

Walking in Light with Christ - Faith, Computing, Diary

Articles & tips and tricks on GNU/Linux, FreeBSD, Windows, mobile phone articles, religious related texts http://www.pc-freak.net/blog

How to load custom Kernel (tun) module in CentOS and RHEL Linux

Author: admin



Just recently it was necessery to load up a **tun** kernel module on few **CentOS** Linux servers.

I'm using Debian on daily basis, and everybody that had even little of experience with Debian should already be aware about the existence of the handy:

/etc/modules file.

On Debian to enable a certain kernel module to load up on Linux boot, all necessery is to just place the kernel module name in /etc/modules.

For example loading the **tun** tunneling kernel module I issue the command:

debian:~# echo tun >> /etc/modules

I wondered if CentOS, also supports /etc/modules as it was necessery now to add this *tun* module to load up on CentOS's boot.

After a bit of research I've figured out CentOS does not have support for adding modules names in /etc/modules, anyhow after consulting CentOS documentation on

http://www.centos.org/docs/5/html/Deployment_Guide-en-US/s1-kernel-modules-persistant.html, I found CentOS and RHEL use /etc/rc.modules instead of Debian's /etc/modules to load up any custom kernel modules not loaded by default during system boot.

Therefore instructing the RHEL Linux to load up my desired **tun** module in kernel on next boot was as easy as executing:

[root@centos ~]# echo 'modprobe tun' >> /etc/rc.modules [root@centos ~]# chmod +x /etc/rc.modules

Now on next boot CentOS will load up the **tun** module in kernel. Achiving the same module load up is also possible through /etc/rc.local, but it's not recommended way as /etc/rc.local would load up the

1/2



Walking in Light with Christ - Faith, Computing, Diary Articles & tips and tricks on GNU/Linux, FreeBSD, Windows, mobile phone articles, religious related texts http://www.pc-freak.net/blog

kernel module after all of the rest init boot scripts complete and therefore will load up the module slightly later, at the final boot stage.

2/2