.134.30.72	00:80:8E:02:9A:92	diskless (recorder)	
+ Add Target.		rget) 🔌 Edit Target I Reinitialize PXE Serv		Ŕ

### Figure 3-10 PXE Target Manager with Targets

When you are finished adding targets press the Close button to return to the Architect main page.

# **Adding Multiple Targets**

Multiple target can be added to the PXE Target Manager by pressing the Add Multiple Targets... button on the PXE Target Manager dialog. The following dialog will be shown.

Add Multiple PXE Targets			
You may configure multiple new PXE target systems at one time. These targets will be configured with IP addresses from a range of contiguous addresses on the PXE subnet (10.134.30.0/255.255.255.0). Hostnames for the targets will be generated automatically.			
Starting IP Address: 10.134.30.1 How many targets would you like to configure? 10 = Base Hostname: target- Apply	On Next Boot Boot local disk Install local disk with: analyzer • Boot diskless with: •		
Hostname IP Address	MAC Address		

## Figure 3-11 Add Multiple PXE Targets Dialog

Enter the starting IP address in the corresponding field. This will be the address of the *first* target in the target group, and each additional target will simply increment this setting by one IP address.

Choose the number of targets to configure in the corresponding field. You can configure up to 256 targets simultaneously using this interface.

Enter the hostname prefix to be used for all targets in the Base Hostname field. This prefix will be used for the start of each hostname generated and a unique integer suffix will be appended for each target.

In the On Nex<sup>†</sup> Boo<sup>†</sup> area of the dialog, choose the desired target behavior that it will perform after its next reboot and subsequent PXE broadcast. See the discussion of On Nex<sup>†</sup> Boo<sup>†</sup> above on page 3-8 for more information.

Once the desired settings have been entered, click the Apply button. A dialog similar to the following will be shown:

Add Multiple PXE Targets 🛛 🗙 🗙			
You may configure multiple new PXE target systems at one time.			
These targets will be configured with IP addresses from a range of contiguous addresses on the PXE subnet (10.134.30.0/255.255.255.0). Hostnames for the targets will be generated automatically.			
Starting IP Address: 10.134.30.1			
How many targets would you like to configure? 10		ike to configure? 10 🚔	Boot local disk
Base Hostname: target-			○ Install local disk with:
	Appl	У	O Boot diskless with:
Hostname	IP Address	MAC Address	
target-001	10.134.30.1		
target-002	10.134.30.2		
target-003	10.134.30.3		
target-004	10.134.30.4		
target-005	10.134.30.5		
target-006	10.134.30.6		
target-007	10.134.30.7		
target-008	10.134.30.8		
target-009	10.134.30.9		
target-010	10.134.30.10		
			JOK X Cancel

### Figure 3-12 Add Multiple PXE Targets after Apply

Pressing Apply caused the dialog to generate hostname entries for all of the requested targets. Enter the MAC address of each target into its corresponding MAC Address field.

#### NOTE

Entering MAC addresses here is highly recommended, however it is not strictly necessary if you are *not* using Architect to directly manage DHCP services; in that case you can leave them blank. See "Manual DHCP Configuration" on page A-1 more more information.

# **Removing Targets**

To remove a target that is currently being managed by the PXE Target Manager first select the target hostname in the list and then press the Remove Target button. You will be presented with a confirmation dialog. Press Yes to remove the target. Note that the target can be again added at any time if desired.

# **Editing Targets**

To change the settings for a target currently being managed by the PXE Target Manager first select the target hostname in the list and then press the Edit Target button. You will be presented with a dialog similar to the following:

👌 🛛 Edit PXE Target 🛛 🗙
Editing target 'analyzer'.
Hostname: analyzer
IP Address: 10.134.30.1
MAC Address: 00:1B:21:D8:51:0C
On Next Boot
<ul> <li>Boot local disk</li> </ul>
● Install local disk with: analyzer 🗸
O Boot diskless with:
🖉 OK 🛛 🗶 Cancel

### Figure 3-13 Edit PXE Target Dialog

With this dialog you can change the hostname, IP address and MAC address of the host. You can also change the On Next Boot setting to change the behavior of the target upon next reboot. Refer to the discussion of On Next Boot above on page 3-8 for more information.

Press OK to apply these settings and return to the PXE Target Manager.

# A Manual DHCP Configuration

This appendix describes how to add the required DHCP configuration for Architect PXE targets to an active existing DHCP server configuration. It is preferable to allow the Architect tool to administer DHCP by checking the box labeled Automatically configure DHCP on this host, however if another DHCP server already exists on the desired subnet you must follow the steps described in this section. Refer to "Initializing PXE Services" on page 3-1 and also the **dhcpd.conf**(5) man page for more information.

# **Overview**

The View DHCP Configuration button on the PXE Target Manager may be used to view the required DHCP configuration for Architect PXE targets. The information displayed may be cut and pasted into a text editor when editing the existing DHCP server configuration.

Alternatively, the DHCP configuration files maintained by Architect may be viewed or copied directly from the /etc/dhcp/architect directory on the host system where Architect is installed. This directory contains two files: dhcpd.conf and dhcpd-targets.conf. The dhcpd.conf file contains a subnet stanza with all required DHCP parameters set for PXE targets and it will look similar to the following example:

```
subnet 10.134.30.0 netmask 255.255.255.0 {
    option subnet-mask 255.255.255.0;
    option broadcast-address 10.134.30.255;
    server-name cholula;
    next-server 10.134.30.166;
    filename "architect/pxelinux.0";
    use-host-decl-names on;
    include "/etc/dhcp/architect/dhcpd-targets.conf";
}
```

In this example, the PXE subnet is the 10.134.30.0/24 subnet. The last line includes all PXE target host declarations from the dhcpd-targets.conf file, which will look similar to the following example:

```
host monitor2 {
    hardware ethernet 00:02:AC:55:88:A9;
    fixed-address 10.134.30.65;
}
host analyzer {
    hardware ethernet 00:1B:21:D8:51:0C;
    fixed-address 10.134.30.11;
```

```
}
host ccenter {
    hardware ethernet 84:2B:2B:9E:6E:1B;
    fixed-address 10.134.30.17;
}
host monitor1 {
    hardware ethernet 00:23:AE:D9:1C:AF;
    fixed-address 10.134.30.64;
}
host recorder {
    hardware ethernet 00:80:8E:02:9A:92;
    fixed-address 10.134.30.72;
}
```

This configuration data must be added to the active DHCP server configuration file(s). On most systems, the main DHCP configuration file is /etc/dhcp/dhcpd.conf.

# Installing DHCP Configuration

The simplest way to add the Architect DHCP configuration to the DHCP server is to copy the files from /etc/dhcp/architect on the Architect host to the same location on the DHCP server host, and then add a single include line to the existing /etc/dhcp/dhcpd.conf file to include the Architect configuration. If creating the /etc/dhcp/architect directory on the DHCP server host is not possible, you may use any valid location on the file system; simply adjust the include lines accordingly.

To accomplish this perform the following steps:

1. Copy files from the Architect host to the DHCP server host. For example, run this command on the Architect host:

scp -r /etc/dhcp/architect dhcp\_server:/etc/dhcp

where *dhcp\_server* is the name or IP address of the DHCP server host.

2. Include this configuration in the main DHCP server configuration file. Edit /etc/dhcp/dhcpd.conf on the DHCP server host and add this line near the bottom of the file:

include "/etc/dhcp/architect/dhcpd.conf";

Note that most DHCP servers allow multiple subnet stanzas to be defined for the same subnet, each with different parameters defined within the scope of the stanza. Because of this, you are allowed to have the PXE target systems declared within one subnet stanza, and other DHCP clients or a dynamic IP address pool declared in another subnet stanza for the same subnet.

### NOTE

You cannot have duplicate host declarations or reuse an IP address or MAC address in different host declarations anywhere in the entire DHCP configuration.

See the **dhcpd.conf**(5) man page for more information.

RedHawk Architect User's Guide

# Index

## Paths

/etc/dhcp/architect A-1, A-2 /etc/dhcp/dhcpd.conf A-2 /etc/rwtab 1-17 /var/lib/architect 2-3, 2-4

# A

Architect introduction 1-1 main window 1-3 opening dialog 1-3 running 1-2

## В

baud rate 1-13 BIOS settings 3-1 Board Support Packages 1-34 building an image 1-18

# С

ccur-config 1-29, 1-31 chroot shell 1-35 configuring an image 1-11 console 1-13 copy files into image 1-34 create new directories in image 1-35 creating a new session 1-3, 1-4 Custom Kernel build 1-31 configuration 1-28 remove 1-33 customizing an image 1-25

# D

default gateway 1-15 delete files in image 1-35

## DHCP

automatic configuration 3-2 manual configuration A-1 view onfiguration A-1 dhcpd.conf A-1 dhcpd-targets.conf A-1 domains 1-15

# Е

editing an existing session 1-3, 1-4, 1-51 enabling PXE 3-1

# F

File Manager 1-34 flash error 1-41 flashing an image 1-38

## Н

hostname 1-15

# I

Image Cleanup 1-37 Initialize PXE Services 3-2 install additional RPMs 1-33 installing software 1-5, 1-18

# Κ

Kernel boot selection 1-28 configuring 1-28 export configuration 1-31 import configuration 1-30 Kernel Manager 1-28

#### М

main window 1-3

### Ν

networking 1-14 new session 1-3, 1-4 New Session dialog 1-4 NightStar RT installation options 1-10 noatime file system option 1-17

## 0

On Next Boot behavior 3-9, 3-11, 3-12

## Ρ

POST 3-1 Power On Self Test 3-1 primary DNS server 1-15 PXE broadcast 3-1, 3-9, 3-11 diskless images 3-6 enabling 3-1 installer images 3-5 manage images 3-4 manage targets 3-1, 3-8

## R

read-only root file system 1-17 Red Hat packages 1-6 RedHawk installation options 1-8 Remove RPM database 1-37 Remove selected from image 1-37 root password 1-11 running Architect 1-2

## S

saving a session 1-3, 1-4, 1-51 secondary DNS server 1-15 serial port 1-13 software to install 1-5 system run level 1-11 time zone 1-11 tmpfs file system 1-17