
Subject: Re: Kernel used with slackware?

Posted by [penguin_2007](#) on Sun, 14 Sep 2008 10:05:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thank you for the reply ..curx.. again.

No, initrd is not Biled.

It did not know even the thing that initrd had to be Biled.....

Lilo.conf and the relation file are posted.

It asks suitably.

```
# cat /etc/lilo.conf
```

```
# LILO configuration file
```

```
# generated by 'liloconfig'
```

```
#
```

```
# Start LILO global section
```

```
# Append any additional kernel parameters:
```

```
append=" vt.default_utf8=0"
```

```
boot = /dev/sda
```

```
# Boot BMP Image.
```

```
# Bitmap in BMP format: 640x480x8
```

```
  bitmap = /boot/slack.bmp
```

```
# Menu colors (foreground, background, shadow, highlighted
```

```
# foreground, highlighted background, highlighted shadow):
```

```
  bmp-colors = 255,0,255,0,255,0
```

```
# Location of the option table: location x, location y, number of
```

```
# columns, lines per column (max 15), "spill" (this is how many
```

```
# entries must be in the first column before the next begins to
```

```
# be used. We don't specify it here, as there's just one column.
```

```
  bmp-table = 60,6,1,16
```

```
# Timer location x, timer location y, foreground color,
```

```
# background color, shadow color.
```

```
  bmp-timer = 65,27,0,255
```

```
# Standard menu.
```

```
# Or, you can comment out the bitmap menu above and
```

```
# use a boot message with the standard menu:
```

```
#message = /boot/boot_message.txt
```

```
# Wait until the timeout to boot (if commented out, boot the
```

```
# first entry immediately):
```

```
prompt
```

```
# Timeout before the first entry boots.
```

```
# This is given in tenths of a second, so 600 for every minute:
```

```
timeout = 1200
```

```
# Override dangerous defaults that rewrite the partition table:
```

```
change-rules
```

```
  reset
```

```

# VESA framebuffer console @ 1024x768x256
vga = 773
# Normal VGA console
# vga = normal
# VESA framebuffer console @ 1024x768x64k
# vga=791
# VESA framebuffer console @ 1024x768x32k
# vga=790
# VESA framebuffer console @ 1024x768x256
# vga=773
# VESA framebuffer console @ 800x600x64k
# vga=788
# VESA framebuffer console @ 800x600x32k
# vga=787
# VESA framebuffer console @ 800x600x256
# vga=771
# VESA framebuffer console @ 640x480x64k
# vga=785
# VESA framebuffer console @ 640x480x32k
# vga=784
# VESA framebuffer console @ 640x480x256
# vga=769
# End LILO global section
# Linux bootable partition config begins
image = /boot/vmlinuz-huge-smp-2.6.24.5-smp
  root = /dev/sda3
  label = Linux
  read-only
image = /boot/vmlinuz-2.6.24.8-union
  root = /dev/sda3
  label = Linux-union
  read-only
image = /boot/vmlinuz-2.6.24-ovz
  root = /dev/sda3
  label = Linux-ovz
  read-only
# Linux bootable partition config ends

# df
Filesystem      1K-blocks    Used Available Use% Mounted on
/dev/sda3       9614148 2898764 6227008 32% /
/dev/sda1        474440   32933 417010 8% /boot
tmpfs           645268      0 645268 0% /dev/shm
/dev/sdb1       511696   281768 229928 56% /mnt/usb

# cat /etc/fstab
/dev/sda2 swap swap defaults 0 0
/dev/sda3 / ext3 defaults 1 1

```

```
/dev/sda1 /boot ext2 defaults 1 2
/dev/cdrom /mnt/cdrom auto noauto,owner,ro,users 0 0
/dev/fd0 /mnt/floppy auto noauto,owner,users 0 0
/dev/sdb1 /mnt/usb auto noauto,owner,users 0 0
devpts /dev/pts devpts gid=5,mode=620 0 0
proc /proc proc defaults 0 0
tmpfs /dev/shm tmpfs defaults 0 0
```
