

Linux From Scratch - Version 12.1-systemd		
Chapter 7. Entering Chroot and Building Additional Temporary Tools		
	/	
Chroot		

7.5.

LFS



```
mkdir -pv /{boot,home,mnt,opt,srv}
```

```
mkdir -pv /etc/{opt,sysconfig}
mkdir -pv /lib/firmware
mkdir -pv /media/{floppy,cdrom}
mkdir -pv /usr/{,local/}{include,src}
mkdir -pv /usr/local/{bin,lib,sbin}
mkdir -pv /usr/{,local/}share/{color,dict,doc,info,locale,man}
mkdir -pv /usr/{,local/}share/{misc,terminfo,zoneinfo}
mkdir -pv /usr/{,local/}share/man/man{1..8}
mkdir -pv /var/{cache,local,log,mail,opt,spool}
mkdir -pv /var/lib/{color,misc,locate}

ln -sfv /run /var/run
ln -sfv /run/lock /var/lock

install -dv -m 0750 /root
install -dv -m 1777 /tmp /var/tmp
```

755
root

가

가 /tmp /var/tmp
1777 가

(1)

7.5.1. FHS

이미지: FHS 표준에 따른 게임 디렉토리 구조.
/usr/local/games (FHS)¹⁾ 가 (FHS). FHS . LFS
/usr/share/games 가 . LFS



FHS /usr/lib64

. LFS BLFS

, LFS

가

¹⁾

Filesystem Hierarchy Standard

From:

<https://gamu.kr/dokuwiki/> -



Permanent link:

https://gamu.kr/dokuwiki/linuxfromscratch/12.1/062-creating_directories

Last update: **2024/06/15 10:19**