

PiBox - Bug #716

Disable all console boot messages

18 Sep 2019 15:19 - Hammel

Status:	Closed	Start date:	18 Sep 2019
Priority:	Immediate	Due date:	
Assignee:	Hammel	% Done:	100%
Category:	04 - Applications	Estimated time:	0.00 hour
Target version:	2.0 - Harkonnen		
Severity:	01 - Critical		
Description			
<p>I need to disable all boot messages in production systems. The way to handle this is to create an app that, on install, updates the system in production specific ways depending on the system the package is built for.</p> <p>One of the first things this package needs to do is disable console messages. This can be achieved with two changes applied to cmdline.txt boot args.</p> <pre>loglevel=0 console=tty3</pre> <p>The first disables all but absolutely fatal console messages while the second routes init script messages to tty3. Note that there is already a console=tty0 so the latter needs to be a sed change while the former is appended to the boot args.</p>			
Related issues:			
Related to PiBox - Feature # 718: Integrate splash into kernel image		Closed	19 Sep 2019

Associated revisions

Revision fa4e1fcb - 20 Oct 2019 16:03 - Hammel

RM #716: Allow building the launcher for kiosks with -k, which hides the default terminal, restart and netconfig apps.

Revision 63625a03 - 20 Oct 2019 16:06 - Hammel

RM #716: Build launcher with -k option to hide default apps in kiosk mode.

History

#1 - 18 Sep 2019 15:30 - Hammel

Another thing this can do, for KIOSK builds:

```
mkdir /etc/launcher/.noshow
cd /etc/launcher
mv netconfig.xml restart.xml terminal.xml .noshow
```

Note this has to be run AFTER all the other packages have been installed. This can be done by adding

Depends: launcher

to this packages control file.

#2 - 19 Oct 2019 22:12 - Hammel

- Severity changed from 02 - High to 01 - Critical

#3 - 20 Oct 2019 16:07 - Hammel

- *Status changed from New to Closed*

- *% Done changed from 0 to 100*

The console=tty3 change was pushed as part of RM #689. Boot up is now quite clean.

A specialized app wasn't necessary for KIOSK mode. I just needed to add an option to build the launcher for the kiosk, which would package it with the default apps under .noshw.

This has been done, committed and pushed.

Closing issue.