



Requirements

- Kernel developer tools installed
- *ncurses* and *QT*-package installed

To Do

1. Normally you only build your own kernel:

- ◆ If you want to add/remove special modules or settings such as the requirements for adding an nvidia driver.
- ◆ If you want to have the best performance by building a kernel with very few options.

There are three ways to setup the kernel. See what happens:

Execute *make config*

Execute *make menuconfig*

Execute *make xconfig*

Quick Reference Objectives to learn

```
Rebuild the kernel #Not supported with support
#Select what needs to be compiled:
make config | make menuconfig | make xconfig
make dep #Not for 2.6 kernel and higher
make clean #Get rid of old settings
make bzImage #/usr/src/linux/arch/i386/boot/bzImage
cp bzImage /boot/vmlinuz... #Put kernel at the boot location
make modules #Building modules
make modules_install #Installing modules
mkinitrd #Compile new /boot/initrd...
vi /boot/grub/menu.lst #Edit bootmenu and add the new kernel
#or vi /etc/lilo.conf and rerun lilo.
```

Theory Modules

LPIC 1 Certification Bible, isbn 0-7645-4772-0
➤ p. 477 Ch. 13 Working with the Kernel

Extra References

- www.tldp.org