

# FreeBSD Porter's Handbook

**FreeBSD** 文件計劃

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by FreeBSD 文件計劃

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# Chapter 1

## 楔子

---

幾乎每個FreeBSD 愛用者都是透過FreeBSD Ports Collection 來裝各式應用程式("ports")。如同FreeBSD 的其他部分一樣，這些ports 都主要來自許多志工的努力成果，所以在閱讀這份文件時，請務必感恩在心。

在FreeBSD 上面，每個人都可以提交新的port，或假如該port 並沒有人維護的話，可以自願維護——這點並不需要任何commit 的權限，就可以來做這件事情。

## Chapter 2

# 自行打造port

---

那麼，開始對自行製作port 或更新有一些興趣了嗎？太好囉！

下面將介紹一些建立port 時該注意的事項。如果是想升級現有的port ，那麼也請參閱Chapter 10 說明。

因為這份文件可能講得不是十分詳細，可能需要參考`/usr/ports/Mk/bsd.port.mk` 這檔是所有port 的Makefile 檔都會用到的。就算你不是每天不斷hacking Makefiles ，也都可以藉由它來對整個port 機制、Makefile 更瞭解，裡面的註釋相當詳細。此外，若有其他特定port 的問題，也可以到FreeBSD ports 郵遞論壇 (<http://lists.FreeBSD.org/mailman/listinfo/freebsd-ports>) 來獲得答案。

**Note:** 本文內所提及的環境變數(`VAR`)部份，只有一些可以替換(`overridden`)。大部份的環境變數(非全部)通常都會寫在`/usr/ports/Mk/bsd.port.mk` 內，其他的也是差不多。請注意：該檔並非使用一般的`tab` 設定值，而是採用1 個`tab` 等於4 個`space`。Emacs 與Vim 應該都會在載入該檔時順便讀取相關設定值。vi(1) 及ex(1) 這兩個程式也都可以打`:set tabstop=4` 以修改設定值。

## Chapter 3

# 打造Port 快速上手篇

本節主要介紹如何來快速打造port，然而，很多時候這些內容並不是很夠用，建議閱讀本文件中更深奧的地方。

首先取得該應用程式的原始程式碼壓縮檔(tarball)，並把它放到DISTDIR，預設路徑應該是/usr/ports/distfiles。

**Note:** 下面的例子，是假設並不需要再修改該應用程式的原始碼，就可以在FreeBSD上編譯成功的；假如還需要另外修改才能成功編譯的話，那麼請參考下一章的說明。

### 3.1 編寫Makefile

最簡單的Makefile大概是像這樣：

```
# New ports collection makefile for:  oneko
# Date created:          5 December 1994
# Whom:                  asami
#
# $FreeBSD$
#

PORTNAME=      oneko
PORTVERSION=   1.1b
CATEGORIES=    games
MASTER_SITES=  ftp://ftp.cs.columbia.edu/archives/X11R5/contrib/

MAINTAINER=    asami@FreeBSD.org
COMMENT=       A cat chasing a mouse all over the screen

MAN1=          oneko.1
MANCOMPRESSED= yes
USE_IMAKE=     yes

.include <bsd.port.mk>
```

嗯，大致就是這樣，看看你已經領略多少了呢？看到\$FreeBSD\$ 這一行的話，別想太多，它是RCS ID 用途，當該port 正式進入port tree 時，CVS 就會自動轉換為相關字串囉。有關這點的細節部份，可以參閱sample Makefile 章節。

## 3.2 撰寫該軟體的說明檔

無論是否打算再加工做成package，有2個檔案是任何實體port (Slave port則不一定)都必須要具備的。這2個檔案分別是pkg-descr 檔及pkg-plist 檔。這兩個檔案檔名前面都有pkg- 以跟其他檔案做區別。

### 3.2.1 pkg-descr

這是此port 的詳細說明檔，請用一段或幾段文字來說明該port 的作用，並附上WWW 網址(若有的話)。

**Note:** 請注意，這檔絕非「該軟體的說明手冊」或是「如何編譯、使用該port 的說明」。若是從該軟體的README 或manpage 直接複製過來的話，請注意，因為它們通常都寫得太詳細、格式較特別(比如manpage 會自動調整空白)，請儘量避免這些冗長贅詞或採用特殊格式。若該軟體有官方版首頁的話，請在此列出來。每個網址請用www: 作為開頭，這樣子相關工具程式就會自動處理完畢。

該port 的pkg-descr 內容，大致如下面例子：

```
This is a port of oneko, in which a cat chases a poor mouse all over
the screen.
:
(etc.)

WWW: http://www.oneko.org/
```

### 3.2.2 pkg-plist

這是該port 所會裝的所有檔案清單，另外因為package 會由這清單所產生，因此也被稱為『packing list (打包清單)』。以\${PREFIX} 為基準點，而用相對路徑表示。(\${PREFIX} 通常是/usr/local 或/usr/X11R6) 但是如果該程式有安裝man page 的話，則要以類似MANn= 的方式寫在Makefile 內，不能列在pkg-plist 哦。除了列出檔案以外，也要把該port 所會建立的目錄也列進去，方式有兩種：一種是寫在pkg-plist 內的方式，比如：@dirrm。至於另外一種方式，則是寫在Makefile 內，比如：PLIST\_FILES= 之類的方式。

該port 的pkg-plist 內容，大致如下面例子：

```
bin/oneko
lib/X11/app-defaults/Oneko
lib/X11/oneko/cat1.xpm
lib/X11/oneko/cat2.xpm
lib/X11/oneko/mouse.xpm
@dirrm lib/X11/oneko
```

關於packing list 方面，可以參閱pkg\_create(1) 會有詳解。

**Note:** 建議清單內的檔名，依照字母順序作排序，那麼下次要升級時，會比較清楚、方便來更新這份清單。

**Note:** 手動生這份清單實在太苦了。尤其若該port 會裝一大堆檔案的話，請多善用自動產生packing list 會比較省時省力唷。

只有在一種情況下可以省略不用生pkg-plist 檔：若安裝的port 相當單純，只有裝一些檔案，以及都在同一目錄下的話，那麼可以在Makefile 內改用PLIST\_FILES 及PLIST\_DIRS 來取代。比如，可以在上述的oneko port 內不必附上pkg-plist，而只需在Makefile 內加入下列幾行：

```
PLIST_FILES=    bin/oneko \
                lib/X11/app-defaults/Oneko \
                lib/X11/oneko/cat1.xpm \
                lib/X11/oneko/cat2.xpm \
                lib/X11/oneko/mouse.xpm
PLIST_DIRS=     lib/X11/oneko
```

當然，若該port 並無安裝自屬的目錄的話，就不必設PLIST\_DIRS 囉。

然而，使用PLIST\_FILES、PLIST\_DIRS 是必須付出代價：不能使用pkg\_create(1) 內所說的command sequences。因此，這招僅適用於較簡單的port，以及簡化該port 的作法。此外，這招還有一個好處：可以減少ports collection 的整體檔案總數。所以，在考慮是否一定要用pkg-plist 之前，可以先斟酌這個替代方案看看。

後面會介紹到如何運用pkg-plist、PLIST\_FILES 這些技巧以因應更複雜的狀況。

### 3.3 產生checksum 用途的distinfo 檔

只要打『make makesum』就好了，接下來就會自動產生相對應的distinfo 檔了唷。

若抓下來的檔案，它的checksum 會經常變更，而你也很確認所抓的來源是正確無誤的話，(比如：來源是光碟或是每天自動產生的文件)，那麼可以設定那些檔案為IGNOREFILES。如此一來，在打make makesum 的時候就不會計算那些檔案的checksum，而自動改為IGNORE 囉。

### 3.4 檢驗port 是否完整、可行

接下來，必須檢驗是否有符合port 的遊戲規則，包括打包該port 為package。以下有幾個需要確認的重要地方：

- 若該port 沒裝的東西，不要列在pkg-plist 內。
- 若該port 有裝的東西，請務必列在pkg-plist 內。
- 該port 可以用reinstall 來重新安裝。
- 該port 在移除之後，確定都可cleans up。

建議的測試步驟順序：

1. make install
2. make package
3. make deinstall
4. pkg\_add package-name

5. `make deinstall`
6. `make reinstall`
7. `make package`

確認在`package`和`deinstall`這兩個階段都沒有任何錯誤訊息出現。完成第三步驟之後，檢查一下是否所裝的檔案、目錄都有移除完畢。此外，第四步驟完成後，也檢查一下以`package`裝的該軟體，是否都能正常運作。

最周密的自動方式就是透過裝**ports tinderbox**。它會建立jails並管理之，以便您可以測試上述所有步驟，而不會真正影響您本身的作業系統。詳情請參考ports/ports-mgmt/tinderbox。

### 3.5 以portlint 來作檢驗

請用portlint來檢查該port是否有遵循上述遊戲規則。說到這ports-mgmt/portlint，它是ports collection的其中一個套件。它主要可以用來檢驗Makefile內容是否正確以及package是否有正確命名。

### 3.6 提交(Submit) port

首先，請確認是否有瞭解DOs and DON'Ts 該章部分。

現在你很高興終於打造出port來囉，唯一剩下要做的就是把它正式放到FreeBSD ports tree內，才能讓每個人都能分享使用這個port。請先拿掉work目錄或檔名像是pkgname.tgz的package可以砍掉。接著，只要用`shar `find port_dir``來產生shar格式，並配合send-pr(1)程式以提交出去。(send-pr(1)的部分可以參閱錯誤報告和意見發表

([http://www.FreeBSD.org/doc/zh\\_TW.Big5/articles/contributing/contrib-how.html#CONTRIB-GENERAL](http://www.FreeBSD.org/doc/zh_TW.Big5/articles/contributing/contrib-how.html#CONTRIB-GENERAL)))

記得在填寫PR時『分類(Category)』選ports，還有『種類(Class)』填change-request(千萬別傻傻地把該PR的『Confidential(機密)』設為yes!)，此外在『描述(“Description”)』那邊寫上該程式的簡潔說明，而shar檔則附在『修正(“Fix”)』欄位內。

**Note:** 若Synopsis欄清楚描述該PR重點的話，那麼會讓整個流程更為順暢。new ports的話，我們習慣用：“New port: <category>/<portname> <該port的簡介>”，而更新port的話，則是“Update port: <category>/<portname> <本次update的簡介>”。若你也採用這樣的格式的話，那麼會被受理的機會就會越高囉。

再次強調一點：不必附上原始source的distfile，也就是work目錄。同時，也不必附上make package時產生的package。

送出port之後，請耐心等待佳音。有時候可能需要等個幾天或幾個月時間，才會在FreeBSD ports tree上正式出現。此外，隨時可以查閱等待committed to FreeBSD的port

(<http://www.FreeBSD.org/cgi/query-pr-summary.cgi?category=ports>) 列表。

一旦我們開始處理你送來的port之後，如果有一些意見需要溝通的話，那麼會先feedback給你，之後確定都沒問題，就會放到port tree內囉！你的大名會被記在Additional FreeBSD Contributors

([http://www.FreeBSD.org/doc/zh\\_TW.Big5/articles/contributors/contrib-additional.html](http://www.FreeBSD.org/doc/zh_TW.Big5/articles/contributors/contrib-additional.html)) 列表上，以及其他檔案。聽起來，挺不賴的不是嗎！?:-)

# Chapter 4

## *Slow Porting*

Ok...事實上並不太可能這麼簡單，`port` 方面可能需要作些修改才能正常使用。因此，本節將一步一步來介紹如何修改上一章的樣本以正常使用。

### 4.1 How things work

首先，先介紹一下在你所作的`port`目錄內打`make`時，所會作哪些事情的順序吧。你可以另開一窗來看`bsd.port.mk`內容，以便瞭解我們下面在講什麼。

但別太擔心是否完全看懂`bsd.port.mk`在做啥，很多人都還沒完全看完... :->

1. 首先，進行`fetch`階段。`fetch`是確認`tarball`檔有沒有已在`DISTDIR`內了？若`fetch`在`DISTDIR`找不到的話，它會搜尋`Makefile`內的`MASTER_SITES URL`，或者是主`FTP`站專門放備份`distfiles`的目錄`ftp://ftp.FreeBSD.org/pub/FreeBSD/ports/distfiles/`。假設都找不到的話，但是網路有接上`Internet`的話，它會試著用`FETCH`來抓所指定的檔案。抓到之後，它會把檔案存到`DISTDIR`以便開始使用或日後運用。
2. 其次，進行`extract`階段，它會從`DISTDIR`內找出該`port`所需的檔案(通常是`gzip`格式的`tarball`)，然後解壓縮到`WRKDIR`所設定的臨時目錄名稱(預設是`work`目錄)內。
3. 之後，進行`patch`階段，一開始會先套用`PATCHFILES`所指定的任何`patch`檔。接著是`PATCHDIR`(預設是`files`子目錄)內的檔名為`patch-*`之類的檔案，會以字母順序而逐一套用`patch`。
4. 接著是`configure`階段，可以照`port`的類型來作各種不同設定以調整，比如：
  1. 若有放`scripts/configure`的話，那麼就會跑裡面的設定。
  2. 若有設`HAS_CONFIGURE`或是`GNU_CONFIGURE`的話，那麼就會跑`WRKSRC/configure`
  3. 若有設`USE_IMAKE`的話，那麼就會跑`XMKMF` (預設是`xmkmf -a`)。
5. 最後是`build`階段，它會在該`port`的`working directory`(由`WRKSRC`所設定)內開始編譯。若有設`USE_GMAKE`的話，那麼就會改用`GNU make`來編譯，否則就用系統本身的`make`來編譯。

上面講的都是打`make`時的預設階段。此外，還可以設定各階段之前、之後要作的事情：透過定義`pre-something`或`post-something`，或者把這些檔名的`script`丟到`scripts`子目錄去，這樣子它們就會在各預設階段的之前、之後進行囉。

舉例來說，若在`Makefile`內設定`post-extract`，而且在`scripts`子目錄內又有`pre-build`檔的話，那麼在作解壓縮之後，就會開始`post-extract`階段以進行解壓縮後的後續動作，而在跑`build`階段之前，就會先執行`pre-build`這隻`script`作先期準備。通常較簡單的修改動作，建議直接放在`Makefile`內就好了，因為這樣會比較方便加上這些原本沒有的階段，同時也方便他人協助除錯。

預設的各階段動作都是照`bsd.port.mk`內的`do-something`之類所定義的。舉例：`do-extract`就是定義怎麼把檔案解壓縮的。若對預設方式覺得不妥的話，都可以在該`port`的`Makefile`重新定義。

**Note:** The “main” targets (e.g., `extract`, `configure`, etc.) do nothing more than make sure all the stages up to that one are completed and call the real targets or scripts, and they are not intended to be changed. If you want to fix the extraction, fix `do-extract`, but never ever change the way `extract` operates!

現在，你已經知道打`make`到底會作些什麼事囉，接下來會教你如何作更完美的`port`。

## 4.2 取得原始的source 檔

取得原始的source 檔(通常檔名是`foo.tar.gz` 或`foo.tar.Z` 之類的壓縮檔)，然後會把抓下來的檔案放在`DISTDIR` 內。記得：抓的時候，盡量使用『該軟體主要的正式網站』上面的來源檔，以確保檔案有效、可信。

需要設`MASTER_SITES` 以指定原始檔案是放在何處。相關網址在`bsd.sites.mk` 內有一些方便的速記表可以使用。請盡可能多用對應這些網址的變數，以避免同樣的一堆網址有重複很多次出現在`port tree` 內。否則，這些網址只要一有改變的話，那麼就會成為維護`port` 的夢魘。

如果該檔並沒有放在公開的FTP 站或網站(HTTP)上，或者該檔並非一般標準格式的話，那麼可以考慮複製該檔，然後放到你可掌握、可信任的FTP 站或網站(HTTP) 上，比如：你自己的網頁空間。

若找不到地方(方便、可信任)來放檔案的話，那麼可以“house(暫放)” 在`ftp.FreeBSD.org` 上的`committer` 自屬空間內；然而，這是最不理想的解法。檔案要放到該`committer` 的`freefall` 上的`~/public_distfiles/` 目錄內才可以。請與協助`commit` 你的`port` 的那位`committer` 聯繫，以便把檔案放到他的目錄內。那位`committer` 同時也會把`MASTER_SITES` 設為`MASTER_SITE_LOCAL`，並且把`MASTER_SITE_SUBDIR` 設為他自己的`freefall` 帳號名稱。

若該`port` 的原始檔打包會經常重包，但原作者卻沒更新版號的話，請考慮把該檔改放到自己的網頁空間，並且把自己網頁空間列為`MASTER_SITES` 的第一順位。或者請與原作者聯繫：請他不要這樣做(不斷重包同樣的檔案)；如此一來，才有助於建立一定程度的source code 版本控制。把檔案另外複製一份放到自屬網頁空間的話，不但可有效防止使用者會發生`checksum mismatch`(檔案經檢查有問題) 的錯誤訊息，也可降低我們FTP 站維護者的工作量。此外，若該`port` 的檔案僅有一個主要網址，那麼建議：請在自屬網站上放上備份檔，並修改`MASTER_SITES` 把你的網址列為第二順位。

若該`port` 需要一些額外‘patches’(可透過Internet 下載)，並放在`DISTDIR` 內，不必擔心這些`patch` 檔是否都得跟原始檔一樣來自同一網站，這些情況有另外的解法(請看下面的`PATCHFILES` 介紹部分)。

## 4.3 量身打造port

解開壓縮檔，然後開始逐一修改，使該`port` 在目前所用的FreeBSD 版本上得以順利編譯。所做的每個動作請都仔細記錄，如此一來才能迅速自動套用這些修改。在完成`port` 之後，每項動作包括：對於檔案的刪除、增加、修改，要記得存為自動化的`script` 或者`patch` 檔形式，以利他人直接套用。

若該`port` 需要使用者的互動、自訂功能來編譯、安裝的話，那麼建議揣摩看看Larry Wall 的經典之作`Configure scripts` 來完成類似效果。`Ports collection` 的目的之一，就是讓每個`port` 盡量用最小空間，來做出軟體的“plug-and-play(即插即用)”。

**Note:** 除非有明確聲明，否則你所提交給FreeBSD ports collection 的`patch` 檔、相關`script` 檔及其他檔案，都會假設是以標準的BSD 版權形式來發佈。



## 4.4 Patching

在port的準備過程中，新增或變更過的檔案，可以利用diff(1)將這些變動列出，以便後續讓patch(1)使用。所有你想套用的patch都應該命名為patch-*\**，其中*\**表示要patch檔案的路徑及檔名名稱，例如patch-Imakefile或patch-src-config.h。這些檔案都應該儲存在PATCHDIR (通常是files/，放在其內的檔案都會自動被套用。所有patch檔路徑都是相對於WRKSRC (通常會將port的tarball解壓到裡面，port的建置也會在這裡完成)。為了能讓修正和更新更順利，你應該避免多個patch修正同一個檔案(舉例來說，patch-file和patch-file2同時更動WRKSRC/foobar.c)。

請只使用[-+.\_a-zA-Z0-9]這些字元來命名patch檔，不要使用這些字元以外的字元。千萬不要將你的patch檔命名成patch-aa或是patch-ab等名稱，請使用路徑和名稱相關的命名。

不要將RCS字串放進你的patch檔。CVS會在這些檔案送入ports tree的時候弄亂檔案內容，而且在將它們重新check out出來後，會因檔案內容的差異造成patch失敗。RCS字串是以錢字號(\$)括起來的，通常以\$Id或\$RCS為開頭。

你可以使用diff(1)搭配recurse (-r)選項來產生patch檔，但請再次檢視產生出的patch檔，確保你沒有產生任何不必要的垃圾資訊在裡面。特別是對那些經由Imake或GNU configure所產生的Makefile檔產生patch，都是不必要的，這類的patch檔都應該被刪除。假如你必須透過修改configure.in再執行autoconf來重新產生configure，不要對configure產生patch檔(這往往會長成數千行!)；請定義USE\_AUTOTOOLS=autoconf:261並對configure.in產生patch檔。

請儘量不要對無用的whitespace作修改，因為在Open Source界各個project都會使用很多相同的code base，這些可能卻是採用不同的編排方式、coding style。若要試圖改變這些編排風格的話，請小心：這些只會是徒勞無功的更改。此外不僅會造成CVS repository空間浪費，也會讓人難以找出真正問題癥結所在，以及分辨不出這段patch到底在作什麼。

假如你必須刪除一個檔案，那麼你可以在post-extract階段做這件事，而不是在patch階段。

你可以直接在port的Makefile中完成簡單的置換工作，只需使用sed(1)的in-place mode即可。這在只需patch一個變數的值時相當有用。例如：

```
post-patch:
  @${REINPLACE_CMD} -e 's|for Linux|for FreeBSD|g' ${WRKSRC}/README
  @${REINPLACE_CMD} -e 's|-pthread|${PTHREAD_LIBS}|' ${WRKSRC}/configure
```

在移植軟體時，特別是那些在Windows®平台開發的軟體，時常會遇到一種情況，就是在大部份的source file中，使用CR/LF做為斷行。這會影響往後的patching、compiler warnings、以及scripts execution (找不到/bin/sh^M的情況)等。為了快速轉換CR/LF為LF，可以把USE\_DOS2UNIX=yes加到port的Makefile檔中。你也可以設定成只針對指定的檔案做轉換：

```
USE_DOS2UNIX=    util.c util.h
```

若想要轉換所有子目錄內的某類別檔案，可以使用DOS2UNIX\_REGEX。它的參數是find相容的正規表達式。相關格式可參閱re\_format(7)。對於所指定副檔名的檔案之轉換而言，這相當好用，舉例來說，只動所有原始碼部分而不改binary檔案：

```
USE_DOS2UNIX=    yes
DOS2UNIX_REGEX=  .*\. (c|cpp|h)
```

## 4.5 設定

將任何額外的自訂指令包含進你的`configure script`中，且將它儲存在`scripts`的子資料夾裡。如同上面提到的，你也可以在`Makefile`或者是在名為`pre-configure`或`post-configure`的`script`檔中做同樣的事。

## 4.6 處理使用者輸入

如果該`port`需要使用者作出選擇才能安裝的話，則必須在`Makefile`加上`IS_INTERACTIVE`變數。如此一來若使用者有設定`BATCH`環境變數的話，就會略過該`port`而繼續“overnight builds”(若使用者把該環境變數值設為`BATCH`的話，那麼只有那些需要與使用者互動的`port`才會編譯。)。這使得那些需要不停編譯`port`的機器會省下許多時間(後面會說明這點)。

此外建議，若是這些互動問題有合適的預設選項的話，那應確認一下`PACKAGE_BUILDING`變數該如何設，才能配合該變數而決定是否停止互動。如此一來才可以自動編譯出`CDROM`與`FTP`上的套件。

# Chapter 5

## 設定 *Makefile*

---

設定 *Makefile* 是件非常簡單的事，建議您在開始前，先看看範例。Also, there is a sample *Makefile* in this handbook, so take a look and please follow the ordering of variables and sections in that template to make your port easier for others to read.

Now, consider the following problems in sequence as you design your new *Makefile*:

### 5.1 The original source

Does it live in `DISTDIR` as a standard gzip'd tarball named something like `foozoliX-1.2.tar.gz`? If so, you can go on to the next step. If not, you should look at overriding any of the `DISTVERSION`, `DISTNAME`, `EXTRACT_CMD`, `EXTRACT_BEFORE_ARGS`, `EXTRACT_AFTER_ARGS`, `EXTRACT_SUFX`, or `DISTFILES` variables, depending on how alien a format your port's distribution file is. (The most common case is `EXTRACT_SUFX=.tar.Z`, when the tarball is condensed by regular `compress`, not `gzip`.)

In the worst case, you can simply create your own `do-extract` target to override the default, though this should be rarely, if ever, necessary.

### 5.2 Naming

The first part of the port's *Makefile* names the port, describes its version number, and lists it in the correct category.

#### 5.2.1 `PORTNAME` and `PORTVERSION`

You should set `PORTNAME` to the base name of your port, and `PORTVERSION` to the version number of the port.

#### 5.2.2 `PORTREVISION` and `PORTEPOCH`

##### 5.2.2.1 `PORTREVISION`

The `PORTREVISION` variable is a monotonically increasing value which is reset to 0 with every increase of `PORTVERSION` (i.e. every time a new official vendor release is made), and appended to the package name if non-zero. Changes to `PORTREVISION` are used by automated tools (e.g. `pkg_version(1)`) to highlight the fact that a new package is available.

`PORTREVISION` should be increased each time a change is made to the port which significantly affects the content or structure of the derived package.

Examples of when `PORTREVISION` should be bumped:

- Addition of patches to correct security vulnerabilities, bugs, or to add new functionality to the port.
- Changes to the port `Makefile` to enable or disable compile-time options in the package.
- Changes in the packing list or the install-time behavior of the package (e.g. change to a script which generates initial data for the package, like ssh host keys).
- Version bump of a port's shared library dependency (in this case, someone trying to install the old package after installing a newer version of the dependency will fail since it will look for the old `libfoo.x` instead of `libfoo.(x+1)`).
- Silent changes to the port distfile which have significant functional differences, i.e. changes to the distfile requiring a correction to `distinfo` with no corresponding change to `PORTVERSION`, where a `diff -ru` of the old and new versions shows non-trivial changes to the code.

Examples of changes which do not require a `PORTREVISION` bump:

- Style changes to the port skeleton with no functional change to what appears in the resulting package.
- Changes to `MASTER_SITES` or other functional changes to the port which do not affect the resulting package.
- Trivial patches to the distfile such as correction of typos, which are not important enough that users of the package should go to the trouble of upgrading.
- Build fixes which cause a package to become compilable where it was previously failing (as long as the changes do not introduce any functional change on any other platforms on which the port did previously build). Since `PORTREVISION` reflects the content of the package, if the package was not previously buildable then there is no need to increase `PORTREVISION` to mark a change.

A rule of thumb is to ask yourself whether a change committed to a port is something which everyone would benefit from having (either because of an enhancement, fix, or by virtue that the new package will actually work at all), and weigh that against that fact that it will cause everyone who regularly updates their ports tree to be compelled to update. If yes, the `PORTREVISION` should be bumped.

### 5.2.2.2 PORTEPOCH

From time to time a software vendor or FreeBSD porter will do something silly and release a version of their software which is actually numerically less than the previous version. An example of this is a port which goes from `foo-20000801` to `foo-1.0` (the former will be incorrectly treated as a newer version since 20000801 is a numerically greater value than 1).

In situations such as this, the `PORTEPOCH` version should be increased. If `PORTEPOCH` is nonzero it is appended to the package name as described in section 0 above. `PORTEPOCH` must never be decreased or reset to zero, because that would cause comparison to a package from an earlier epoch to fail (i.e. the package would not be detected as out of date): the new version number (e.g. `1.0, 1` in the above example) is still numerically less than the previous version (20000801), but the `, 1` suffix is treated specially by automated tools and found to be greater than the implied suffix `, 0` on the earlier package.

Dropping or resetting `PORTEPOCH` incorrectly leads to no end of grief; if you do not understand the above discussion, please keep after it until you do, or ask questions on the mailing lists.

It is expected that `PORTEPOCH` will not be used for the majority of ports, and that sensible use of `PORTVERSION` can often pre-empt it becoming necessary if a future release of the software should change the version structure.

However, care is needed by FreeBSD porters when a vendor release is made without an official version number — such as a code “snapshot” release. The temptation is to label the release with the release date, which will cause problems as in the example above when a new “official” release is made.

For example, if a snapshot release is made on the date 20000917, and the previous version of the software was version 1.2, the snapshot release should be given a `PORTVERSION` of 1.2.20000917 or similar, not 20000917, so that the succeeding release, say 1.3, is still a numerically greater value.

### 5.2.2.3 Example of `PORTREVISION` and `PORTEPOCH` usage

The `gtkmumble` port, version 0.10, is committed to the ports collection:

```
PORTNAME=      gtkmumble
PORTVERSION=    0.10
```

`PKGNAME` becomes `gtkmumble-0.10`.

A security hole is discovered which requires a local FreeBSD patch. `PORTREVISION` is bumped accordingly.

```
PORTNAME=      gtkmumble
PORTVERSION=    0.10
PORTREVISION=    1
```

`PKGNAME` becomes `gtkmumble-0.10_1`

A new version is released by the vendor, numbered 0.2 (it turns out the author actually intended 0.10 to actually mean 0.1.0, not “what comes after 0.9” - oops, too late now). Since the new minor version 2 is numerically less than the previous version 10, the `PORTEPOCH` must be bumped to manually force the new package to be detected as “newer”. Since it is a new vendor release of the code, `PORTREVISION` is reset to 0 (or removed from the Makefile).

```
PORTNAME=      gtkmumble
PORTVERSION=    0.2
PORTEPOCH=      1
```

`PKGNAME` becomes `gtkmumble-0.2,1`

The next release is 0.3. Since `PORTEPOCH` never decreases, the version variables are now:

```
PORTNAME=      gtkmumble
PORTVERSION=    0.3
PORTEPOCH=      1
```

`PKGNAME` becomes `gtkmumble-0.3,1`

**Note:** If `PORTEPOCH` were reset to 0 with this upgrade, someone who had installed the `gtkmumble-0.10_1` package would not detect the `gtkmumble-0.3` package as newer, since 3 is still numerically less than 10. Remember, this is the whole point of `PORTEPOCH` in the first place.

### 5.2.3 `PKGNAMEPREFIX` and `PKGNAME_SUFFIX`

Two optional variables, `PKGNAMEPREFIX` and `PKGNAME_SUFFIX`, are combined with `PORTNAME` and `PORTVERSION` to form `PKGNAME` as `${PKGNAMEPREFIX}${PORTNAME}${PKGNAME_SUFFIX}-${PORTVERSION}`. Make sure this

conforms to our guidelines for a good package name. In particular, you are *not* allowed to use a hyphen (-) in PORTVERSION. Also, if the package name has the *language-* or the *-compiled.specifcs* part (see below), use PKGNAMEPREFIX and PKGNAMESUFFIX, respectively. Do not make them part of PORTNAME.

### 5.2.4 LATEST\_LINK

在某些情況，可能會同時存在有不同版本的同一程式。由於它們可能有同樣的PORTNAME、PKGNAMEPREFIX，甚至PKGNAMESUFFIX也相同，所以得讓這些程式有所不同，才能讓port的index以及package能順利產生。遇到這類情況，the optional LATEST\_LINK variable should be set to a different value for all ports except the “main” one — see the `editors/vim5` and `editors/vim` ports, and the `www/apache*` family for examples of its use. Note that how to choose a “main” version — “most popular”, “best supported”, “least patched”, and so on — is outside the scope of this handbook’s recommendations; we only tell you how to specify the other ports’ versions after you have picked a “main” one.

### 5.2.5 Package Naming Conventions

The following are the conventions you should follow in naming your packages. This is to have our package directory easy to scan, as there are already thousands of packages and users are going to turn away if they hurt their eyes!

The package name should look like `[language[_region]]-name[[-]compiled.specifcs]-version.numbers`.

The package name is defined as `${PKGNAMEPREFIX}${PORTNAME}${PKGNAMESUFFIX}-${PORTVERSION}`.

Make sure to set the variables to conform to that format.

1. FreeBSD strives to support the native language of its users. The *language-* part should be a two letter abbreviation of the natural language defined by ISO-639 if the port is specific to a certain language. Examples are `ja` for Japanese, `ru` for Russian, `vi` for Vietnamese, `zh` for Chinese, `ko` for Korean and `de` for German.  
If the port is specific to a certain region within the language area, add the two letter country code as well. Examples are `en_US` for US English and `fr_CH` for Swiss French.  
The *language-* part should be set in the PKGNAMEPREFIX variable.
2. The first letter of the *name* part should be lowercase. (The rest of the name may contain capital letters, so use your own discretion when you are converting a software name that has some capital letters in it.) There is a tradition of naming Perl 5 modules by prepending `p5-` and converting the double-colon separator to a hyphen; for example, the `Data::Dumper` module becomes `p5-Data-Dumper`.
3. Make sure that the port’s name and version are clearly separated and placed into the PORTNAME and PORTVERSION variables. The only reason for PORTNAME to contain a version part is if the upstream distribution is really named that way, as in the `textproc/libxml2` or `japanese/kinput2-freewnn` ports. Otherwise, the PORTNAME should not contain any version-specific information. It is quite normal for several ports to have the same PORTNAME, as the `www/apache*` ports do; in that case, different versions (and different index entries) are distinguished by the PKGNAMEPREFIX, PKGNAMESUFFIX, and LATEST\_LINK values.
4. If the port can be built with different hardcoded defaults (usually part of the directory name in a family of ports), the *-compiled.specifcs* part should state the compiled-in defaults (the hyphen is optional). Examples are `papersize` and `font units`.

The *-compiled.specifcs* part should be set in the PKGNAMESUFFIX variable.

5. The version string should follow a dash (–) and be a period-separated list of integers and single lowercase alphabets. In particular, it is not permissible to have another dash inside the version string. The only exception is the string `p1` (meaning “patchlevel”), which can be used *only* when there are no major and minor version numbers in the software. If the software version has strings like “alpha”, “beta”, “rc”, or “pre”, take the first letter and put it immediately after a period. If the version string continues after those names, the numbers should follow the single alphabet without an extra period between them.

The idea is to make it easier to sort ports by looking at the version string. In particular, make sure version number components are always delimited by a period, and if the date is part of the string, use the `yyyy.mm.dd` format, not `dd.mm.yyyy` or the non-Y2K compliant `yy.mm.dd` format.

Here are some (real) examples on how to convert the name as called by the software authors to a suitable package name:

Distribution Name	PKGNAMEPREFIX	PORTNAME	PKGNAMEPREFIX	PORTVERSION	Reason
mule-2.2.2	(empty)	mule	(empty)	2.2.2	No changes required
EmiClock-1.0.2	(empty)	emiclock	(empty)	1.0.2	No uppercase names for single programs
rdist-1.3alpha	(empty)	rdist	(empty)	1.3.a	No strings like alpha allowed
es-0.9-beta1	(empty)	es	(empty)	0.9.b1	No strings like beta allowed
mailman-2.0rc3	(empty)	mailman	(empty)	2.0.r3	No strings like rc allowed
v3.3beta021.src	(empty)	tiff	(empty)	3.3	What the heck was that anyway?
tvwm	(empty)	tvwm	(empty)	p11	Version string always required
piewm	(empty)	piewm	(empty)	1.0	Version string always required
xvgr-2.10p11	(empty)	xvgr	(empty)	2.10.1	p1 allowed only when no major/minor version numbers
gawk-2.15.6	ja-	gawk	(empty)	2.15.6	Japanese language version
psutils-1.13	(empty)	psutils	-letter	1.13	Papersize hardcoded at package build time
pkfonts	(empty)	pkfonts	300	1.0	Package for 300dpi fonts

If there is absolutely no trace of version information in the original source and it is unlikely that the original author will ever release another version, just set the version string to 1.0 (like the `piewm` example above). Otherwise, ask the original author or use the date string (`yyyy.mm.dd`) as the version.

## 5.3 Categorization

### 5.3.1 CATEGORIES

When a package is created, it is put under `/usr/ports/packages/All` and links are made from one or more subdirectories of `/usr/ports/packages`. The names of these subdirectories are specified by the variable `CATEGORIES`. It is intended to make life easier for the user when he is wading through the pile of packages on the FTP site or the CDROM. Please take a look at the current list of categories and pick the ones that are suitable for your port.

This list also determines where in the ports tree the port is imported. If you put more than one category here, it is assumed that the port files will be put in the subdirectory with the name in the first category. See below for more discussion about how to pick the right categories.

### 5.3.2 Current list of categories

Here is the current list of port categories. Those marked with an asterisk (\*) are *virtual* categories—those that do not have a corresponding subdirectory in the ports tree. They are only used as secondary categories, and only for search purposes.

**Note:** For non-virtual categories, you will find a one-line description in the `COMMENT` in that subdirectory's Makefile.

Category	Description	Notes
accessibility	Ports to help disabled users.	
afterstep*	Ports to support the AfterStep ( <a href="http://www.afterstep.org">http://www.afterstep.org</a> ) window manager.	
arabic	Arabic language support.	
archivers	Archiving tools.	
astro	Astronomical ports.	
audio	Sound support.	
benchmarks	Benchmarking utilities.	
biology	Biology-related software.	
cad	Computer aided design tools.	
chinese	Chinese language support.	
comms	Communication software.	Mostly software to talk to your serial port.



Category	Description	Notes
converters	Character code converters.	
databases	Databases.	
deskutils	Things that used to be on the desktop before computers were invented.	
devel	Development utilities.	Do not put libraries here just because they are libraries—unless they truly do not belong anywhere else, they should not be in this category.
dns	DNS-related software.	
editors	General editors.	Specialized editors go in the section for those tools (e.g., a mathematical-formula editor will go in <code>math</code> ).
elisp*	Emacs-lisp ports.	
emulators	Emulators for other operating systems.	Terminal emulators do <i>not</i> belong here—X-based ones should go to <code>x11</code> and text-based ones to either <code>comms</code> or <code>misc</code> , depending on the exact functionality.
finance	Monetary, financial and related applications.	
french	French language support.	
ftp	FTP client and server utilities.	If your port speaks both FTP and HTTP, put it in <code>ftp</code> with a secondary category of <code>www</code> .
games	遊戲。	
geography*	地理圖資相關的軟體。	
german	德文相關支援。	
gnome*	Ports from the GNOME ( <a href="http://www.gnome.org">http://www.gnome.org</a> ) Project.	
gnustep*	GNUstep 桌面環境相關的軟體。	
graphics	圖形處理的工具軟體。	
hamradio*	Software for amateur radio.	
haskell*	Software related to the Haskell language.	
hebrew	Hebrew language support.	
hungarian	Hungarian language support.	
ipv6*	IPv6 related software.	
irc	Internet Relay Chat utilities.	
japanese	Japanese language support.	

Category	Description	Notes
java	Software related to the Java language.	The <code>java</code> category shall not be the only one for a port. Save for ports directly related to the Java language, porters are also encouraged not to use <code>java</code> as the main category of a port.
kde*	Ports from the K Desktop Environment (KDE) ( <a href="http://www.kde.org">http://www.kde.org</a> ) Project.	
kld*	Kernel loadable modules °	
korean	Korean language support.	
lang	Programming languages.	
linux*	Linux applications and support utilities.	
lisp*	Software related to the Lisp language.	
mail	Mail software.	
math	Numerical computation software and other utilities for mathematics.	
mbone	MBone applications.	
misc	Miscellaneous utilities	Basically things that do not belong anywhere else. If at all possible, try to find a better category for your port than <code>misc</code> , as ports tend to get overlooked in here.
multimedia	Multimedia software.	
net	Miscellaneous networking software.	
net-im	Instant messaging software.	
net-mgmt	Networking management software.	
net-p2p	Peer to peer network applications.	
news	USENET news software.	
palm	Software support for the Palm™ ( <a href="http://www.palm.com/">http://www.palm.com/</a> ) series.	
parallel*	Applications dealing with parallelism in computing.	
pear*	Ports related to the Pear PHP framework.	
perl5*	Ports that require <b>Perl</b> version 5 to run.	
plan9*	Various programs from Plan9 ( <a href="http://www.cs.bell-labs.com/plan9dist/">http://www.cs.bell-labs.com/plan9dist/</a> ).	
polish	Polish language support.	

Category	Description	Notes
ports-mgmt	FreeBSD ports 及 packages 的管理、安裝、開發。	
portuguese	Portuguese language support.	
print	Printing software.	Desktop publishing tools (previewers, etc.) belong here too.
python*	Software related to the Python ( <a href="http://www.python.org/">http://www.python.org/</a> ) language.	
ruby*	Software related to the Ruby ( <a href="http://www.ruby-lang.org/">http://www.ruby-lang.org/</a> ) language.	
rubygems*	Ports of RubyGems ( <a href="http://www.rubygems.org/">http://www.rubygems.org/</a> ) packages.	
russian	Russian language support.	
scheme*	Software related to the Scheme language.	
science	Scientific ports that do not fit into other categories such as <code>astro</code> , <code>biology</code> and <code>math</code> .	
security	Security utilities.	
shells	Command line shells.	
spanish*	西班牙文的相關支援。	
sysutils	System utilities.	
tcl*	使用 Tcl 語言的軟體。	
textproc	Text processing utilities.	It does not include desktop publishing tools, which go to <code>print</code> .
tk*	使用 Tk 語言的程式。	
ukrainian	Ukrainian language support.	
vietnamese	Vietnamese language support.	
windowmaker*	Ports to support the WindowMaker window manager.	
www	Software related to the World Wide Web.	HTML language support belongs here too.
x11	The X Window System and friends.	This category is only for software that directly supports the window system. Do not put regular X applications here; most of them should go into other <code>x11-*</code> categories (see below). If your port <i>is</i> an X application, define <code>USE_XLIB</code> (implied by <code>USE_IMAKE</code> ) and put it in the appropriate category.
x11-clocks	X11 clocks.	

Category	Description	Notes
x11-drivers	X11 驅動程式。	
x11-fm	X11 file managers.	
x11-fonts	X11 fonts and font utilities.	
x11-servers	X11 servers.	
x11-themes	X11 themes.	
x11-toolkits	X11 toolkits.	
x11-wm	X11 window managers.	
xfce*	Xfce ( <a href="http://www.xfce.org/">http://www.xfce.org/</a> ) 桌面環境的相關軟體。	
zope*	Zope ( <a href="http://www.zope.org/">http://www.zope.org/</a> ) support.	

### 5.3.3 Choosing the right category

As many of the categories overlap, you often have to choose which of the categories should be the primary category of your port. There are several rules that govern this issue. Here is the list of priorities, in decreasing order of precedence:

- The first category must be a physical category (see above). This is necessary to make the packaging work. Virtual categories and physical categories may be intermixed after that.
- Language specific categories always come first. For example, if your port installs Japanese X11 fonts, then your CATEGORIES line would read `japanese x11-fonts`.
- Specific categories are listed before less-specific ones. For instance, an HTML editor should be listed as `www editors`, not the other way around. Also, you should not list `net` when the port belongs to any of `irc`, `mail`, `mbone`, `news`, `security`, or `www`, as `net` is included implicitly.
- `x11` is used as a secondary category only when the primary category is a natural language. In particular, you should not put `x11` in the category line for X applications.
- **Emacs** modes should be placed in the same ports category as the application supported by the mode, not in `editors`. For example, an **Emacs** mode to edit source files of some programming language should go into `lang`.
- 會安裝kernel loadable modules 的port 請在CATEGORIES 內加上`kld` 這個虛擬目錄。
- `misc` should not appear with any other non-virtual category. If you have `misc` with something else in your CATEGORIES line, that means you can safely delete `misc` and just put the port in that other subdirectory!
- If your port truly does not belong anywhere else, put it in `misc`.

If you are not sure about the category, please put a comment to that effect in your `send-pr(1)` submission so we can discuss it before we import it. If you are a committer, send a note to the FreeBSD ports 郵遞論壇 (<http://lists.FreeBSD.org/mailman/listinfo/freebsd-ports>) so we can discuss it first. Too often, new ports are imported to the wrong category only to be moved right away. This causes unnecessary and undesirable bloat in the master source repository.

### 5.3.4 Proposing a new category

As the Ports Collection has grown over time, various new categories have been introduced. New categories can either be *virtual* categories—those that do not have a corresponding subdirectory in the ports tree—or *physical* categories—those that do. The following text discusses the issues involved in creating a new physical category so that you can understand them before you propose one.

Our existing practice has been to avoid creating a new physical category unless either a large number of ports would logically belong to it, or the ports that would belong to it are a logically distinct group that is of limited general interest (for instance, categories related to spoken human languages), or preferably both.

The rationale for this is that such a change creates a fair amount of work ([http://www.FreeBSD.org/doc/zh\\_TW.Big5/articles/committers-guide/#ports](http://www.FreeBSD.org/doc/zh_TW.Big5/articles/committers-guide/#ports)) for both the committers and also for all users who track changes to the Ports Collection. In addition, proposed category changes just naturally seem to attract controversy. (Perhaps this is because there is no clear consensus on when a category is “too big”, nor whether categories should lend themselves to browsing (and thus what number of categories would be an ideal number), and so forth.)

Here is the procedure:

1. Propose the new category on FreeBSD ports 郵遞論壇 (<http://lists.FreeBSD.org/mailman/listinfo/freebsd-ports>). You should include a detailed rationale for the new category, including why you feel the existing categories are not sufficient, and the list of existing ports proposed to move. (If there are new ports pending in **GNATS** that would fit this category, list them too.) If you are the maintainer and/or submitter, respectively, mention that as it may help you to make your case.
2. Participate in the discussion.
3. If it seems that there is support for your idea, file a PR which includes both the rationale and the list of existing ports that need to be moved. Ideally, this PR should also include patches for the following:
  - Makefiles for the new ports once they are repocopied
  - Makefile for the new category
  - Makefile for the old ports' categories
  - Makefiles for ports that depend on the old ports
  - (for extra credit, you can include the other files that have to change, as per the procedure in the Committer's Guide.)
4. Since it affects the ports infrastructure and involves not only performing repo-copies but also possibly running regression tests on the build cluster, the PR should be assigned to the Ports Management Team `<portmgr@FreeBSD.org>`.
5. If that PR is approved, a committer will need to follow the rest of the procedure that is outlined in the Committer's Guide ([http://www.FreeBSD.org/doc/zh\\_TW.Big5/articles/committers-guide/#ports](http://www.FreeBSD.org/doc/zh_TW.Big5/articles/committers-guide/#ports)).

Proposing a new virtual category should be similar to the above but much less involved, since no ports will actually have to move. In this case, the only patches to include in the PR would be those to add the new category to the `CATEGORIES` of the affected ports.

### 5.3.5 Proposing reorganizing all the categories

Occasionally someone proposes reorganizing the categories with either a 2-level structure, or some other kind of keyword structure. To date, nothing has come of any of these proposals because, while they are very easy to make, the effort involved to retrofit the entire existing ports collection with any kind of reorganization is daunting to say the very least. Please read the history of these proposals in the mailing list archives before you post this idea; furthermore, you should be prepared to be challenged to offer a working prototype.

## 5.4 The distribution files

The second part of the `Makefile` describes the files that must be downloaded in order to build the port, and where they can be downloaded from.

### 5.4.1 DISTVERSION/DISTNAME

`DISTNAME` is the name of the port as called by the authors of the software. `DISTNAME` defaults to `${PORTNAME}-${PORTVERSION}`, so override it only if necessary. `DISTNAME` is only used in two places. First, the distribution file list (`DISTFILES`) defaults to `${DISTNAME}${EXTRACT_SUFFIX}`. Second, the distribution file is expected to extract into a subdirectory named `WRKSRC`, which defaults to `work/${DISTNAME}`.

Some vendor's distribution names which do not fit into the `${PORTNAME}-${PORTVERSION}`-scheme can be handled automatically by setting `DISTVERSION`. `PORTVERSION` and `DISTNAME` will be derived automatically, but can of course be overridden. The following table lists some examples:

<code>DISTVERSION</code>	<code>PORTVERSION</code>
0.7.1d	0.7.1.d
10Alpha3	10.a3
3Beta7-pre2	3.b7.p2
8:f_17	8f.17

**Note:** `PKGNAMEPREFIX` and `PKGNAME_SUFFIX` do not affect `DISTNAME`. Also note that if `WRKSRC` is equal to `work/${PORTNAME}-${PORTVERSION}` while the original source archive is named something other than `${PORTNAME}-${PORTVERSION}${EXTRACT_SUFFIX}`, you should probably leave `DISTNAME` alone—you are better off defining `DISTFILES` than having to set both `DISTNAME` and `WRKSRC` (and possibly `EXTRACT_SUFFIX`).

### 5.4.2 MASTER\_SITES

Record the directory part of the FTP/HTTP-URL pointing at the original tarball in `MASTER_SITES`. Do not forget the trailing slash (/)!

The `make` macros will try to use this specification for grabbing the distribution file with `FETCH` if they cannot find it already on the system.

It is recommended that you put multiple sites on this list, preferably from different continents. This will safeguard against wide-area network problems. We are even planning to add support for automatically determining the closest

master site and fetching from there; having multiple sites will go a long way towards helping this effort.

If the original tarball is part of one of the popular archives such as X-contrib, GNU, or Perl CPAN, you may be able refer to those sites in an easy compact form using `MASTER_SITE_*` (比

如：`MASTER_SITE_XCONTRIB`、`MASTER_SITE_GNU`、`MASTER_SITE_PERL_CPAN`)。Simply set `MASTER_SITES` to one of these variables and `MASTER_SITE_SUBDIR` to the path within the archive. Here is an example:

```
MASTER_SITES=      ${MASTER_SITE_XCONTRIB}
MASTER_SITE_SUBDIR= applications
```

These variables are defined in `/usr/ports/Mk/bsd.sites.mk`. There are new entries added all the time, so make sure to check the latest version of this file before submitting a port.

The user can also set the `MASTER_SITE_*` variables in `/etc/make.conf` to override our choices, and use their favorite mirrors of these popular archives instead.

### 5.4.3 EXTRACT\_SUFX

If you have one distribution file, and it uses an odd suffix to indicate the compression mechanism, set `EXTRACT_SUFX`.

For example, if the distribution file was named `foo.tgz` instead of the more normal `foo.tar.gz`, you would write:

```
DISTNAME=      foo
EXTRACT_SUFX=  .tgz
```

The `USE_BZIP2` and `USE_ZIP` variables automatically set `EXTRACT_SUFX` to `.tar.bz2` or `.zip` as necessary. If neither of these are set then `EXTRACT_SUFX` defaults to `.tar.gz`.

**Note:** You never need to set both `EXTRACT_SUFX` and `DISTFILES`.

### 5.4.4 DISTFILES

Sometimes the names of the files to be downloaded have no resemblance to the name of the port. For example, it might be called `source.tar.gz` or similar. In other cases the application's source code might be in several different archives, all of which must be downloaded.

If this is the case, set `DISTFILES` to be a space separated list of all the files that must be downloaded.

```
DISTFILES=      source1.tar.gz source2.tar.gz
```

If not explicitly set, `DISTFILES` defaults to `${DISTNAME}${EXTRACT_SUFX}`.

### 5.4.5 EXTRACT\_ONLY

If only some of the `DISTFILES` must be extracted——for example, one of them is the source code, while another is an uncompressed document——list the filenames that must be extracted in `EXTRACT_ONLY`.

```
DISTFILES=      source.tar.gz manual.html
```

```
EXTRACT_ONLY= source.tar.gz
```

If *none* of the `DISTFILES` should be uncompressed then set `EXTRACT_ONLY` to the empty string.

```
EXTRACT_ONLY=
```

### 5.4.6 PATCHFILES

If your port requires some additional patches that are available by FTP or HTTP, set `PATCHFILES` to the names of the files and `PATCH_SITES` to the URL of the directory that contains them (the format is the same as `MASTER_SITES`).

If the patch is not relative to the top of the source tree (i.e., `WRKSRCDIR`) because it contains some extra pathnames, set `PATCH_DIST_STRIP` accordingly. For instance, if all the pathnames in the patch have an extra `foozolib-1.0/` in front of the filenames, then set `PATCH_DIST_STRIP=-p1`.

Do not worry if the patches are compressed; they will be decompressed automatically if the filenames end with `.gz` or `.Z`.

If the patch is distributed with some other files, such as documentation, in a gzip'd tarball, you cannot just use `PATCHFILES`. If that is the case, add the name and the location of the patch tarball to `DISTFILES` and `MASTER_SITES`. Then, use the `EXTRA_PATCHES` variable to point to those files and `bsd.port.mk` will automatically apply them for you. In particular, do *not* copy patch files into the `PATCHDIR` directory—that directory may not be writable.

**Note:** The tarball will have been extracted alongside the regular source by then, so there is no need to explicitly extract it if it is a regular gzip'd or compress'd tarball. If you do the latter, take extra care not to overwrite something that already exists in that directory. Also, do not forget to add a command to remove the copied patch in the `pre-clean` target.

### 5.4.7 Multiple distribution files or patches from different sites and subdirectories (`MASTER_SITES:n`)

(Consider this to be a somewhat “advanced topic”; those new to this document may wish to skip this section at first).

This section has information on the fetching mechanism known as both `MASTER_SITES:n` and `MASTER_SITES_NN`. We will refer to this mechanism as `MASTER_SITES:n` hereon.

A little background first. OpenBSD has a neat feature inside both `DISTFILES` and `PATCHFILES` variables, both files and patches can be postfixed with `:n` identifiers where `n` both can be `[0-9]` and denote a group designation. For example:

```
DISTFILES=      alpha:0 beta:1
```

In OpenBSD, distribution file `alpha` will be associated with variable `MASTER_SITES0` instead of our common `MASTER_SITES` and `beta` with `MASTER_SITES1`.

This is a very interesting feature which can decrease that endless search for the correct download site.



Just picture 2 files in `DISTFILES` and 20 sites in `MASTER_SITES`, the sites slow as hell where `beta` is carried by all sites in `MASTER_SITES`, and `alpha` can only be found in the 20th site. It would be such a waste to check all of them if maintainer knew this beforehand, would it not? Not a good start for that lovely weekend!

Now that you have the idea, just imagine more `DISTFILES` and more `MASTER_SITES`. Surely our “distfiles survey meister” would appreciate the relief to network strain that this would bring.

In the next sections, information will follow on the FreeBSD implementation of this idea. We improved a bit on OpenBSD’s concept.

#### 5.4.7.1 Simplified information

This section tells you how to quickly prepare fine grained fetching of multiple distribution files and patches from different sites and subdirectories. We describe here a case of simplified `MASTER_SITES:n` usage. This will be sufficient for most scenarios. However, if you need further information, you will have to refer to the next section.

Some applications consist of multiple distribution files that must be downloaded from a number of different sites. For example, **Ghostscript** consists of the core of the program, and then a large number of driver files that are used depending on the user’s printer. Some of these driver files are supplied with the core, but many others must be downloaded from a variety of different sites.

To support this, each entry in `DISTFILES` may be followed by a colon and a “tag name”. Each site listed in `MASTER_SITES` is then followed by a colon, and the tag that indicates which distribution files should be downloaded from this site.

For example, consider an application with the source split in two parts, `source1.tar.gz` and `source2.tar.gz`, which must be downloaded from two different sites. The port’s Makefile would include lines like Example 5-1.

##### Example 5-1. Simplified use of `MASTER_SITES:n` with 1 file per site

```
MASTER_SITES= ftp://ftp.example1.com/:source1 \
               ftp://ftp.example2.com/:source2
DISTFILES=    source1.tar.gz:source1 \
               source2.tar.gz:source2
```

Multiple distribution files can have the same tag. Continuing the previous example, suppose that there was a third distfile, `source3.tar.gz`, that should be downloaded from `ftp.example2.com`. The Makefile would then be written like Example 5-2.

##### Example 5-2. Simplified use of `MASTER_SITES:n` with more than 1 file per site

```
MASTER_SITES= ftp://ftp.example1.com/:source1 \
               ftp://ftp.example2.com/:source2
DISTFILES=    source1.tar.gz:source1 \
               source2.tar.gz:source2 \
               source3.tar.gz:source2
```

#### 5.4.7.2 Detailed information

Okay, so the previous section example did not reflect your needs? In this section we will explain in detail how the fine grained fetching mechanism `MASTER_SITES:n` works and how you can modify your ports to use it.

1. Elements can be postfixed with `:n` where `n` is `^[^:,]+`, i.e., `n` could conceptually be any alphanumeric string but we will limit it to `[a-zA-Z_][0-9a-zA-Z_]+` for now.

Moreover, string matching is case sensitive; i.e., `n` is different from `N`.

However, the following words cannot be used for postfixing purposes since they yield special meaning: `default`, `all` and `ALL` (they are used internally in item ii). Furthermore, `DEFAULT` is a special purpose word (check item 3).

2. Elements postfixed with `:n` belong to the group `n`, `:m` belong to group `m` and so forth.
3. Elements without a postfix are groupless, i.e., they all belong to the special group `DEFAULT`. If you postfix any elements with `DEFAULT`, you are just being redundant unless you want to have an element belonging to both `DEFAULT` and other groups at the same time (check item 5).

The following examples are equivalent but the first one is preferred:

```
MASTER_SITES=    alpha
```

```
MASTER_SITES=    alpha:DEFAULT
```

4. Groups are not exclusive, an element may belong to several different groups at the same time and a group can either have either several different elements or none at all. Repeated elements within the same group will be simply that, repeated elements.
5. When you want an element to belong to several groups at the same time, you can use the comma operator `(,)`.

Instead of repeating it several times, each time with a different postfix, we can list several groups at once in a single postfix. For instance, `:m,n,o` marks an element that belongs to group `m`, `n` and `o`.

All the following examples are equivalent but the last one is preferred:

```
MASTER_SITES=    alpha alpha:SOME_SITE
```

```
MASTER_SITES=    alpha:DEFAULT alpha:SOME_SITE
```

```
MASTER_SITES=    alpha:SOME_SITE,DEFAULT
```

```
MASTER_SITES=    alpha:DEFAULT,SOME_SITE
```

6. All sites within a given group are sorted according to `MASTER_SORT_AWK`. All groups within `MASTER_SITES` and `PATCH_SITES` are sorted as well.
7. Group semantics can be used in any of the following variables `MASTER_SITES`, `PATCH_SITES`, `MASTER_SITE_SUBDIR`, `PATCH_SITE_SUBDIR`, `DISTFILES`, and `PATCHFILES` according to the following syntax:

- a. All `MASTER_SITES`, `PATCH_SITES`, `MASTER_SITE_SUBDIR` and `PATCH_SITE_SUBDIR` elements must be terminated with the forward slash `/` character. If any elements belong to any groups, the group postfix `:n` must come right after the terminator `/`. The `MASTER_SITES:n` mechanism relies on the existence of the terminator `/` to avoid confusing elements where `a:n` is a valid part of the element with occurrences where `:n` denotes group `n`. For compatibility purposes, since the `/` terminator was not required before in both `MASTER_SITE_SUBDIR` and `PATCH_SITE_SUBDIR` elements, if the postfix immediate preceding character is not a `/` then `:n` will be considered a valid part of the element instead of a group postfix even if an element is postfixed with `:n`. See both Example 5-3 and Example 5-4.

**Example 5-3. Detailed use of MASTER\_SITES:n in MASTER\_SITE\_SUBDIR**

```
MASTER_SITE_SUBDIR=      old:n new/:NEW
```

- Directories within group DEFAULT -> old:n
- Directories within group NEW -> new

**Example 5-4. Detailed use of MASTER\_SITES:n with comma operator, multiple files, multiple sites and multiple subdirectories**

```
MASTER_SITES=    http://site1/%SUBDIR%/ http://site2/:DEFAULT \
    http://site3/:group3 http://site4/:group4 \
    http://site5/:group5 http://site6/:group6 \
    http://site7/:DEFAULT,group6 \
    http://site8/%SUBDIR%/:group6,group7 \
    http://site9/:group8
DISTFILES=       file1 file2:DEFAULT file3:group3 \
    file4:group4,group5,group6 file5:grouping \
    file6:group7
MASTER_SITE_SUBDIR=    directory-trial:1 directory-n/:groupn \
    directory-one/:group6,DEFAULT \
    directory
```

The previous example results in the following fine grained fetching. Sites are listed in the exact order they will be used.

- file1 will be fetched from
  - MASTER\_SITE\_OVERRIDE
  - http://site1/directory-trial:1/
  - http://site1/directory-one/
  - http://site1/directory/
  - http://site2/
  - http://site7/
  - MASTER\_SITE\_BACKUP
- file2 will be fetched exactly as file1 since they both belong to the same group
  - MASTER\_SITE\_OVERRIDE
  - http://site1/directory-trial:1/
  - http://site1/directory-one/
  - http://site1/directory/
  - http://site2/
  - http://site7/
  - MASTER\_SITE\_BACKUP

- file3 will be fetched from
  - MASTER\_SITE\_OVERRIDE
  - http://site3/
  - MASTER\_SITE\_BACKUP
- file4 will be fetched from
  - MASTER\_SITE\_OVERRIDE
  - http://site4/
  - http://site5/
  - http://site6/
  - http://site7/
  - http://site8/directory-one/
  - MASTER\_SITE\_BACKUP
- file5 will be fetched from
  - MASTER\_SITE\_OVERRIDE
  - MASTER\_SITE\_BACKUP
- file6 will be fetched from
  - MASTER\_SITE\_OVERRIDE
  - http://site8/
  - MASTER\_SITE\_BACKUP

8. How do I group one of the special variables from `bsd.sites.mk`, e.g., `MASTER_SITE_SOURCEFORGE`?

See Example 5-5.

**Example 5-5. Detailed use of `MASTER_SITES` with `MASTER_SITE_SOURCEFORGE`**

```
MASTER_SITES=    http://site1/ ${MASTER_SITE_SOURCEFORGE:S/$/:sourceforge,TEST/}
DISTFILES=       something.tar.gz:sourceforge
```

`something.tar.gz` will be fetched from all sites within `MASTER_SITE_SOURCEFORGE`.

9. How do I use this with `PATCH*` variables?

All examples were done with `MASTER*` variables but they work exactly the same for `PATCH*` ones as can be seen in Example 5-6.

**Example 5-6. Simplified use of `MASTER_SITES:n` with `PATCH_SITES`.**

```
PATCH_SITES=    http://site1/ http://site2/:test
PATCHFILES=    patch1:test
```

### 5.4.7.3 What does change for ports? What does not?

- i. All current ports remain the same. The `MASTER_SITES:n` feature code is only activated if there are elements postfixed with `:n` like elements according to the aforementioned syntax rules, especially as shown in item 7.
- ii. The port targets remain the same: `checksum`, `makesum`, `patch`, `configure`, `build`, etc. With the obvious exceptions of `do-fetch`, `fetch-list`, `master-sites` and `patch-sites`.

- `do-fetch`: deploys the new grouping postfixed `DISTFILES` and `PATCHFILES` with their matching group elements within both `MASTER_SITES` and `PATCH_SITES` which use matching group elements within both `MASTER_SITE_SUBDIR` and `PATCH_SITE_SUBDIR`. Check Example 5-4.
- `fetch-list`: works like old `fetch-list` with the exception that it groups just like `do-fetch`.
- `master-sites` and `patch-sites`: (incompatible with older versions) only return the elements of group `DEFAULT`; in fact, they execute targets `master-sites-default` and `patch-sites-default` respectively.

Furthermore, using target either `master-sites-all` or `patch-sites-all` is preferred to directly checking either `MASTER_SITES` or `PATCH_SITES`. Also, directly checking is not guaranteed to work in any future versions. Check item iii.ii for more information on these new port targets.

#### iii. New port targets

- i. There are `master-sites-n` and `patch-sites-n` targets which will list the elements of the respective group `n` within `MASTER_SITES` and `PATCH_SITES` respectively. For instance, both `master-sites-DEFAULT` and `patch-sites-DEFAULT` will return the elements of group `DEFAULT`, `master-sites-test` and `patch-sites-test` of group `test`, and thereon.
- ii. There are new targets `master-sites-all` and `patch-sites-all` which do the work of the old `master-sites` and `patch-sites` ones. They return the elements of all groups as if they all belonged to the same group with the caveat that it lists as many `MASTER_SITE_BACKUP` and `MASTER_SITE_OVERRIDE` as there are groups defined within either `DISTFILES` or `PATCHFILES`; respectively for `master-sites-all` and `patch-sites-all`.

### 5.4.8 `DIST_SUBDIR`

Do not let your port clutter `/usr/ports/distfiles`. If your port requires a lot of files to be fetched, or contains a file that has a name that might conflict with other ports (e.g., `Makefile`), set `DIST_SUBDIR` to the name of the port

(`${PORTNAME}` or `${PKGNAMEPREFIX}${PORTNAME}` should work fine). This will change `DISTDIR` from the default `/usr/ports/distfiles` to `/usr/ports/distfiles/DIST_SUBDIR`, and in effect puts everything that is required for your port into that subdirectory.

It will also look at the subdirectory with the same name on the backup master site at `ftp.FreeBSD.org`. (Setting `DISTDIR` explicitly in your `Makefile` will not accomplish this, so please use `DIST_SUBDIR`.)

**Note:** This does not affect the `MASTER_SITES` you define in your `Makefile`.

### 5.4.9 ALWAYS\_KEEP\_DISTFILES

If your port uses binary distfiles and has a license that requires that the source code is provided with packages distributed in binary form, e.g. GPL, `ALWAYS_KEEP_DISTFILES` will instruct the FreeBSD build cluster to keep a copy of the files specified in `DISTFILES`. Users of these ports will generally not need these files, so it is a good idea to only add the source distfiles to `DISTFILES` when `PACKAGE_BUILDING` is defined.

#### Example 5-7. Use of `ALWAYS_KEEP_DISTFILES`.

```
.if defined(PACKAGE_BUILDING)
DISTFILES+=          foo.tar.gz
ALWAYS_KEEP_DISTFILES= yes
#endif
```

When adding extra files to `DISTFILES`, make sure you also add them to `distinfo`. Also, the additional files will normally be extracted into `WRKDIR` as well, which for some ports may lead to undesirable sideeffects and require special handling.

## 5.5 MAINTAINER

Set your mail-address here. Please. :-)

Note that only a single address without the comment part is allowed as a `MAINTAINER` value. The format used should be `user@hostname.domain`. Please do not include any descriptive text such as your real name in this entry—that merely confuses `bsd.port.mk`.

The maintainer is responsible for keeping the port up to date, and ensuring the port works correctly. For a detailed description of the responsibilities of a port maintainer, refer to the The challenge for port maintainers ([http://www.FreeBSD.org/doc/zh\\_TW.Big5/articles/contributing-ports/maintain-port.html](http://www.FreeBSD.org/doc/zh_TW.Big5/articles/contributing-ports/maintain-port.html)) section.

Changes to the port will be sent to the maintainer of a port for a review and an approval before being committed. If the maintainer does not respond to an update request after two weeks (excluding major public holidays), then that is considered a maintainer timeout, and the update may be made without explicit maintainer approval. If the maintainer does not respond within three months, then that maintainer is considered absent without leave, and can be replaced as the maintainer of the particular port in question. Exceptions to this are anything maintained by the Ports Management Team <portmgr@FreeBSD.org>, or the Security Officer Team <security-officer@FreeBSD.org>. No unauthorized commits may ever be made to ports maintained by those groups.

We reserve the right to modify the maintainer's submission to better match existing policies and style of the Ports Collection without explicit blessing from the submitter. Also, large infrastructural changes can result in a port being modified without maintainer's consent. This kind of changes will never affect the port's functionality.

The Ports Management Team <portmgr@FreeBSD.org> reserves the right to revoke or override anyone's maintainership for any reason, and the Security Officer Team <security-officer@FreeBSD.org> reserves the right to revoke or override maintainership for security reasons.

## 5.6 COMMENT

This is a one-line description of the port. *Please* do not include the package name (or version number of the software) in the comment. The comment should begin with a capital and end without a period. Here is an example:

```
COMMENT=      A cat chasing a mouse all over the screen
```

The COMMENT variable should immediately follow the MAINTAINER variable in the Makefile.

Please try to keep the COMMENT line less than 70 characters, as it is displayed to users as a one-line summary of the port.

## 5.7 Dependencies

Many ports depend on other ports. There are seven variables that you can use to ensure that all the required bits will be on the user's machine. There are also some pre-supported dependency variables for common cases, plus a few more to control the behavior of dependencies.

### 5.7.1 LIB\_DEPENDS

This variable specifies the shared libraries this port depends on. It is a list of *lib:dir[:target]* tuples where *lib* is the name of the shared library, *dir* is the directory in which to find it in case it is not available, and *target* is the target to call in that directory. For example,

```
LIB_DEPENDS=  jpeg.9:${PORTSDIR}/graphics/jpeg
```

will check for a shared jpeg library with major version 9, and descend into the *graphics/jpeg* subdirectory of your ports tree to build and install it if it is not found. The *target* part can be omitted if it is equal to *DEPENDS\_TARGET* (which defaults to *install*).

**Note:** The *lib* part is a regular expression which is being looked up in the *ldconfig -r* output. Values such as *intl.[5-7]* and *intl* are allowed. The first pattern, *intl.[5-7]*, will match any of: *intl.5*, *intl.6* or *intl.7*. The second pattern, *intl*, will match any version of the *intl* library.

The dependency is checked twice, once from within the *extract* target and then from within the *install* target. Also, the name of the dependency is put into the package so that *pkg\_add(1)* will automatically install it if it is not on the user's system.

### 5.7.2 RUN\_DEPENDS

This variable specifies executables or files this port depends on during run-time. It is a list of *path:dir[:target]* tuples where *path* is the name of the executable or file, *dir* is the directory in which to find it in case it is not available, and *target* is the target to call in that directory. If *path* starts with a slash (/), it is treated as a file and its existence is tested with `test -e`; otherwise, it is assumed to be an executable, and `which -s` is used to determine if the program exists in the search path.

For example,

```
RUN_DEPENDS=    ${LOCALBASE}/etc/innd:${PORTSDIR}/news/inn \
                xmlcatmgr:${PORTSDIR}/textproc/xmlcatmgr
```

will check if the file or directory `/usr/local/etc/innd` exists, and build and install it from the `news/inn` subdirectory of the ports tree if it is not found. It will also see if an executable called `xmlcatmgr` is in the search path, and descend into the `textproc/xmlcatmgr` subdirectory of your ports tree to build and install it if it is not found.

**Note:** In this case, `innd` is actually an executable; if an executable is in a place that is not expected to be in the search path, you should use the full pathname.

**Note:** The official search `PATH` used on the ports build cluster is

```
/sbin:/bin:/usr/sbin:/usr/bin:/usr/local/sbin:/usr/local/bin:/usr/X11R6/bin
```

The dependency is checked from within the `install` target. Also, the name of the dependency is put into the package so that `pkg_add(1)` will automatically install it if it is not on the user's system. The *target* part can be omitted if it is the same as `DEPENDS_TARGET`.

### 5.7.3 BUILD\_DEPENDS

This variable specifies executables or files this port requires to build. Like `RUN_DEPENDS`, it is a list of *path:dir[:target]* tuples. For example,

```
BUILD_DEPENDS=
                unzip:${PORTSDIR}/archivers/unzip
```

will check for an executable called `unzip`, and descend into the `archivers/unzip` subdirectory of your ports tree to build and install it if it is not found.

**Note:** “build” here means everything from extraction to compilation. The dependency is checked from within the `extract` target. The *target* part can be omitted if it is the same as `DEPENDS_TARGET`.



### 5.7.4 FETCH\_DEPENDS

This variable specifies executables or files this port requires to fetch. Like the previous two, it is a list of *path:dir[:target]* tuples. For example,

```
FETCH_DEPENDS=
    ncftp2:${PORTSDIR}/net/ncftp2
```

will check for an executable called `ncftp2`, and descend into the `net/ncftp2` subdirectory of your ports tree to build and install it if it is not found.

The dependency is checked from within the `fetch` target. The *target* part can be omitted if it is the same as `DEPENDS_TARGET`.

### 5.7.5 EXTRACT\_DEPENDS

This variable specifies executables or files this port requires for extraction. Like the previous, it is a list of *path:dir[:target]* tuples. For example,

```
EXTRACT_DEPENDS=
    unzip:${PORTSDIR}/archivers/unzip
```

will check for an executable called `unzip`, and descend into the `archivers/unzip` subdirectory of your ports tree to build and install it if it is not found.

The dependency is checked from within the `extract` target. The *target* part can be omitted if it is the same as `DEPENDS_TARGET`.

**Note:** Use this variable only if the extraction does not already work (the default assumes `gzip`) and cannot be made to work using `USE_ZIP` or `USE_BZIP2` described in Section 5.7.7.

### 5.7.6 PATCH\_DEPENDS

This variable specifies executables or files this port requires to patch. Like the previous, it is a list of *path:dir[:target]* tuples. For example,

```
PATCH_DEPENDS=
    ${NONEXISTENT}:${PORTSDIR}/java/jfc:extract
```

will descend into the `java/jfc` subdirectory of your ports tree to extract it.

The dependency is checked from within the `patch` target. The *target* part can be omitted if it is the same as `DEPENDS_TARGET`.

### 5.7.7 USE\_\*

A number of variables exist in order to encapsulate common dependencies that many ports have. Although their use is optional, they can help to reduce the verbosity of the port Makefiles. Each of them is styled as `USE_*`. The usage

of these variables is restricted to the port Makefiles and `ports/Mk/bsd.*.mk` and is not designed to encapsulate user-settable options — use `WITH_*` and `WITHOUT_*` for that purpose.

**Note:** It is *always* incorrect to set any `USE_*` in `/etc/make.conf`. For instance, setting

```
USE_GCC=3.2
```

would add a dependency on `gcc32` for every port, including `gcc32` itself!

**Table 5-1. The `USE_*` variables**

Variable	Means
<code>USE_BZIP2</code>	The port's tarballs are compressed with <code>bzip2</code> .
<code>USE_ZIP</code>	The port's tarballs are compressed with <code>zip</code> .
<code>USE_BISON</code>	The port uses <code>bison</code> for building.
<code>USE_CDRTOOLS</code>	該port 需要 <b>cdrecord</b> ，無論是 <code>sysutils/cdrtools</code> 或 <code>sysutils/cdrtools-cjk</code> 哪一種的 <b>cdrecord</b> 皆可，視使用者偏好而定。
<code>USE_GCC</code>	The port requires a specific version of <code>gcc</code> to build. The exact version can be specified with value such as <code>3.2</code> . The minimal required version can be specified as <code>3.2+</code> . The <code>gcc</code> from the base system is used when it satisfies the requested version, otherwise an appropriate <code>gcc</code> is compiled from ports and the <code>CC</code> and <code>CXX</code> variables are adjusted.

Variables related to **gmake** and the `configure` script are described in Section 6.3, while **autoconf**, **automake** and **libtool** are described in Section 6.4. **Perl** related variables are described in Section 6.6. X11 variables are listed in Section 6.7. Section 6.8 deals with GNOME and Section 6.9 with KDE related variables. Section 6.10 documents Java variables, while Section 6.11 contains information on **Apache**, **PHP** and **PEAR** modules. **Python** is discussed in Section 6.12, while **Ruby** in Section 6.14. Section 6.15 provides variables used for **SDL** applications and finally, Section 6.18 contains information on **Xfce**.

## 5.7.8 Minimal version of a dependency

A minimal version of a dependency can be specified in any `*_DEPENDS` variable except `LIB_DEPENDS` using the following syntax:

```
p5-Spiffy>=0.26:${PORTSDIR}/devel/p5-Spiffy
```

The first field contains a dependent package name, which must match the entry in the package database, a comparison sign, and a package version. The dependency is satisfied if `p5-Spiffy-0.26` or newer is installed on the machine.

### 5.7.9 Notes on dependencies

As mentioned above, the default target to call when a dependency is required is `DEPENDS_TARGET`. It defaults to `install`. This is a user variable; it is never defined in a port's Makefile. If your port needs a special way to handle a dependency, use the `:target` part of the `*_DEPENDS` variables instead of redefining `DEPENDS_TARGET`.

When you type `make clean`, its dependencies are automatically cleaned too. If you do not wish this to happen, define the variable `NOCLEANDEPENDS` in your environment. This may be particularly desirable if the port has something that takes a long time to rebuild in its dependency list, such as KDE, GNOME or Mozilla.

To depend on another port unconditionally, use the variable `_${NONEXISTENT}` as the first field of `BUILD_DEPENDS` or `RUN_DEPENDS`. Use this only when you need to get the source of the other port. You can often save compilation time by specifying the target too. For instance

```
BUILD_DEPENDS=    ${_NONEXISTENT}:${PORTSDIR}/graphics/jpeg:extract
```

will always descend to the `jpeg` port and extract it.

### 5.7.10 Circular dependencies are fatal

**Important:** Do not introduce any circular dependencies into the ports tree!

The ports building technology does not tolerate circular dependencies. If you introduce one, you will have someone, somewhere in the world, whose FreeBSD installation will break almost immediately, with many others quickly to follow. These can really be hard to detect; if in doubt, before you make that change, make sure you have done the following: `cd /usr/ports; make index`. That process can be quite slow on older machines, but you may be able to save a large number of people—including yourself—a lot of grief in the process.

## 5.8 MASTERDIR

If your port needs to build slightly different versions of packages by having a variable (for instance, resolution, or paper size) take different values, create one subdirectory per package to make it easier for users to see what to do, but try to share as many files as possible between ports. Typically you only need a very short Makefile in all but one of the directories if you use variables cleverly. In the sole Makefile, you can use `MASTERDIR` to specify the directory where the rest of the files are. Also, use a variable as part of `PKGNAME_SUFFIX` so the packages will have different names.

This will be best demonstrated by an example. This is part of `japanese/xdvi300/Makefile`;

```
PORTNAME=        xdvi
PORTVERSION=     17
PKGNAMEPREFIX=   ja-
PKGNAME_SUFFIX=  ${RESOLUTION}
:
# default
RESOLUTION?=    300
.if ${RESOLUTION} != 118 && ${RESOLUTION} != 240 && \
    ${RESOLUTION} != 300 && ${RESOLUTION} != 400
```

```

    @${ECHO_MSG} "Error: invalid value for RESOLUTION: \"${RESOLUTION}\""
    @${ECHO_MSG} "Possible values are: 118, 240, 300 (default) and 400."
    @${FALSE}
endif

```

japanese/xdvi300 also has all the regular patches, package files, etc. If you type `make` there, it will take the default value for the resolution (300) and build the port normally.

As for other resolutions, this is the *entire* `xdvi118/Makefile`:

```

RESOLUTION=      118
MASTERDIR=       ${CURDIR}/../xdvi300

.include "${MASTERDIR}/Makefile"

```

(`xdvi240/Makefile` and `xdvi400/Makefile` are similar). The `MASTERDIR` definition tells `bsd.port.mk` that the regular set of subdirectories like `FILES_DIRS` and `SCRIPT_DIRS` are to be found under `xdvi300`. The `RESOLUTION=118` line will override the `RESOLUTION=300` line in `xdvi300/Makefile` and the port will be built with resolution set to 118.

## 5.9 Manpages

The `MAN[1-9LN]` variables will automatically add any manpages to `pkg-plist` (this means you must *not* list manpages in the `pkg-plist`—see generating `PLIST` for more). It also makes the install stage automatically compress or uncompress manpages depending on the setting of `NOMANCOMPRESS` in `/etc/make.conf`.

If your port tries to install multiple names for manpages using symlinks or hardlinks, you must use the `MLINKS` variable to identify these. The link installed by your port will be destroyed and recreated by `bsd.port.mk` to make sure it points to the correct file. Any manpages listed in `MLINKS` must not be listed in the `pkg-plist`.

To specify whether the manpages are compressed upon installation, use the `MANCOMPRESSED` variable. This variable can take three values, `yes`, `no` and `maybe`. `yes` means manpages are already installed compressed, `no` means they are not, and `maybe` means the software already respects the value of `NOMANCOMPRESS` so `bsd.port.mk` does not have to do anything special.

`MANCOMPRESSED` is automatically set to `yes` if `USE_IMAKE` is set and `NO_INSTALL_MANPAGES` is not set, and to `no` otherwise. You do not have to explicitly define it unless the default is not suitable for your port.

If your port anchors its man tree somewhere other than `MANPREFIX`, you can use the `MANPREFIX` to set it. Also, if only manpages in certain sections go in a non-standard place, such as some `perl` modules ports, you can set individual man paths using `MANsectPREFIX` (where *sect* is one of 1-9, L or N).

If your manpages go to language-specific subdirectories, set the name of the languages to `MANLANG`. The value of this variable defaults to `"` (i.e., English only).

Here is an example that puts it all together.

```

MAN1=             foo.1
MAN3=             bar.3
MAN4=             baz.4
MLINKS=           foo.1 alt-name.8
MANLANG=          "" ja
MAN3PREFIX=       ${PREFIX}/share/foobar

```

```
MANCOMPRESSED= yes
```

This states that six files are installed by this port;

```
{MANPREFIX}/man/man1/foo.1.gz
{MANPREFIX}/man/ja/man1/foo.1.gz
{PREFIX}/share/foobar/man/man3/bar.3.gz
{PREFIX}/share/foobar/man/ja/man3/bar.3.gz
{MANPREFIX}/man/man4/baz.4.gz
{MANPREFIX}/man/ja/man4/baz.4.gz
```

Additionally `{MANPREFIX}/man/man8/alt-name.8.gz` may or may not be installed by your port. Regardless, a symlink will be made to join the `foo(1)` manpage and `alt-name(8)` manpage.

If only some manpages are translated, you can use several variables dynamically created from `MANLANG` content:

```
MANLANG=      "" de ja
MAN1=         foo.1
MAN1_EN=      bar.1
MAN3_DE=      baz.3
```

This translates into this list of files:

```
{MANPREFIX}/man/man1/foo.1.gz
{MANPREFIX}/man/de/man1/foo.1.gz
{MANPREFIX}/man/ja/man1/foo.1.gz
{MANPREFIX}/man/man1/bar.1.gz
{MANPREFIX}/man/de/man3/baz.3.gz
```

## 5.10 Info files

If your package needs to install GNU info files, they should be listed in the `INFO` variable (without the trailing `.info`), one entry per document. These files are assumed to be installed to `PREFIX/INFO_PATH`. You can change `INFO_PATH` if your package uses a different location. However, this is not recommended. These entries contain just the path relative to `PREFIX/INFO_PATH`. For example, `lang/gcc33` installs info files to `PREFIX/INFO_PATH/gcc33`, and `INFO` will be something like this:

```
INFO= gcc33/cpp gcc33/cppinternals gcc33/g77 ...
```

Appropriate installation/de-installation code will be automatically added to the temporary `pkg-plist` before package registration.

## 5.11 Makefile Options

Some large applications can be built in a number of configurations, adding functionality if one of a number of libraries or applications is available. Examples include choice of natural (human) language, GUI versus command-line, or type of database to support. Since not all users want those libraries or applications, the ports system provides hooks that the port author can use to control which configuration should be built. Supporting these properly will make users happy, and effectively provide 2 or more ports for the price of one.

## 5.11.1 Knobs

### 5.11.1.1 `WITH_*` and `WITHOUT_*`

These variables are designed to be set by the system administrator. There are many that are standardized in `ports/KNOBS` (<http://www.freebsd.org/cgi/cvsweb.cgi/ports/KNOBS?rev=HEAD&content-type=text/x-cvsweb-markup>) file.

When creating a port, do not make knob names specific to a given application. For example in Avahi port, use `WITHOUT_MDNS` instead of `WITHOUT_AVAHI_MDNS`.

**Note:** You should not assume that a `WITH_*` necessarily has a corresponding `WITHOUT_*` variable and vice versa. In general, the default is simply assumed.

**Note:** Unless otherwise specified, these variables are only tested for being set or not set, rather than being set to some kind of variable such as `YES` or `NO`.

**Table 5-2. Common `WITH_*` and `WITHOUT_*` variables**

Variable	Means
<code>WITHOUT-NLS</code>	If set, says that internationalization is not needed, which can save compile time. By default, internationalization is used.
<code>WITH_OPENSSL_BASE</code>	Use the version of OpenSSL in the base system.
<code>WITH_OPENSSL_PORT</code>	Installs the version of OpenSSL from <code>security/openssl</code> , even if the base is up to date.
<code>WITHOUT_X11</code>	If the port can be built both with and without X support, then it should normally be built with X support. If this variable is defined, then the version that does not have X support should be built instead.

### 5.11.1.2 Knob naming

It is recommended that porters use like-named knobs, for the benefit of end-users and to help keep the number of knob names down. A list of popular knob names can be found in the `KNOBS` (<http://www.freebsd.org/cgi/cvsweb.cgi/ports/KNOBS?rev=HEAD&content-type=text/x-cvsweb-markup>) file.

Knob names should reflect what the knob is and does. When a port has a lib-prefix in the `PORTNAME` the lib-prefix should be dropped in knob naming.

## 5.11.2 OPTIONS

### 5.11.2.1 Background

The `OPTIONS` variable gives the user who installs the port a dialog with the available options and saves them to `/var/db/ports/portname/options`. Next time when the port has to be rebuild, the options are reused. Never again you will have to remember all the twenty `WITH_*` and `WITHOUT_*` options you used to build this port!

When the user runs `make config` (or runs `make build` for the first time), the framework will check for `/var/db/ports/portname/options`. If that file does not exist, it will use the values of `OPTIONS` to create a dialogbox where the options can be enabled or disabled. Then the `options` file is saved and the selected variables will be used when building the port.

If a new version of the port adds new `OPTIONS`, the dialog will be presented to the user, with the saved values of old `OPTIONS` prefilled.

Use `make showconfig` to see the saved configuration. Use `make rmconfig` to remove the saved configuration.

### 5.11.2.2 Syntax

The syntax for the `OPTIONS` variable is:

```
OPTIONS= OPTION "descriptive text" default ...
```

The value for default is either `ON` or `OFF`. Multiple repetitions of these three fields are allowed.

`OPTIONS` definition must appear before the inclusion of `bsd.port.pre.mk`. The `WITH_*` and `WITHOUT_*` variables can only be tested after the inclusion of `bsd.port.pre.mk`.

### 5.11.2.3 Example

#### Example 5-8. Simple use of `OPTIONS`

```
OPTIONS=      FOO "Enable option foo" On \
              BAR "Support feature bar" Off

.include <bsd.port.pre.mk>

.if defined(WITHOUT_FOO)
CONFIGURE_ARGS+= --without-foo
.else
CONFIGURE_ARGS+= --with-foo
.endif

.if defined(WITH_BAR)
RUN_DEPENDS+= bar:${PORTSDIR}/bar/bar
.endif

.include <bsd.port.post.mk>
```

### 5.11.3 Feature auto-activation

When using a GNU configure script, keep an eye on which optional features are activated by auto-detection. Explicitly disable optional features you do not wish to be used by passing respective `--without-xxx` or `--disable-xxx` in `CONFIGURE_ARGS`.

#### Example 5-9. Wrong handling of an option

```
.if defined(WITH_FOO)
LIB_DEPENDS+=      foo.0:${PORTSDIR}/devel/foo
CONFIGURE_ARGS+=   --enable-foo
.endif
```

In the example above, imagine a library `libfoo` is installed on the system. User does not want this application to use `libfoo`, so he toggled the option off in the `make config` dialog. But the application's configure script detects the library present in the system and includes its support in the resulting executable. Now when user decides to remove `libfoo` from the system, the ports system does not protest (no dependency on `libfoo` was recorded) but the application breaks.

#### Example 5-10. Correct handling of an option

```
.if defined(WITH_FOO)
LIB_DEPENDS+=      foo.0:${PORTSDIR}/devel/foo
CONFIGURE_ARGS+=   --enable-foo
.else
CONFIGURE_ARGS+=   --disable-foo
.endif
```

In the second example, the library `libfoo` is explicitly disabled. The configure script does not enable related features in the application, despite library's presence in the system.

## 5.12 Specifying the working directory

Each port is extracted in to a working directory, which must be writable. The ports system defaults to having the `DISTFILES` unpack in to a directory called `${DISTNAME}`. In other words, if you have set:

```
PORTNAME=      foo
PORTVERSION=   1.0
```

then the port's distribution files contain a top-level directory, `foo-1.0`, and the rest of the files are located under that directory.

There are a number of variables you can override if that is not the case.

### 5.12.1 WRKSRC

The variable lists the name of the directory that is created when the application's distfiles are extracted. If our previous example extracted into a directory called `foo` (and not `foo-1.0`) you would write:

```
WRKSRC=        ${WRKDIR}/foo
```



or possibly

```
WRKSRC=      ${WRKDIR}/${PORTNAME}
```

### 5.12.2 NO\_WRKSUBDIR

If the port does not extract in to a subdirectory at all then you should set `NO_WRKSUBDIR` to indicate that.

```
NO_WRKSUBDIR= yes
```

## 5.13 CONFLICTS

If your package cannot coexist with other packages (because of file conflicts, runtime incompatibility, etc.), list the other package names in the `CONFLICTS` variable. You can use shell globs like `*` and `?` here. Packages names should be enumerated the same way they appear in `/var/db/pkg`. Please make sure that `CONFLICTS` does not match this port's package itself, or else forcing its installation with `FORCE_PKG_REGISTER` will no longer work.

**Note:** `CONFLICTS` automatically sets `IGNORE`, which is more fully documented in Section 12.15.

When removing one of several conflicting ports, it is advisable to retain the `CONFLICTS` entries in those other ports for a few months to cater for users who only update once in a while.

## 5.14 Installing files

### 5.14.1 INSTALL\_\* macros

Do use the macros provided in `bsd.port.mk` to ensure correct modes and ownership of files in your own `*-install` targets.

- `INSTALL_PROGRAM` is a command to install binary executables.
- `INSTALL_SCRIPT` is a command to install executable scripts.
- `INSTALL_KLD` is a command to install kernel loadable modules. Some architectures don't like it when the modules are stripped, therefor use this command instead of `INSTALL_PROGRAM`.
- `INSTALL_DATA` is a command to install sharable data.
- `INSTALL_MAN` is a command to install manpages and other documentation (it does not compress anything).

These are basically the `install` command with all the appropriate flags.

### 5.14.2 Stripping Binaries

Do not strip binaries manually unless you have to. All binaries should be stripped, but the `INSTALL_PROGRAM` macro will install and strip a binary at the same time (see the next section).

If you need to strip a file, but do not wish to use the `INSTALL_PROGRAM` macro, `${STRIP_CMD}` will strip your program. This is typically done within the `post-install` target. For example:

```
post-install:
    ${STRIP_CMD} ${PREFIX}/bin/xd1
```

Use the `file(1)` command on the installed executable to check whether the binary is stripped or not. If it does not say `not stripped`, it is stripped. Additionally, `strip(1)` will not strip a previously stripped program; it will instead exit cleanly.

### 5.14.3 Installing a whole tree of files

Sometimes, there is a need to install a big number of files, preserving their hierarchical organization, ie. copying over a whole directory tree from `WRKSRC` to a target directory under `PREFIX`.

Two macros exist for this situation. The advantage of using these macros instead of `cp` is that they guarantee proper file ownership and permissions on target files. First macro, `COPYTREE_BIN`, will set all the installed files to be executable, thus being suitable for installing into `PREFIX/bin`. The second macro, `COPYTREE_SHARE`, does not set executable permissions on files, and is therefore suitable for installing files under `PREFIX/share` target.

```
post-install:
    ${MKDIR} ${EXAMPLESDIR}
    (cd ${WRKSRC}/examples/ && ${COPYTREE_SHARE} \* ${EXAMPLESDIR})
```

This example will install the contents of `examples` directory in the vendor distfile to the proper examples location of your port.

```
post-install:
    ${MKDIR} ${DATADIR}/summer
    (cd ${WRKSRC}/temperatures/ && ${COPYTREE_SHARE} "June July August" ${DATADIR}/summer/)
```

And this example will install the data of summer months to the `summer` subdirectory of a `DATADIR`.

Additional `find` arguments can be passed via the third argument to the `COPYTREE_*` macros. For example, to install all files from the first example except Makefiles, one can use the following command.

```
post-install:
    ${MKDIR} ${EXAMPLESDIR}
    (cd ${WRKSRC}/examples/ && \
    ${COPYTREE_SHARE} \* ${EXAMPLESDIR} "! -name Makefile")
```

Note that these macros do not add the installed files to `pkg-plist`. You still need to list them.

### 5.14.4 Install additional documentation

If your software has some documentation other than the standard `man` and `info` pages that you think is useful for the user, install it under `PREFIX/share/doc`. This can be done, like the previous item, in the `post-install` target.

Create a new directory for your port. The directory name should reflect what the port is. This usually means `PORTNAME`. However, if you think the user might want different versions of the port to be installed at the same time, you can use the whole `PKGNAME`.

Make the installation dependent on the variable `NOPORTDOCS` so that users can disable it in `/etc/make.conf`, like this:

```
post-install:
.if !defined(NOPORTDOCS)
    ${MKDIR} ${DOCSDIR}
    ${INSTALL_MAN} ${WRKSRC}/docs/xvdocs.ps ${DOCSDIR}
.endif
```

Here are some handy variables and how they are expanded by default when used in the Makefile:

- `DATADIR` gets expanded to `PREFIX/share/PORTNAME`.
- `DATADIR_REL` gets expanded to `share/PORTNAME`.
- `DOCSDIR` gets expanded to `PREFIX/share/doc/PORTNAME`.
- `DOCSDIR_REL` gets expanded to `share/doc/PORTNAME`.
- `EXAMPLESDIR` gets expanded to `PREFIX/share/examples/PORTNAME`.
- `EXAMPLESDIR_REL` gets expanded to `share/examples/PORTNAME`.

**Note:** `NOPORTDOCS` only controls additional documentation installed in `DOCSDIR`. It does not apply to standard man pages and info pages. Things installed in `DATADIR` and `EXAMPLESDIR` are controlled by `NOPORTDATA` and `NOPORTEXAMPLES`, respectively.

These variables are exported to `PLIST_SUB`. Their values will appear there as pathnames relative to `PREFIX` if possible. That is, `share/doc/PORTNAME` will be substituted for `%%DOCSDIR%%` in the packing list by default, and so on. (See more on `pkg-plist` substitution [here](#).)

All conditionally installed documentation files and directories should be included in `pkg-plist` with the `%%PORTDOCS%%` prefix, for example:

```
%%PORTDOCS%%DOCSDIR%/AUTHORS
%%PORTDOCS%%DOCSDIR%/CONTACT
%%PORTDOCS%%@dirrm %%DOCSDIR%%
```

As an alternative to enumerating the documentation files in `pkg-plist`, a port can set the variable `PORTDOCS` to a list of file names and shell glob patterns to add to the final packing list. The names will be relative to `DOCSDIR`. Therefore, a port that utilizes `PORTDOCS` and uses a non-default location for its documentation should set `DOCSDIR` accordingly. If a directory is listed in `PORTDOCS` or matched by a glob pattern from this variable, the entire subtree of contained files and directories will be registered in the final packing list. If `NOPORTDOCS` is defined then files and directories listed in `PORTDOCS` would not be installed and neither would be added to port packing list. Installing the documentation at `PORTDOCS` as shown above remains up to the port itself. A typical example of utilizing `PORTDOCS` looks as follows:

```
PORTDOCS=      README.* ChangeLog docs/*
```

**Note:** The equivalents of `PORTDOCS` for files installed under `DATADIR` and `EXAMPLESDIR` are `PORTDATA` and `PORTEXAMPLES`, respectively.

You can also use the `pkg-message` file to display messages upon installation. See the section on using `pkg-message` for details. The `pkg-message` file does not need to be added to `pkg-plist`.

### 5.14.5 Subdirectories under PREFIX

Try to let the port put things in the right subdirectories of `PREFIX`. Some ports lump everything and put it in the subdirectory with the port's name, which is incorrect. Also, many ports put everything except binaries, header files and manual pages in a subdirectory of `lib`, which does not work well with the BSD paradigm. Many of the files should be moved to one of the following: `etc` (setup/configuration files), `libexec` (executables started internally), `sbin` (executables for superusers/managers), `info` (documentation for info browser) or `share` (architecture independent files). See `hier(7)` for details; the rules governing `/usr` pretty much apply to `/usr/local` too. The exception are ports dealing with USENET “news”. They may use `PREFIX/news` as a destination for their files.

# Chapter 6

## *Special considerations*

---

There are some more things you have to take into account when you create a port. This section explains the most common of those.

### 6.1 Shared Libraries

If your port installs one or more shared libraries, define a `USE_LDCONFIG` make variable, which will instruct a `bsd.port.mk` to run `${LDCONFIG} -m` on the directory where the new library is installed (usually `PREFIX/lib`) during `post-install` target to register it into the shared library cache. This variable, when defined, will also facilitate addition of an appropriate `@exec /sbin/ldconfig -m` and `@unexec /sbin/ldconfig -R` pair into your `pkg-plist` file, so that a user who installed the package can start using the shared library immediately and de-installation will not cause the system to still believe the library is there.

```
USE_LDCONFIG= yes
```

If you need, you can override the default directory by setting the `USE_LDCONFIG` value to a list of directories into which shared libraries are to be installed. For example if your port installs shared libraries into `PREFIX/lib/foo` and `PREFIX/lib/bar` directories you could use the following in your Makefile:

```
USE_LDCONFIG= ${PREFIX}/lib/foo ${PREFIX}/lib/bar
```

Please double-check, often this is not necessary at all or can be avoided through `-rpath` or setting `LD_RUN_PATH` during linking (see `lang/moscow_ml` for an example), or through a shell-wrapper which sets `LD_LIBRARY_PATH` before invoking the binary, like `www/mozilla` does.

When installing 32-bit libraries on 64-bit system, use `USE_LDCONFIG32` instead.

Try to keep shared library version numbers in the `libfoo.so.0` format. Our runtime linker only cares for the major (first) number.

When the major library version number increments in the update to the new port version, all other ports that link to the affected library should have their `PORTREVISION` incremented, to force recompilation with the new library version.

### 6.2 Ports with distribution restrictions

Licenses vary, and some of them place restrictions on how the application can be packaged, whether it can be sold for profit, and so on.

**Important:** It is your responsibility as a porter to read the licensing terms of the software and make sure that the FreeBSD project will not be held accountable for violating them by redistributing the source or compiled binaries

either via FTP/HTTP or CD-ROM. If in doubt, please contact the FreeBSD ports 郵遞論壇 (<http://lists.FreeBSD.org/mailman/listinfo/freebsd-ports>).

In situations like this, the variables described in the following sections can be set.

### 6.2.1 NO\_PACKAGE

This variable indicates that we may not generate a binary package of the application. For instance, the license may disallow binary redistribution, or it may prohibit distribution of packages created from patched sources.

However, the port's `DISTFILES` may be freely mirrored on FTP/HTTP. They may also be distributed on a CD-ROM (or similar media) unless `NO_CDROM` is set as well.

`NO_PACKAGE` should also be used if the binary package is not generally useful, and the application should always be compiled from the source code. For example, if the application has configuration information that is site specific hard coded in to it at compile time, set `NO_PACKAGE`.

`NO_PACKAGE` should be set to a string describing the reason why the package should not be generated.

### 6.2.2 NO\_CDROM

This variable alone indicates that, although we are allowed to generate binary packages, we may put neither those packages nor the port's `DISTFILES` onto a CD-ROM (or similar media) for resale. However, the binary packages and the port's `DISTFILES` will still be available via FTP/HTTP.

If this variable is set along with `NO_PACKAGE`, then only the port's `DISTFILES` will be available, and only via FTP/HTTP.

`NO_CDROM` should be set to a string describing the reason why the port cannot be redistributed on CD-ROM. For instance, this should be used if the port's license is for “non-commercial” use only.

### 6.2.3 NOFETCHFILES

Files defined in the `NOFETCHFILES` variable are not fetchable from any of the `MASTER_SITES`. An example of such a file is when the file is supplied on CD-ROM by the vendor.

Tools which check for the availability of these files on the `MASTER_SITES` should ignore these files and not report about them.

### 6.2.4 RESTRICTED

Set this variable alone if the application's license permits neither mirroring the application's `DISTFILES` nor distributing the binary package in any way.

`NO_CDROM` or `NO_PACKAGE` should not be set along with `RESTRICTED` since the latter variable implies the former ones.

`RESTRICTED` should be set to a string describing the reason why the port cannot be redistributed. Typically, this indicates that the port contains proprietary software and that the user will need to manually download the `DISTFILES`, possibly after registering for the software or agreeing to accept the terms of an EULA.

### 6.2.5 RESTRICTED\_FILES

When `RESTRICTED` or `NO_CDROM` is set, this variable defaults to `${DISTFILES} ${PATCHFILES}`, otherwise it is empty. If only some of the distribution files are restricted, then set this variable to list them.

Note that the port committer should add an entry to `/usr/ports/LEGAL` for every listed distribution file, describing exactly what the restriction entails.

## 6.3 Building mechanisms

### 6.3.1 make, gmake, and imake

If your port uses **GNU make**, set `USE_GMAKE=yes`.

**Table 6-1. Variables for ports related to gmake**

Variable	Means
<code>USE_GMAKE</code>	The port requires <code>gmake</code> to build.
<code>GMAKE</code>	The full path for <code>gmake</code> if it is not in the <code>PATH</code> .

If your port is an X application that creates `Makefile` files from `Imakefile` files using **imake**, then set `USE_IMAKE=yes`. This will cause the configure stage to automatically do an `xmkmf -a`. If the `-a` flag is a problem for your port, set `XMKMF=xmkmf`. If the port uses **imake** but does not understand the `install.man` target, `NO_INSTALL_MANPAGES=yes` should be set.

If your port's source `Makefile` has something else than `all` as the main build target, set `ALL_TARGET` accordingly. Same goes for `install` and `INSTALL_TARGET`.

### 6.3.2 configure script

If your port uses the `configure` script to generate `Makefile` files from `Makefile.in` files, set `GNU_CONFIGURE=yes`. If you want to give extra arguments to the `configure` script (the default argument is `--prefix=${PREFIX} --infodir=${PREFIX}/${INFO_PATH} --mandir=${MANPREFIX}/man --build=${CONFIGURE_TARGET}`), set those extra arguments in `CONFIGURE_ARGS`. Extra environment variables can be passed using `CONFIGURE_ENV` variable.

**Table 6-2. Variables for ports that use configure**

Variable	Means
<code>GNU_CONFIGURE</code>	The port uses <code>configure</code> script to prepare build.
<code>HAS_CONFIGURE</code>	Same as <code>GNU_CONFIGURE</code> , except default <code>configure</code> target is not added to <code>CONFIGURE_ARGS</code> .
<code>CONFIGURE_ARGS</code>	Additional arguments passed to <code>configure</code> script.
<code>CONFIGURE_ENV</code>	Additional environment variables to be set for <code>configure</code> script run.

**Variable**

CONFIGURE\_TARGET

**Means**

Override default configure target. Default value is  
`${MACHINE_ARCH}-portbld-freebsd${OSREL}`.

**6.3.3 Using `scons`**

If your port uses **SCons**, define `USE_SCONS=yes`.

**Table 6-3. Variables for ports that use `scons`**

Variable	Means
<code>SCONS_ARGS</code>	Port specific SCons flags passed to the SCons environment.
<code>SCONS_BUILDENV</code>	Variables to be set in system environment.
<code>SCONS_ENV</code>	Variables to be set in SCons environment.
<code>SCONS_TARGET</code>	Last argument passed to SCons, similar to <code>MAKE_TARGET</code> .

**6.4 Using GNU autotools****6.4.1 Introduction**

The various GNU autotools provide an abstraction mechanism for building a piece of software over a wide variety of operating systems and machine architectures. Within the Ports Collection, an individual port can make use of these tools via a simple construct:

```
USE_AUTOTOOLS= tool:version[:operation] ...
```

At the time of writing, *tool* can be one of `libtool`, `libltdl`, `autoconf`, `autoheader`, `automake` or `aclocal`.

*version* specifies the particular tool revision to be used (see `devel/{automake, autoconf, libtool}[0-9]+` for valid versions).

*operation* is an optional extension to modify how the tool is used.

Multiple tools can be specified at once, either by including them all on a single line, or using the `+=` Makefile construct.

Finally, there is the special tool, called `autotools`, which is a convenience function to bring in all available versions of the autotools to allow for cross-development work. This can also be accomplished by installing the `devel/autotools` port.

**6.4.2 `libtool`**

Shared libraries using the GNU building framework usually use `libtool` to adjust the compilation and installation



of shared libraries to match the specifics of the underlying operating system. The usual practice is to use copy of `libtool` bundled with the application. In case you need to use external `libtool`, you can use the version provided by The Ports Collection:

```
USE_AUTOTOOLS= libtool:version[:env]
```

With no additional operations, `libtool:version` tells the building framework to patch the configure script with the system-installed copy of `libtool`. The `GNU_CONFIGURE` is implied. Further, a number of make and shell variables will be assigned for onward use by the port. See `bsd.autotools.mk` for details.

With the `:env` operation, only the environment will be set up.

Finally, `LIBTOOLFLAGS` and `LIBTOOLFILES` can be optionally set to override the most likely arguments to, and files patched by, `libtool`. Most ports are unlikely to need this. See `bsd.autotools.mk` for further details.

### 6.4.3 `libltdl`

Some ports make use of the `libltdl` library package, which is part of the `libtool` suite. Use of this library does not automatically necessitate the use of `libtool` itself, so a separate construct is provided.

```
USE_AUTOTOOLS= libltdl:version
```

Currently, all this does is to bring in a `LIB_DEPENDS` on the appropriate `libltdl` port, and is provided as a convenience function to help eliminate any dependencies on the autotools ports outside of the `USE_AUTOTOOLS` framework. There are no optional operations for this tool.

### 6.4.4 `autoconf` and `autoheader`

Some ports do not contain a configure script, but do contain an `autoconf` template in the `configure.ac` file. You can use the following assignments to let `autoconf` create the configure script, and also have `autoheader` create template headers for use by the configure script.

```
USE_AUTOTOOLS= autoconf:version[:env]
```

and

```
USE_AUTOTOOLS= autoheader:version
```

which also implies the use of `autoconf:version`.

Similarly to `libtool`, the inclusion of the optional `:env` operation simply sets up the environment for further use. Without it, patching and reconfiguration of the port is carried out.

The additional optional variables `AUTOCONF_ARGS` and `AUTOHEADER_ARGS` can be overridden by the port `Makefile` if specifically requested. As with the `libtool` equivalents, most ports are unlikely to need this.

### 6.4.5 `automake` and `aclocal`

Some packages only contain `Makefile.am` files. These have to be converted into `Makefile.in` files using `automake`, and the further processed by `configure` to generate an actual `Makefile`.

Similarly, packages occasionally do not ship with included `aclocal.m4` files, again required to build the software. This can be achieved with `aclocal`, which scans `configure.ac` or `configure.in`.

`aclocal` has a similar relationship to `automake` as `autoheader` does to `autoconf`, described in the previous section. `aclocal` implies the use of `automake`, thus we have:

```
USE_AUTOTOOLS= automake:version[:env]
```

and

```
USE_AUTOTOOLS= aclocal:version
```

which also implies the use of `automake:version`.

Similarly to `libtool` and `autoconf`, the inclusion of the optional `:env` operation simply sets up the environment for further use. Without it, reconfiguration of the port is carried out.

As with `autoconf` and `autoheader`, both `automake` and `aclocal` have optional argument variables, `AUTOMAKE_ARGS` and `ACLOCAL_ARGS` respectively, which may be overridden by the port `Makefile` if required.

## 6.5 Using GNU `gettext`

### 6.5.1 Basic usage

If your port requires `gettext`, just set `USE_GETTEXT` to `yes`, and your port will grow the dependency on `devel/gettext`. The value of `USE_GETTEXT` can also specify the required version of the `libintl` library, the basic part of `gettext`, but using this feature is *strongly discouraged*: Your port should work with just the current version of `devel/gettext`.

A rather common case is a port using `gettext` and `configure`. Generally, GNU `configure` should be able to locate `gettext` automatically. If it ever fails to, hints at the location of `gettext` can be passed in `CPPFLAGS` and `LDFLAGS` as follows:

```
USE_GETTEXT=    yes
CPPFLAGS+=      -I${LOCALBASE}/include
LDFLAGS+=       -L${LOCALBASE}/lib

GNU_CONFIGURE=  yes
CONFIGURE_ENV=  CPPFLAGS="${CPPFLAGS}" \
                LDFLAGS="${LDFLAGS}"
```

Of course, the code can be more compact if there are no more flags to pass to `configure`:

```
USE_GETTEXT=    yes
GNU_CONFIGURE=  yes
CONFIGURE_ENV=  CPPFLAGS="-I${LOCALBASE}/include" \
                LDFLAGS="-L${LOCALBASE}/lib"
```

### 6.5.2 Optional usage

Some software products allow for disabling NLS, e.g., through passing `--disable-nls` to `configure`. In that case, your port should use `gettext` conditionally, depending on the status of `WITHOUT-NLS`. For ports of low to medium complexity, you can rely on the following idiom:

```
GNU_CONFIGURE=          yes

.if !defined(WITHOUT-NLS)
USE_GETTEXT=            yes
PLIST_SUB+=             NLS=""
.else
CONFIGURE_ARGS+=        --disable-nls
PLIST_SUB+=             NLS="@comment "
.endif
```

The next item on your to-do list is to arrange so that the message catalog files are included in the packing list conditionally. The `Makefile` part of this task is already provided by the idiom. It is explained in the section on advanced `pkg-plist` practices. In a nutshell, each occurrence of `%%NLS%%` in `pkg-plist` will be replaced by `"@comment "` if NLS is disabled, or by a null string if NLS is enabled. Consequently, the lines prefixed by `%%NLS%%` will become mere comments in the final packing list if NLS is off; otherwise the prefix will be just left out. All you need to do now is insert `%%NLS%%` before each path to a message catalog file in `pkg-plist`. For example:

```
%%NLS%%share/locale/fr/LC_MESSAGES/foobar.mo
%%NLS%%share/locale/no/LC_MESSAGES/foobar.mo
```

In high complexity cases, you may need to use more advanced techniques than the recipe given here, such as dynamic packing list generation.

### 6.5.3 Handling message catalog directories

There is a point to note about installing message catalog files. The target directories for them, which reside under `LOCALBASE/share/locale`, should rarely be created and removed by your port. The most popular languages have their respective directories listed in `/etc/mtree/BSD.local.dist`; that is, they are a part of the base system. The directories for many other languages are governed by the `devel/gettext` port. You may want to consult its `pkg-plist` and see whether your port is going to install a message catalog file for a unique language.

## 6.6 Using `perl`

If `MASTER_SITES` is set to `MASTER_SITE_PERL_CPAN`, then preferred value of `MASTER_SITE_SUBDIR` is top-level hierarchy name. For example, the recommend value for `p5-Module-Name` is `Module`. The top-level hierarchy can be examined at `cpan.org` (<http://cpan.org/modules/by-module/>). This keeps the port working when the author of the module changes.

The exception to this rule is when the relevant directory does not exist or the `distfile` does not exist in the directory. In such case, using author's id as `MASTER_SITE_SUBDIR` is allowed.

All of the tunable knobs below accept both `YES` and a version string, like `5.8.0+`. Using `YES` means that the port can be used with all of the supported **Perl** versions. If a port only works with specific versions of **Perl**, it can be indicated

with a version string, specifying a minimal version (e.g. 5.7.3+), a maximal version (e.g. 5.8.0-) or an exact version (e.g. 5.8.3).

**Table 6-4. Variables for ports that use perl**

Variable	Means
USE_PERL5	Says that the port uses perl 5 to build and run.
USE_PERL5_BUILD	Says that the port uses perl 5 to build.
USE_PERL5_RUN	Says that the port uses perl 5 to run.
PERL	The full path of perl 5, either in the system or installed from a port, but without the version number. Use this if you need to replace “#!” lines in scripts.
PERL_CONFIGURE	Configure using Perl’s MakeMaker. It implies USE_PERL5.
PERL_MODBUILD	Configure, build and install using Module::Build. It implies PERL_CONFIGURE.
<b>Read only variables</b>	
PERL_VERSION	The full version of perl installed (e.g., 5.00503).
PERL_VER	The short version of perl installed (e.g., 5.005).
PERL_LEVEL	The installed perl version as an integer of the form MNNPP (e.g., 500503).
PERL_ARCH	Where perl stores architecture dependent libraries. Defaults to \${ARCH}-freebsd.
PERL_PORT	Name of the perl port that is installed (e.g., perl5).
SITE_PERL	Directory name where site specific perl packages go. This value is added to PLIST_SUB.

**Note:** Perl 模組的port，由於沒有正式的網站，所以pkg-descr 內的WWW 應該指向至cpan.org。比較好的URL 格式是<http://search.cpan.org/dist/Module-Name/> (包括結尾的/ 斜線符號)。

## 6.7 Using X11

### 6.7.1 X.Org components

The X11 implementation available in The Ports Collection is X.Org. If your application depends on X components, set USE\_XORG to the list of required components. Available components, at the time of writing, are:

```
bigreqsproto compositeproto damageproto dmx dmxproto evieproto fixesproto
fontcacheproto fontenc fontspROTO fontutil glproto ice inputproto kbproto libfs oldx
printproto randrproto recordproto renderproto resourceproto scrnsaverproto sm
trapproto videoproto x11 xau xaw xaw6 xaw7 xaw8 xbitmaps xcmiscproto xcomposite
xcursor xdamage xdmcp xevie xext xextproto xf86bigfontproto xf86dgaproto xf86driproto
```

```
xf86miscproto xf86rushproto xf86vidmodeproto xfixes xfont xfontcache xft xi xinerama
xineramaproto xkbfile xkbui xmu xmuu xorg-server xp xpm xprintapputil xprintutil xpr
oto xproxymngproto xrandr xrender xres xscrnsaver xt xtrans xtrap xtst xv xvmc
xxf86dga xxf86misc xxf86vm.
```

Always up-to-date list can be found in `/usr/ports/Mk/bsd.xorg.mk`.

The Mesa Project is an effort to provide free OpenGL implementation. You can specify a dependency on various components of this project with `USE_GL` variable. Valid options are: `glut`, `glu`, `glw`, `gl` and `linux`. For backwards compatibility, the value of `yes` maps to `glu`.

### Example 6-1. USE\_XORG example

```
USE_XORG=    xrender xft xkbfile xt xaw
USE_GL=      glu
```

Many ports define `USE_XLIB`, which makes the port depend on all the 50 or so libraries. This variable exists for backwards compatibility, as it predates modular X.Org, and should not be used on new ports.

**Table 6-5. Variables for ports that use X**

<code>USE_XLIB</code>	The port uses the X libraries. Deprecated - use a list of X.Org components in <code>USE_XORG</code> variable instead.
<code>USE_IMAKE</code>	會用到imake 的port。
<code>USE_X_PREFIX</code>	Deprecated. Today it is equivalent to <code>USE_XLIB</code> and can be replaced by it freely.
<code>XMKMF</code>	Set to the path of <code>xmkmf</code> if not in the <code>PATH</code> . Defaults to <code>xmkmf -a</code> .

**Table 6-6. Variables for depending on individual parts of X11**

<code>X_IMAKE_PORT</code>	Port providing <code>imake</code> and several other utilities used to build X11.
<code>X_LIBRARIES_PORT</code>	Port providing X11 libraries.
<code>X_CLIENTS_PORT</code>	Port providing X clients.
<code>X_SERVER_PORT</code>	Port providing X server.
<code>X_FONTSERVER_PORT</code>	Port providing font server.
<code>X_PRINTSERVER_PORT</code>	Port providing print server.
<code>X_VFBSERVER_PORT</code>	Port providing virtual framebuffer server.
<code>X_NESTSERVER_PORT</code>	Port providing a nested X server.
<code>X_FONTS_ENCODINGS_PORT</code>	Port providing encodings for fonts.
<code>X_FONTS_MISC_PORT</code>	Port providing miscellaneous bitmap fonts.
<code>X_FONTS_100DPI_PORT</code>	Port providing 100dpi bitmap fonts.
<code>X_FONTS_75DPI_PORT</code>	Port providing 75dpi bitmap fonts.
<code>X_FONTS_CYRILLIC_PORT</code>	Port providing cyrillic bitmap fonts.
<code>X_FONTS_TTF_PORT</code>	Port providing TrueType® fonts.

<code>X_FONTS_TYPE1_PORT</code>	Port providing Type1 fonts.
<code>X_MANUALS_PORT</code>	Port providing developer oriented manual pages

### Example 6-2. Using some X11 related variables in port

```
# Use X11 libraries and depend on
# font server as well as cyrillic fonts.
RUN_DEPENDS=    ${LOCALBASE}/bin/xfs:${X_FONTSERVER_PORT} \
                ${LOCALBASE}/lib/X11/fonts/cyrillic/croxlc.pcf.gz:${X_FONTS_CYRILLIC_PORT}

USE_XORG=       yes
```

## 6.7.2 Ports that require Motif

If your port requires a Motif library, define `USE_MOTIF` in the Makefile. Default Motif implementation is `x11-toolkits/open-motif`. Users can choose `x11-toolkits/lesstif` instead by setting `WANT_LESSTIF` variable.

The `MOTIFLIB` variable will be set by `bsd.port.mk` to reference the appropriate Motif library. Please patch the source of your port to use `${MOTIFLIB}` wherever the Motif library is referenced in the original Makefile or Imakefile.

There are two common cases:

- If the port refers to the Motif library as `-lXm` in its Makefile or Imakefile, simply substitute `${MOTIFLIB}` for it.
- If the port uses `XmClientLibs` in its Imakefile, change it to `${MOTIFLIB} ${XTOOLLIB} ${XLIB}`.

Note that `MOTIFLIB` (usually) expands to `-L/usr/X11R6/lib -lXm` or `/usr/X11R6/lib/libXm.a`, so there is no need to add `-L` or `-l` in front.

## 6.7.3 X11 fonts

If your port installs fonts for the X Window System, put them in `LOCALBASE/lib/X11/fonts/local`.

## 6.7.4 Getting fake `DISPLAY` using `Xvfb`

Some applications require a working X11 display for compilation to succeed. This pose a problem for machines which operates headless. When the following variable is used, the build infrastructure will start the virtual framebuffer X server. The working `DISPLAY` is then passed to the build.

```
USE_DISPLAY=    yes
```

## 6.7.5 Desktop entries

可藉由設定 `DESKTOP_ENTRIES` 變數，以輕鬆設定 port 的 X 選單項目 (Desktop Entries，請參閱 [Freedesktop standard](http://standards.freedesktop.org/desktop-entry-spec/latest/) (<http://standards.freedesktop.org/desktop-entry-spec/latest/>))。這些項目會在相應的桌面環境如 GNOME 或 KDE 的應用程式選單中出現。`.desktop` 檔案將會被建立、安裝以及自動加入 `pkg-plist` 中。語法為：

```
DESKTOP_ENTRIES= "NAME" "COMMENT" "ICON" "COMMAND" "CATEGORY" StartupNotify
```

可供使用的分類可參考 [Freedesktop 網站](http://standards.freedesktop.org/menu-spec/latest/apa.html) (<http://standards.freedesktop.org/menu-spec/latest/apa.html>)。而 `StartupNotify` 變數會決定程式，是否支援 `startup notification` 的環境。

範例：

```
DESKTOP_ENTRIES= "Tome" "Roguelike game based on JRR Tolkien's work" \
                  "${DATADIR}/extra/graf/tome-128.png" \
                  "tome -v -g" "Application;Game;RolePlaying" \
                  false
```

## 6.8 Using GNOME

The FreeBSD/GNOME project uses its own set of variables to define which GNOME components a particular port uses. A comprehensive list of these variables (<http://www.FreeBSD.org/gnome/docs/porting.html>) exists within the FreeBSD/GNOME project's homepage.

## 6.9 Using KDE

### 6.9.1 Variable definitions

**Table 6-7. Variables for ports that use KDE**

`USE_KDELIBS_VER`

The port uses KDE libraries. It specifies the major version of KDE to use and implies `USE_QT_VER` of the appropriate version. The only possible value is 3.

`USE_KDEBASE_VER`

The port uses KDE base. It specifies the major version of KDE to use and implies `USE_QT_VER` of the appropriate version. The only possible value is 3.

### 6.9.2 Ports that require Qt

**Table 6-8. Variables for ports that use Qt**

`USE_QT_VER`

The port uses the Qt toolkit. Possible values are 3 and 4; each specify the major version of Qt to use. Appropriate parameters are passed to `configure` script and `make`.

QT_PREFIX	Set to the path where Qt installed to (read-only variable).
MOC	Set to the path of <code>moc</code> (read-only variable). Default set according to <code>USE_QT_VER</code> value.
QTCPPFLAGS	Additional compiler flags passed via <code>CONFIGURE_ENV</code> for Qt toolkit. Default set according to <code>USE_QT_VER</code> .
QTCFGLIBS	Additional libraries for linking passed via <code>CONFIGURE_ENV</code> for Qt toolkit. Default set according to <code>USE_QT_VER</code> .
QTNONSTANDARD	Suppress modification of <code>CONFIGURE_ENV</code> , <code>CONFIGURE_ARGS</code> , and <code>MAKE_ENV</code> .

**Table 6-9. Additional variables for ports that use Qt 4.x**

QT_COMPONENTS	Specify tool and library dependencies for Qt4. See below for details.
UIC	Set to the path of <code>uic</code> (read-only variable). Default set according to <code>USE_QT_VER</code> value.
QMAKE	Set to the path of <code>qmake</code> (read-only variable). Default set according to <code>USE_QT_VER</code> value.
QMAKESPEC	Set to the path of configuration file for <code>qmake</code> (read-only variable). Default set according to <code>USE_QT_VER</code> value.

When `USE_QT_VER` is set, some useful settings are passed to `configure` script:

```
CONFIGURE_ARGS+= --with-qt-includes=${QT_PREFIX}/include \
                 --with-qt-libraries=${QT_PREFIX}/lib \
                 --with-extra-libs=${LOCALBASE}/lib \
                 --with-extra-includes=${LOCALBASE}/include
CONFIGURE_ENV+=  MOC="${MOC}" CPPFLAGS="${CPPFLAGS} ${QTCPPFLAGS}" LIBS="${QTCFGLIBS}" \
                 QTDIR="${QT_PREFIX}" KDEDIR="${KDE_PREFIX}"
```

If `USE_QT_VER` is set to 4, the following settings are also deployed:

```
CONFIGURE_ENV+=  UIC="${UIC}" QMAKE="${QMAKE}" QMAKESPEC="${QMAKESPEC}"
MAKE_ENV+=       QMAKESPEC="${QMAKESPEC}"
```

### 6.9.3 Component selection (Qt 4.x only)

When `USE_QT_VER` is set to 4, individual Qt4 tool and library dependencies can be specified in the `QT_COMPONENTS` variable. Every component can be suffixed by either `_build` or `_run`, the suffix indicating whether the component should be depended on at buildtime or runtime, respectively. If unsuffixed, the component will be depended on at both build- and runtime. Usually, library components should be specified unsuffixed, tool components should be specified with the `_build` suffix and plugin components should be specified with the `_run` suffix. The most



commonly used components are listed below (all available components are listed in `_QT_COMPONENTS_ALL` in `/usr/ports/Mk/bsd.qt.mk`):

**Table 6-10. Available Qt4 library components**

Name	Description
corelib	core library (can be omitted unless the port uses nothing but <code>corelib</code> )
gui	graphical user interface library
network	network library
opengl	OpenGL library
qt3support	Qt3 compatibility library
qtestlib	unit testing library
script	script library
sql	SQL library
xml	XML library

You can determine which libraries the application depends on, by running `ldd` on the main executable after a successful compilation.

**Table 6-11. Available Qt4 tool components**

Name	Description
moc	meta object compiler (needed for almost every Qt application at buildtime)
qmake	Makefile generator / build utility
rcc	resource compiler (need if the application comes with <code>*.rc</code> or <code>*.qrc</code> files)
uic	user interface compiler (needed if the application comes with <code>*.ui</code> files created by Qt Designer - in practice, every Qt application with a GUI)

**Table 6-12. Available Qt4 plugin components**

Name	Description
iconengines	SVG icon engine plugin (if the application ships SVG icons)
imageformats	imageformat plugins for GIF, JPEG, MNG and SVG (if the application ships image files)

### Example 6-3. Selecting Qt4 components

In this example, the ported application uses the Qt4 graphical user interface library, the Qt4 core library, all of the Qt4 code generation tools and Qt4's Makefile generator. Since the `gui` library implies a dependency on the core library, `corelib` does not need to be specified. The Qt4 code generation tools `moc`, `uic` and `rcc`, as well as the Makefile

generator `qmake` are only needed at buildtime, thus they are specified with the `_build` suffix:

```
USE_QT_VER=      4
QT_COMPONENTS=  gui moc_build qmake_build rcc_build uic_build
```

## 6.9.4 Additional considerations

If the application does not provide a `configure` file but a `.pro` file, you can use the following:

```
HAS_CONFIGURE=  yes
```

```
do-configure:
    @cd ${WRKSRCSRC} && ${SETENV} ${CONFIGURE_ENV} \
      ${QMAKE} -unix PREFIX=${PREFIX} texmaker.pro
```

Note the similarity to the `qmake` line from the provided `BUILD.sh` script. Passing `CONFIGURE_ENV` ensures `qmake` will see the `QMAKESPEC` variable, without which it cannot work. `qmake` generates standard Makefiles, so it is not necessary to write our own build target.

Qt applications often are written to be cross-platform and often X11/Unix isn't the platform they are developed on, which in turn often leads to certain loose ends, like:

- *Missing additional includepaths.* Many applications come with system tray icon support, but neglect to look for includes and/or libraries in the X11 directories. You can tell `qmake` to add directories to the include and library searchpaths via the commandline, for example:

```
${QMAKE} -unix PREFIX=${PREFIX} INCLUDEPATH+=${LOCALBASE}/include \
        LIBS+=-L${LOCALBASE}/lib sillyapp.pro
```

- *Bogus installation paths.* Sometimes data such as icons or `.desktop` files are by default installed into directories which aren't scanned by XDG-compatible applications. `editors/texmaker` is an example for this - look at `patch-texmaker.pro` in the `files` directory of that port for a template on how to remedy this directly in the Qmake project file.

## 6.10 Using Java

### 6.10.1 Variable definitions

If your port needs a Java™ Development Kit (JDK) to either build, run or even extract the distfile, then it should define `USE_JAVA`.

There are several JDKs in the ports collection, from various vendors, and in several versions. If your port must use one of these versions, you can define which one. The most current version is `java/jdk15`.

**Table 6-13. Variables that may be set by ports that use Java**

Variable	Means
<code>USE_JAVA</code>	Should be defined for the remaining variables to have any effect.

**Variable**

JAVA\_VERSION

JAVA\_OS

JAVA\_VENDOR

JAVA\_BUILD

JAVA\_RUN

JAVA\_EXTRACT

USE\_JIKES

**Means**

List of space-separated suitable Java versions for the port. An optional "+" allows you to specify a range of versions (allowed values: 1.1[+] 1.2[+] 1.3[+] 1.4[+]).

List of space-separated suitable JDK port operating systems for the port (allowed values: native linux).

List of space-separated suitable JDK port vendors for the port (allowed values: freebsd bsdjava sun ibm blackdown).

When set, it means that the selected JDK port should be added to the build dependencies of the port.

When set, it means that the selected JDK port should be added to the run dependencies of the port.

When set, it means that the selected JDK port should be added to the extract dependencies of the port.

Whether the port should or should not use the `jikes` bytecode compiler to build. When no value is set for this variable, the port will use `jikes` to build if available. You may also explicitly forbid or enforce the use of `jikes` (by setting 'no' or 'yes'). In the later case, `devel/jikes` will be added to build dependencies of the port. In any case that `jikes` is actually used in place of `javac`, then the `HAVE_JIKES` variable is defined by `bsd.java.mk`.

Below is the list of all settings a port will receive after setting `USE_JAVA`:

**Table 6-14. Variables provided to ports that use Java**

Variable	Value
JAVA_PORT	The name of the JDK port (e.g. 'java/jdk14').
JAVA_PORT_VERSION	The full version of the JDK port (e.g. '1.4.2'). If you only need the first two digits of this version number, use <code>\${JAVA_PORT_VERSION:C/^[0-9]\.[0-9](.*)\$/\1.\2/}</code> .
JAVA_PORT_OS	The operating system used by the JDK port (e.g. 'linux').
JAVA_PORT_VENDOR	The vendor of the JDK port (e.g. 'sun').
JAVA_PORT_OS_DESCRIPTION	Description of the operating system used by the JDK port (e.g. 'Linux').
JAVA_PORT_VENDOR_DESCRIPTION	Description of the vendor of the JDK port (e.g. 'FreeBSD Foundation').
JAVA_HOME	Path to the installation directory of the JDK (e.g. '/usr/local/jdk1.3.1').

Variable	Value
JAVAC	Path to the Java compiler to use (e.g. <code>'/usr/local/jdk1.1.8/bin/javac'</code> or <code>'/usr/local/bin/jikes'</code> ).
JAR	Path to the <code>jar</code> tool to use (e.g. <code>'/usr/local/jdk1.2.2/bin/jar'</code> or <code>'/usr/local/bin/fastjar'</code> ).
APPLETVIEWER	Path to the <code>appletviewer</code> utility (e.g. <code>'/usr/local/linux-jdk1.2.2/bin/appletviewer'</code> ).
JAVA	Path to the <code>java</code> executable. Use this for executing Java programs (e.g. <code>'/usr/local/jdk1.3.1/bin/java'</code> ).
JAVADOC	Path to the <code>javadoc</code> utility program.
JAVAH	Path to the <code>javah</code> program.
JAVAP	Path to the <code>javap</code> program.
JAVA_KEYTOOL	Path to the <code>keytool</code> utility program. This variable is available only if the JDK is Java 1.2 or higher.
JAVA_N2A	Path to the <code>native2ascii</code> tool.
JAVA_POLICYTOOL	Path to the <code>policytool</code> program. This variable is available only if the JDK is Java 1.2 or higher.
JAVA_SERIALVER	Path to the <code>serialver</code> utility program.
RMIC	Path to the RMI stub/skeleton generator, <code>rmic</code> .
RMIREGISTRY	Path to the RMI registry program, <code>rmiregistry</code> .
RMID	Path to the RMI daemon program <code>rmid</code> . This variable is only available if the JDK is Java 1.2 or higher.
JAVA_CLASSES	Path to the archive that contains the JDK class files. On JDK 1.2 or later, this is <code>\${JAVA_HOME}/jre/lib/rt.jar</code> . Earlier JDKs used <code>\${JAVA_HOME}/lib/classes.zip</code> .
HAVE_JIKES	Defined whenever <code>jikes</code> is used by the port (see <code>USE_JIKES</code> above).

You may use the `java-debug make target` to get information for debugging your port. It will display the value of many of the forecited variables.

Additionally, the following constants are defined so all Java ports may be installed in a consistent way:

**Table 6-15. Constants defined for ports that use Java**

Constant	Value
JAVASHAREDIR	The base directory for everything related to Java. Default: <code>\${PREFIX}/share/java</code> .
JAVAJARDIR	The directory where JAR files should be installed. Default: <code>\${JAVASHAREDIR}/classes</code> .

**Constant**

JAVALIBDIR

**Value**

The directory where JAR files installed by other ports are located. Default:

`${LOCALBASE}/share/java/classes.`

The related entries are defined in both `PLIST_SUB` (documented in Section 7.1) and `SUB_LIST`.

## 6.10.2 Building with Ant

When the port is to be built using Apache Ant, it has to define `USE_ANT`. Ant is thus considered to be the sub-make command. When no `do-build` target is defined by the port, a default one will be set that simply runs Ant according to `MAKE_ENV`, `MAKE_ARGS` and `ALL_TARGETS`. This is similar to the `USE_GMAKE` mechanism, which is documented in Section 6.3.

If `jikes` is used in place of `javac` (see `USE_JIKES` in Section 6.10.1), then Ant will automatically use it to build the port.

## 6.10.3 Best practices

When porting a Java library, your port should install the JAR file(s) in `${JAVAJARDIR}`, and everything else under `${JAVASHAREDIR}/${PORTNAME}` (except for the documentation, see below). In order to reduce the packing file size, you may reference the JAR file(s) directly in the `Makefile`. Just use the following statement (where `myport.jar` is the name of the JAR file installed as part of the port):

```
PLIST_FILES+= %%JAVAJARDIR%%/myport.jar
```

When porting a Java application, the port usually installs everything under a single directory (including its JAR dependencies). The use of `${JAVASHAREDIR}/${PORTNAME}` is strongly encouraged in this regard. It is up the porter to decide whether the port should install the additional JAR dependencies under this directory or directly use the already installed ones (from `${JAVAJARDIR}`).

Regardless of the type of your port (library or application), the additional documentation should be installed in the same location as for any other port. The JavaDoc tool is known to produce a different set of files depending on the version of the JDK that is used. For ports that do not enforce the use of a particular JDK, it is therefore a complex task to specify the packing list (`pkg-plist`). This is one reason why porters are strongly encouraged to use the `PORTDOCS` macro. Moreover, even if you can predict the set of files that will be generated by `javadoc`, the size of the resulting `pkg-plist` advocates for the use of `PORTDOCS`.

The default value for `DATADIR` is `${PREFIX}/share/${PORTNAME}`. It is a good idea to override `DATADIR` to `${JAVASHAREDIR}/${PORTNAME}` for Java ports. Indeed, `DATADIR` is automatically added to `PLIST_SUB` (documented in Section 7.1) so you may use `%%DATADIR%%` directly in `pkg-plist`.

As for the choice of building Java ports from source or directly installing them from a binary distribution, there is no defined policy at the time of writing. However, people from the FreeBSD Java Project (<http://www.freebsd.org/java/>) encourage porters to have their ports built from source whenever it is a trivial task.

All the features that have been presented in this section are implemented in `bsd.java.mk`. If you ever think that your port needs more sophisticated Java support, please first have a look at the `bsd.java.mk` CVS log (<http://www.freebsd.org/cgi/cvsweb.cgi/ports/Mk/bsd.java.mk>) as it usually takes some time to document the latest

features. Then, if you think the support you are lacking would be beneficial to many other Java ports, feel free to discuss it on the FreeBSD Java Language 郵遞論壇 (<http://lists.FreeBSD.org/mailman/listinfo/freebsd-java>).

Although there is a `java` category for PRs, it refers to the JDK porting effort from the FreeBSD Java project. Therefore, you should submit your Java port in the `ports` category as for any other port, unless the issue you are trying to resolve is related to either a JDK implementation or `bsd.java.mk`.

Similarly, there is a defined policy regarding the `CATEGORIES` of a Java port, which is detailed in Section 5.3.

## 6.11 Web applications, Apache and PHP

### 6.11.1 Apache

**Table 6-16. Variables for ports that use Apache**

<code>USE_APACHE</code>	The port requires Apache. Possible values: <code>yes</code> (gets any version), <code>1.3</code> , <code>2.0</code> , <code>2.2</code> , <code>2.0+</code> , etc. Default dependency is on version <code>1.3</code> .
<code>WITH_APACHE2</code>	The port requires Apache 2.0. Without this variable, the port will depend on Apache 1.3. This variable is deprecated and should not be used anymore.
<code>APXS</code>	Full path to the <code>apxs</code> binary. Can be overridden in your port.
<code>HTTPD</code>	Full path to the <code>httpd</code> binary. Can be overridden in your port.
<code>APACHE_VERSION</code>	The version of present Apache installation (read-only variable). This variable is only available after inclusion of <code>bsd.port.pre.mk</code> . Possible values: <code>13</code> , <code>20</code> , <code>22</code> .
<code>APACHEMODDIR</code>	Directory for Apache modules. This variable is automatically expanded in <code>pkg-plist</code> .
<code>APACHEINCLUDEDIR</code>	Directory for Apache headers. This variable is automatically expanded in <code>pkg-plist</code> .
<code>APACHEETCDIR</code>	Directory for Apache configuration files. This variable is automatically expanded in <code>pkg-plist</code> .

**Table 6-17. `port Apache` 模組時好用的變數**

<code>MODULENAME</code>	模組名稱。預設值為 <code>PORTNAME</code> 。範例： <code>mod_hello</code>
<code>SHORTMODNAME</code>	簡化的模組名稱。自動地由變數 <code>MODULENAME</code> 產生，不過可以覆蓋它。範例： <code>hello</code>
<code>AP_FAST_BUILD</code>	使用 <code>apxs</code> 來編譯及安裝這個模組。
<code>AP_GENPLIST</code>	同樣地，也是自動產生 <code>pkg-plist</code> 。
<code>AP_INC</code>	在編譯時間加入一個目錄到標頭檔搜尋路徑。

AP_LIB	在編譯時間加入一個目錄到函式庫搜尋路徑。
AP_EXTRAS	傳給apxs 額外的flags。

### 6.11.2 Web 應用程式

Web 應用程式應該安裝到 `PREFIX/www/appname`。For your convenience, this path is available both in Makefile and in `pkg-plist` as `WWWDIR`, and the path relative to `PREFIX` is available in Makefile as `WWWDIR_REL`.

The user and group of web server process are available as `WWWOWN` and `WWWGRP`, in case you need to change the ownership of some files. The default values of both are `www`. If you want different values for your port, use `WWWOWN?= myuser` notation, to allow user to override it easily.

請別過於相依Apache，除非這些程式有明確需要，而得相依Apache。也許有些使用者，會想在其他非Apache 的Web 伺服器上執行這些網頁程式。

### 6.11.3 PHP

**Table 6-18. Variables for ports that use PHP**

USE_PHP	The port requires PHP. The value <code>yes</code> adds a dependency on PHP. The list of required PHP extensions can be specified instead. Example: <code>pcre xml gettext</code>
DEFAULT_PHP_VER	Selects which major version of PHP will be installed as a dependency when no PHP is installed yet. Default is 4. Possible values: 4, 5
IGNORE_WITH_PHP	The port does not work with PHP of the given version. Possible values: 4, 5
USE_PHPIZE	The port will be built as a PHP extension.
USE_PHPEXT	The port will be treated as a PHP extension, including installation and registration in the extension registry.
USE_PHP_BUILD	Set PHP as a build dependency.
WANT_PHP_CLI	Want the CLI (command line) version of PHP.
WANT_PHP_CGI	Want the CGI version of PHP.
WANT_PHP_MOD	Want the Apache module version of PHP.
WANT_PHP_SCR	Want the CLI or the CGI version of PHP.
WANT_PHP_WEB	Want the Apache module or the CGI version of PHP.

### 6.11.4 PEAR modules

Porting PEAR modules is a very simple process.

Use the variables `FILES`, `TESTS`, `DATA`, `SQLS`, `SCRIPTFILES`, `DOCS` and `EXAMPLES` to list the files you want to install. All listed files will be automatically installed into the appropriate locations and added to `pkg-plist`.

Include `${PORTSDIR}/devel/pear/bsd.pear.mk` on the last line of the Makefile.

#### Example 6-4. Example Makefile for PEAR class

```

PORTNAME=      Date
PORTVERSION=   1.4.3
CATEGORIES=    devel www pear

MAINTAINER=    example@domain.com
COMMENT=       PEAR Date and Time Zone Classes

BUILD_DEPENDS= ${PEARDIR}/PEAR.php:${PORTSDIR}/devel/pear-PEAR
RUN_DEPENDS=   ${BUILD_DEPENDS}

FILES=         Date.php Date/Calc.php Date/Human.php Date/Span.php \
               Date/TimeZone.php
TESTS=         test_calc.php test_date_methods_span.php testunit.php \
               testunit_date.php testunit_date_span.php wknotest.txt \
               bug674.php bug727_1.php bug727_2.php bug727_3.php \
               bug727_4.php bug967.php weeksinmonth_4_monday.txt \
               weeksinmonth_4_sunday.txt weeksinmonth_rdm_monday.txt \
               weeksinmonth_rdm_sunday.txt
DOCS=          TODO
_DOCSDIR=      .

.include <bsd.port.pre.mk>
.include "${PORTSDIR}/devel/pear/bsd.pear.mk"
.include <bsd.port.post.mk>

```

## 6.12 Using Python

The Ports Collection supports parallel installation of multiple Python versions. Ports should make sure to use a correct `python` interpreter, according to the user-settable `PYTHON_VERSION` variable. Most prominently, this means replacing the path to `python` executable in scripts with the value of `PYTHON_CMD` variable.

Ports that install files under `PYTHON_SITELIBDIR` should use the `pyXY-` package name prefix, so their package name embeds the version of Python they are installed into.

```
PKGNAMEPREFIX= ${PYTHON_PKGNAMEPREFIX}
```

**Table 6-19. Most useful variables for ports that use Python**

<code>USE_PYTHON</code>	The port needs Python. Minimal required version can be specified with values such as <code>2.3+</code> . Version ranges can also be specified, by separating two version numbers with a dash, e.g.: <code>2.1-2.3</code>
-------------------------	--



USE_PYDISTUTILS	Use Python distutils for configuring, compiling and installing. This is required when the port comes with <code>setup.py</code> . This overrides the <code>do-build</code> and <code>do-install</code> targets and may also override <code>do-configure</code> if <code>GNU_CONFIGURE</code> is not defined.
PYTHON_PKGNAMEPREFIX	Used as a <code>PKGNAMEPREFIX</code> to distinguish packages for different Python versions. Example: <code>py24-</code>
PYTHON_SITELIBDIR	Location of the site-packages tree, that contains installation path of Python (usually <code>LOCALBASE</code> ). The <code>PYTHON_SITELIBDIR</code> variable can be very useful when installing Python modules.
PYTHONPREFIX_SITELIBDIR	The <code>PREFIX</code> -clean variant of <code>PYTHON_SITELIBDIR</code> . Always use <code>%%PYTHON_SITELIBDIR%%</code> in <code>pkg-plist</code> when possible. The default value of <code>%%PYTHON_SITELIBDIR%%</code> is <code>lib/python%%PYTHON_VERSION%%/site-packages</code>
PYTHON_CMD	Python interpreter command line, including version number.
PYNUMERIC	Dependency line for numeric extension.
PYNUMPY	Dependency line for the new numeric extension, <code>numpy</code> . ( <code>PYNUMERIC</code> is deprecated by upstream vendor).
PYXML	Dependency line for XML extension (not needed for Python 2.0 and higher as it is also in base distribution).
USE_TWISTED	Add dependency on <code>twistedCore</code> . The list of required components can be specified as a value of this variable. Example: <code>web lore pair flow</code>
USE_ZOPE	Add dependency on <code>Zope</code> , a web application platform. Change Python dependency to Python 2.3. Set <code>ZOPEBASEDIR</code> containing a directory with <code>Zope</code> installation.

A complete list of available variables can be found in `/usr/ports/Mk/bsd.python.mk`.

## 6.13 Using Emacs

This section is yet to be written.

## 6.14 Using Ruby

**Table 6-20.** Useful variables for ports that use Ruby

Variable	Description
USE_RUBY	The port requires Ruby.
USE_RUBY_EXTCONF	The port uses <code>extconf.rb</code> to configure.
USE_RUBY_SETUP	The port uses <code>setup.rb</code> to configure.
RUBY_SETUP	Set to the alternative name of <code>setup.rb</code> . Common value is <code>install.rb</code> .

The following table shows the selected variables available to port authors via the ports infrastructure. These variables should be used to install files into their proper locations. Use them in `pkg-plist` as much as possible. These variables should not be redefined in the port.

**Table 6-21. Selected read-only variables for ports that use Ruby**

Variable	Description	Example value
RUBY_PKGNAMEPREFIX	Used as a <code>PKGNAMEPREFIX</code> to distinguish packages for different Ruby versions.	<code>ruby18-</code>
RUBY_VERSION	Full version of Ruby in the form of <code>x.y.z</code> .	<code>1.8.2</code>
RUBY_SITELIBDIR	Architecture independent libraries installation path.	<code>/usr/local/lib/ruby/site_ruby/1.8</code>
RUBY_SITEARCHLIBDIR	Architecture dependent libraries installation path.	<code>/usr/local/lib/ruby/site_ruby/1.8/amd64-fr</code>
RUBY_MOODOCDIR	Module documentation installation path.	<code>/usr/local/share/doc/ruby18/patsy</code>
RUBY_MODEXAMPLESDIR	Module examples installation path.	<code>/usr/local/share/examples/ruby18/patsy</code>

A complete list of available variables can be found in `/usr/ports/Mk/bsd.ruby.mk`.

## 6.15 Using SDL

The `USE_SDL` variable is used to autoconfigure the dependencies for ports which use an SDL based library like `devel/sdl12` and `x11-toolkits/sdl_gui`.

The following SDL libraries are recognized at the moment:

- `sdl`: `devel/sdl12`
- `gfx`: `graphics/sdl_gfx`
- `gui`: `x11-toolkits/sdl_gui`
- `image`: `graphics/sdl_image`
- `ldbad`: `devel/sdl_ldbad`
- `mixer`: `audio/sdl_mixer`

- **mm:** devel/sdlmm
- **net:** net/sdl\_net
- **sound:** audio/sdl\_sound
- **ttf:** graphics/sdl\_ttf

Therefore, if a port has a dependency on `net/sdl_net` and `audio/sdl_mixer`, the syntax will be:

```
USE_SDL=      net mixer
```

The dependency `devel/sdl12`, which is required by `net/sdl_net` and `audio/sdl_mixer`, is automatically added as well.

If you use `USE_SDL`, it will automatically:

- Add a dependency on **sdl12-config** to `BUILD_DEPENDS`
- Add the variable `SDL_CONFIG` to `CONFIGURE_ENV`
- Add the dependencies of the selected libraries to the `LIB_DEPENDS`

To check whether an SDL library is available, you can do it with the `WANT_SDL` variable:

```
WANT_SDL=yes

.include <bsd.port.pre.mk>

.if ${HAVE_SDL:Mmixer}!=" "
USE_SDL+=  mixer
.endif

.include <bsd.port.post.mk>
```

## 6.16 Using wxWidgets

This section describes the status of the **wxWidgets** libraries in the ports tree and its integration with the ports system.

### 6.16.1 Introduction

There are many versions of the **wxWidgets** libraries which conflict between them (install files under the same name). In the ports tree this problem has been solved by installing each version under a different name using version number suffixes.

The obvious disadvantage of this is that each application has to be modified to find the expected version. Fortunately, most of the applications call the `wx-config` script to determine the necessary compiler and linker flags. The script is named differently for every available version. Majority of applications respect an environment variable, or accept a `configure` argument, to specify which `wx-config` script to call. Otherwise they have to be patched.

## 6.16.2 Version selection

To make your port use a specific version of **wxWidgets** there are two variables available for defining (if only one is defined the other will be set to a default value):

**Table 6-22. Variables to select wxWidgets versions**

Variable	Description	Default value
USE_WX	List of versions the port can use	All available versions
USE_WX_NOT	List of versions the port can not use	None

The following is a list of available **wxWidgets** versions and the corresponding ports in the tree:

**Table 6-23. Available wxWidgets versions**

Version	Port
2.4	x11-toolkits/wxgtk24
2.6	x11-toolkits/wxgtk26
2.8	x11-toolkits/wxgtk28

**Note:** The versions starting from 2.5 also come in Unicode version and are installed by a slave port named like the normal one plus a `-unicode` suffix, but this can be handled with variables (see Section 6.16.4).

The variables in Table 6-22 can be set to one or more of the following combinations separated by spaces:

**Table 6-24. wxWidgets version specifications**

Description	Example
Single version	2.4
Ascending range	2.4+
Descending range	2.6-
Full range (must be ascending)	2.4-2.6

There are also some variables to select the preferred versions from the available ones. They can be set to a list of versions, the first ones will have higher priority.

**Table 6-25. Variables to select preferred wxWidgets versions**

Name	Designed for
WANT_WX_VER	the port
WITH_WX_VER	the user

### 6.16.3 Component selection

There are other applications that, while not being **wxWidgets** libraries, are related to them. These applications can be specified in the `WX_COMPS` variable. The following components are available:

**Table 6-26. Available wxWidgets components**

Name	Description	Version restriction
<code>wx</code>	main library	none
<code>contrib</code>	contributed libraries	none
<code>python</code>	<b>wxPython</b> (Python bindings)	2.4–2.6
<code>mozilla</code>	<b>wxMozilla</b>	2.4
<code>svg</code>	<b>wxSVG</b>	2.6

The dependency type can be selected for each component by adding a suffix separated by a semicolon. If not present then a default type will be used (see Table 6-28). The following types are available:

**Table 6-27. Available wxWidgets dependency types**

Name	Description
<code>build</code>	Component is required for building, equivalent to <code>BUILD_DEPENDS</code>
<code>run</code>	Component is required for running, equivalent to <code>RUN_DEPENDS</code>
<code>lib</code>	Component is required for building and running, equivalent to <code>LIB_DEPENDS</code>

The default values for the components are detailed in the following table:

**Table 6-28. Default wxWidgets dependency types**

Component	Dependency type
<code>wx</code>	<code>lib</code>
<code>contrib</code>	<code>lib</code>
<code>python</code>	<code>run</code>
<code>mozilla</code>	<code>lib</code>
<code>svg</code>	<code>lib</code>

#### Example 6-5. Selecting wxWidgets components

The following fragment corresponds to a port which uses **wxWidgets** version 2.4 and its contributed libraries.

```
USE_WX=      2.4
WX_COMPS=    wx contrib
```

## 6.16.4 Unicode

The **wxWidgets** library supports Unicode since version 2.5. In the ports tree both versions are available and can be selected with the following variables:

**Table 6-29. Variables to select Unicode in wxWidgets versions**

Variable	Description	Designed for
WX_UNICODE	The port works <i>only</i> with the Unicode version	the port
WANT_UNICODE	The port works with both versions but prefers the Unicode one	the port
WITH_UNICODE	The port will use the Unicode version	the user
WITHOUT_UNICODE	The port will use the normal version if supported (when WX_UNICODE is not defined)	the user

**Warning:** Do not use `WX_UNICODE` for ports that can use both Unicode and normal versions. If you want the port to use Unicode by default define `WANT_UNICODE` instead.

## 6.16.5 Detecting installed versions

To detect an installed version you have to define `WANT_WX`. If you do not set it to a specific version then the components will have a version suffix. The `HAVE_WX` variable will be filled after detection.

### Example 6-6. Detecting installed wxWidgets versions and components

The following fragment can be used in a port that uses **wxWidgets** if it is installed, or an option is selected.

```
WANT_WX=          yes

.include <bsd.port.pre.mk>

.if defined(WITH_WX) || ${HAVE_WX:Mwx-2.4} != ""
USE_WX=           2.4
CONFIGURE_ARGS+=--enable-wx
.endif
```

The following fragment can be used in a port that enables **wxPython** support if it is installed or if an option is selected, in addition to **wxWidgets**, both version 2.6.

```
USE_WX=           2.6
WX_COMPS=         wx
WANT_WX=          2.6

.include <bsd.port.pre.mk>
```

```
.if defined(WITH_WXPYTHON) || ${HAVE_WX:Mpython} != ""
WX_COMPS+=      python
CONFIGURE_ARGS+=--enable-wxpython
.endif
```

### 6.16.6 Defined variables

The following variables are available in the port (after defining one from Table 6-22).

**Table 6-30. Variables defined for ports that use wxWidgets**

Name	Description
WX_CONFIG	The path to the <b>wxWidgets</b> <code>wx-config</code> script (with different name)
WXRC_CMD	The path to the <b>wxWidgets</b> <code>wxrc</code> program (with different name)
WX_VERSION	The <b>wxWidgets</b> version that is going to be used (e.g., 2.6)
WX_UNICODE	If not defined but Unicode is going to be used then it will be defined

### 6.16.7 Processing in `bsd.port.pre.mk`

If you need to use the variables for running commands right after including `bsd.port.pre.mk` you need to define `WX_PREMK`.

**Important:** If you define `WX_PREMK`, then the version, dependencies, components and defined variables will not change if you modify the **wxWidgets** port variables *after* including `bsd.port.pre.mk`.

#### Example 6-7. Using wxWidgets variables in commands

The following fragment illustrates the use of `WX_PREMK` by running the `wx-config` script to obtain the full version string, assign it to a variable and pass it to the program.

```
USE_WX=      2.4
WX_PREMK=    yes

.include <bsd.port.pre.mk>

.if exists(${WX_CONFIG})
VER_STR!=    ${WX_CONFIG} --release

PLIST_SUB+=  VERSION="${VER_STR}"
.endif
```

**Note:** The **wxWidgets** variables can be safely used in commands when they are inside targets without the need of `WX_PREMK`.

### 6.16.8 Additional `configure` arguments

Some GNU `configure` scripts can not find **wxWidgets** with just the `WX_CONFIG` environment variable set, requiring additional arguments. The `WX_CONF_ARGS` variable can be used for provide them.

**Table 6-31. Legal values for `WX_CONF_ARGS`**

Possible value	Resulting argument
<code>absolute</code>	<code>--with-wx-config=\${WX_CONFIG}</code>
<code>relative</code>	<code>--with-wx=\${LOCALBASE}</code> <code>--with-wx-config=\${WX_CONFIG:T}</code>

## 6.17 Using Lua

This section describes the status of the **Lua** libraries in the ports tree and its integration with the ports system.

### 6.17.1 Introduction

There are many versions of the **Lua** libraries and corresponding interpreters, which conflict between them (install files under the same name). In the ports tree this problem has been solved by installing each version under a different name using version number suffixes.

The obvious disadvantage of this is that each application has to be modified to find the expected version. But it can be solved by adding some additional flags to the compiler and linker.

### 6.17.2 Version selection

To make your port use a specific version of **Lua** there are two variables available for defining (if only one is defined the other will be set to a default value):

**Table 6-32. Variables to select Lua versions**

Variable	Description	Default value
<code>USE_LUA</code>	List of versions the port can use	All available versions
<code>USE_LUA_NOT</code>	List of versions the port can not use	None

The following is a list of available **Lua** versions and the corresponding ports in the tree:

**Table 6-33. Available Lua versions**



Version	Port
4.0	lang/lua4
5.0	lang/lua50
5.1	lang/lua

The variables in Table 6-32 can be set to one or more of the following combinations separated by spaces:

**Table 6-34. Lua version specifications**

Description	Example
Single version	4.0
Ascending range	5.0+
Descending range	5.0-
Full range (must be ascending)	5.0-5.1

There are also some variables to select the preferred versions from the available ones. They can be set to a list of versions, the first ones will have higher priority.

**Table 6-35. Variables to select preferred Lua versions**

Name	Designed for
WANT_LUA_VER	the port
WITH_LUA_VER	the user

#### Example 6-8. Selecting the Lua version

The following fragment is from a port which can use **Lua** version 5.0 or 5.1, and uses 5.0 by default. It can be overridden by the user using `WITH_LUA_VER`.

```
USE_LUA=      5.0-5.1
WANT_LUA_VER= 5.0
```

### 6.17.3 Component selection

There are other applications that, while not being **Lua** libraries, are related to them. These applications can be specified in the `LUA_COMPS` variable. The following components are available:

**Table 6-36. Available Lua components**

Name	Description	Version restriction
lua	main library	none
tolua	Library for accesing C/C++ code	4.0-5.0
ruby	Ruby bindings	4.0-5.0

**Note:** There are more components but they are modules for the interpreter, not used by applications (only by

other modules).

The dependency type can be selected for each component by adding a suffix separated by a semicolon. If not present then a default type will be used (see Table 6-38). The following types are available:

**Table 6-37. Available Lua dependency types**

Name	Description
build	Component is required for building, equivalent to BUILD_DEPENDS
run	Component is required for running, equivalent to RUN_DEPENDS
lib	Component is required for building and running, equivalent to LIB_DEPENDS

The default values for the components are detailed in the following table:

**Table 6-38. Default Lua dependency types**

Component	Dependency type
lua	lib for 4.0-5.0 (shared) and build for 5.1 (static)
tolua	build (static)
ruby	lib (shared)

#### Example 6-9. Selecting Lua components

The following fragment corresponds to a port which uses **Lua** version 4.0 and its **Ruby** bindings.

```
USE_LUA=      4.0
LUA_COMPS=    lua ruby
```

### 6.17.4 Detecting installed versions

To detect an installed version you have to define WANT\_LUA. If you do not set it to a specific version then the components will have a version suffix. The HAVE\_LUA variable will be filled after detection.

#### Example 6-10. Detecting installed Lua versions and components

The following fragment can be used in a port that uses **Lua** if it is installed, or an option is selected.

```
WANT_LUA=      yes

.include <bsd.port.pre.mk>

.if defined(WITH_LUA5) || ${HAVE_LUA:Mlua-5.[01]} != ""
USE_LUA=      5.0-5.1
CONFIGURE_ARGS+=--enable-lua5
```

```
.endif
```

The following fragment can be used in a port that enables **tolua** support if it is installed or if an option is selected, in addition to **Lua**, both version 4.0.

```
USE_LUA=          4.0
LUA_COMPS+=      lua
WANT_LUA=         4.0

.include <bsd.port.pre.mk>

.if defined(WITH_TOLUA) || ${HAVE_LUA:Mtolua} != ""
LUA_COMPS+=      tolua
CONFIGURE_ARGS+=--enable-tolua
.endif
```

### 6.17.5 Defined variables

The following variables are available in the port (after defining one from Table 6-32).

**Table 6-39. Variables defined for ports that use Lua**

Name	Description
LUA_VER	The <b>Lua</b> version that is going to be used (e.g., 5.1)
LUA_VER_SH	The <b>Lua</b> shared library major version (e.g., 1)
LUA_VER_STR	The <b>Lua</b> version without the dots (e.g., 51)
LUA_PREFIX	The prefix where <b>Lua</b> (and components) is installed
LUA_SUBDIR	The directory under \${PREFIX}/bin, \${PREFIX}/share and \${PREFIX}/lib where <b>Lua</b> is installed
LUA_INCDIR	The directory where <b>Lua</b> and <b>tolua</b> header files are installed
LUA_LIBDIR	The directory where <b>Lua</b> and <b>tolua</b> libraries are installed
LUA_MODLIBDIR	The directory where <b>Lua</b> module libraries (.so) are installed
LUA_MODSHAREDIR	The directory where <b>Lua</b> modules (.lua) are installed
LUA_PKGNAMEPREFIX	The package name prefix used by <b>Lua</b> modules
LUA_CMD	The path to the <b>Lua</b> interpreter
LUAC_CMD	The path to the <b>Lua</b> compiler
TOLUA_CMD	The path to the <b>tolua</b> program

#### Example 6-11. Telling the port where to find Lua

The following fragment shows how to tell a port that uses a configure script where the **Lua** header files and libraries are.

```
USE_LUA=          4.0
GNU_CONFIGURE=    yes
CONFIGURE_ENV=    CPPFLAGS="-I${LUA_INCDIR}" LDFLAGS="-L${LUA_LIBDIR}"
```

### 6.17.6 Processing in `bsd.port.pre.mk`

If you need to use the variables for running commands right after including `bsd.port.pre.mk` you need to define `LUA_PREMK`.

**Important:** If you define `LUA_PREMK`, then the version, dependencies, components and defined variables will not change if you modify the **Lua** port variables *after* including `bsd.port.pre.mk`.

#### Example 6-12. Using Lua variables in commands

The following fragment illustrates the use of `LUA_PREMK` by running the **Lua** interpreter to obtain the full version string, assign it to a variable and pass it to the program.

```
USE_LUA=          5.0
LUA_PREMK=        yes

.include <bsd.port.pre.mk>

.if exists(${LUA_CMD})
VER_STR!=         ${LUA_CMD} -v

CFLAGS+=          -DLUA_VERSION_STRING="${VER_STR}"
.endif
```

**Note:** The **Lua** variables can be safely used in commands when they are inside targets without the need of `LUA_PREMK`.

## 6.18 Using Xfce

The `USE_XFCE` variable is used to autoconfigure the dependencies for ports which use an Xfce based library or application like `x11-toolkits/libxfce4gui` and `x11-wm/xfce4-panel`.

The following Xfce libraries and applications are recognized at the moment:

- **libexo**: `x11/libexo`
- **libgui**: `x11-toolkits/libxfce4gui`
- **libutil**: `x11/libxfce4util`
- **libmcs**: `x11/libxfce4mcs`

- **mcsmanager:** `sysutils/xfce4-mcs-manager`
- **panel:** `x11-wm/xfce4-panel`
- **thunar:** `x11-fm/thunar`
- **wm:** `x11-wm/xfce4-wm`
- **xfdev:** `dev/xfce4-dev-tools`

The following additional parameters are recognized:

- **configenv:** Use this if your port requires a special modified `CONFIGURE_ENV` to find its required libraries.  
`-I${LOCALBASE}/include -L${LOCALBASE}/lib`  
gets added to `CPPFLAGS` to `CONFIGURE_ENV`.

Therefore, if a port has a dependency on `sysutils/xfce4-mcs-manager` and requires the special `CPPFLAGS` in its configure environment, the syntax will be:

```
USE_XFCE=          mcsmanager configenv
```

## 6.19 Using databases

**Table 6-40. Variables for ports using databases**

Variable	Means
<code>USE_BDB</code>	If variable is set to <code>yes</code> , add dependency on <code>databases/db41</code> port. The variable may also be set to values: 2, 3, 40, 41, 42, 43, 44, 45 46, or 47. You can declare a range of acceptable values, <code>USE_BDB=42+</code> will find the highest installed version, and fall back to 42 if nothing else is installed.
<code>USE_MYSQL</code>	If variable is set to <code>yes</code> , add dependency on <code>databases/mysql50-server</code> port. An associated variable, <code>WANT_MYSQL_VER</code> , may be set to values such as 323, 40, 41, 50, 51 or 60.
<code>USE_PGSQL</code>	If set to <code>yes</code> , add dependency on <code>databases/postgresql82</code> port. An associated variable, <code>WANT_PGSQL_VER</code> , may be set to values such as 73, 74, 80, 81, 82, or 83.

## 6.20 Starting and stopping services (rc scripts)

`rc.d` scripts are used to start services on system startup, and to give administrators a standard way of stopping, starting and restarting the service. Ports integrate into the system `rc.d` framework. Details on its usage can be found in the `rc.d` Handbook chapter ([http://www.FreeBSD.org/doc/zh\\_TW.Big5/books/handbook/configtuning-rcd.html](http://www.FreeBSD.org/doc/zh_TW.Big5/books/handbook/configtuning-rcd.html)). Detailed explanation of available commands is provided in `rc(8)` and `rc.subr(8)`. Finally, there is an article

([http://www.FreeBSD.org/doc/en\\_US.ISO8859-1/articles/rc-scripting](http://www.FreeBSD.org/doc/en_US.ISO8859-1/articles/rc-scripting)) on practical aspects of `rc.d` scripting.

One or more `rc` scripts can be installed:

```
USE_RC_SUBR= doormand
```

Scripts must be placed in the `files` subdirectory and a `.in` suffix must be added to their filename. The only difference from a base system `rc.d` script is that the `. /etc/rc.subr` line must be replaced with the `. %%RC_SUBR%%`, because older versions of FreeBSD do not have an `/etc/rc.subr` file. Standard `SUB_LIST` expansions are used too. Use of the `%%PREFIX%%` and `%%LOCALBASE%%` expansions is strongly encouraged as well. More on `SUB_LIST` in the relevant section.

Prior to FreeBSD 6.1-RELEASE, integration with `rcorder(8)` is available by using `USE_RCDORDER` instead of `USE_RC_SUBR`. However, use of this method is deprecated.

As of FreeBSD 6.1-RELEASE, local `rc.d` scripts (including those installed by ports) are included in the overall `rcorder(8)` of the base system.

Example simple `rc.d` script:

```
#!/bin/sh

# PROVIDE: doormand
# REQUIRE: LOGIN
#
# Add the following lines to /etc/rc.conf.local or /etc/rc.conf
# to enable this service:
#
# doormand_enable (bool): Set to NO by default.
#   Set it to YES to enable doormand.
# doormand_config (path): Set to %%PREFIX%%/etc/doormand/doormand.cf
#   by default.
#

. %%RC_SUBR%%

name="doormand"
rcvar=${name}_enable

command=%%PREFIX%%/sbin/${name}
pidfile=/var/run/${name}.pid

load_rc_config $name

: ${doormand_enable="NO"}
: ${doormand_config="%%PREFIX%%/etc/doormand/doormand.cf"}

command_args="-p $pidfile -f $doormand_config"

run_rc_command "$1"
```

The `"="` style of default variable assignment is preferable to the `":="` style here, since the former sets a default value only if the variable is unset, and the latter sets one if the variable is unset *or* null. A user might very well include something like

```
doormand_flags=""
```

in their `rc.conf.local` file, and a variable substitution using `:=` would inappropriately override the user's intention.

The suffix of the rc script is provided in `RC_SUBR_SUFFIX` for further use in the port's `Makefile`. Current versions of FreeBSD do not add any suffix to the script name, but older versions used to add `.sh` suffix.

**Note:** No new scripts should be added with the `.sh` suffix. At some point there will be a mass repocopy of all the scripts that still have that suffix.

### 6.20.1 Stopping services at deinstall

It is possible to have a service stopped automatically as part of the deinstall routine. We advise using this feature only when it's absolutely necessary to stop a service before it's files go away. Usually, it's up to the administrator's discretion to decide, whether to stop the service on deinstall or not. Also note this affects upgrades, too.

Line like this goes to the `pkg-plist`:

```
@stopdaemon doormand
```

The argument must match the content of `USE_RC_SUBR` variable.

## Chapter 7

# *Advanced pkg-plist practices*

---

### 7.1 Changing pkg-plist based on make variables

Some ports, particularly the `p5-` ports, need to change their `pkg-plist` depending on what options they are configured with (or version of `perl`, in the case of `p5-` ports). To make this easy, any instances in the `pkg-plist` of `%%OSREL%%`, `%%PERL_VER%%`, and `%%PERL_VERSION%%` will be substituted for appropriately. The value of `%%OSREL%%` is the numeric revision of the operating system (e.g., 4.9). `%%PERL_VERSION%%` is the full version number of `perl` (e.g., 5.00502) and `%%PERL_VER%%` is the `perl` version number minus the patchlevel (e.g., 5.005). Several other `%%VARS%%` related to port's documentation files are described in the relevant section.

If you need to make other substitutions, you can set the `PLIST_SUB` variable with a list of `VAR=VALUE` pairs and instances of `%%VAR%%` will be substituted with `VALUE` in the `pkg-plist`.

For instance, if you have a port that installs many files in a version-specific subdirectory, you can put something like

```
OCTAVE_VERSION= 2.0.13
PLIST_SUB=      OCTAVE_VERSION=${OCTAVE_VERSION}
```

in the `Makefile` and use `%%OCTAVE_VERSION%%` wherever the version shows up in `pkg-plist`. That way, when you upgrade the port, you will not have to change dozens (or in some cases, hundreds) of lines in the `pkg-plist`.

This substitution (as well as addition of any manual pages) will be done between the `pre-install` and `do-install` targets, by reading from `PLIST` and writing to `TMPLIST` (default: `WRKDIR/.PLIST.mktmp`). So if your port builds `PLIST` on the fly, do so in or before `pre-install`. Also, if your port needs to edit the resulting file, do so in `post-install` to a file named `TMPLIST`.

Another possibility to modify port's packing list is based on setting the variables `PLIST_FILES` and `PLIST_DIRS`. The value of each variable is regarded as a list of pathnames to write to `TMPLIST` along with `PLIST` contents. Names listed in `PLIST_FILES` and `PLIST_DIRS` are subject to `%%VAR%%` substitution, as described above. Except for that, names from `PLIST_FILES` will appear in the final packing list unchanged, while `@dirrm` will be prepended to names from `PLIST_DIRS`. To take effect, `PLIST_FILES` and `PLIST_DIRS` must be set before `TMPLIST` is written, i.e. in `pre-install` or earlier.

### 7.2 Empty directories

#### 7.2.1 Cleaning up empty directories

Do make your ports remove empty directories when they are de-installed. This is usually accomplished by adding `@dirrm` lines for all directories that are specifically created by the port. You need to delete subdirectories before you can delete parent directories.

:



```
lib/X11/oneko/pixmaps/cat.xpm
lib/X11/oneko/sounds/cat.au
:
@dirrm lib/X11/oneko/pixmaps
@dirrm lib/X11/oneko/sounds
@dirrm lib/X11/oneko
```

However, sometimes `@dirrm` will give you errors because other ports share the same directory. You can use `@dirrmtry` to remove only empty directories without warning.

```
@dirrmtry share/doc/gimp
```

This will neither print any error messages nor cause `pkg_delete(1)` to exit abnormally even if `${PREFIX}/share/doc/gimp` is not empty due to other ports installing some files in there.

## 7.2.2 Creating empty directories

Empty directories created during port installation need special attention. They will not get created when installing the package, because packages only store the files, and `pkg_add(1)` creates directories for them as needed. To make sure the empty directory is created when installing the package, add this line to `pkg-plist` above the corresponding `@dirrm` line:

```
@exec mkdir -p %D/share/foo/templates
```

## 7.3 Configuration files

If your port requires some configuration files in `PREFIX/etc`, do *not* just install them and list them in `pkg-plist`. That will cause `pkg_delete(1)` to delete files carefully edited by the user and a new installation to wipe them out.

Instead, install sample files with a suffix (*filename.sample* will work well). Copy the sample file as the real configuration file, if it does not exist. On deinstall, delete the configuration file, but only if it was not modified by the user. You need to handle this both in the port `Makefile`, and in the `pkg-plist` (for installation from the package).

Example of the `Makefile` part:

```
post-install:
  @if [ ! -f ${PREFIX}/etc/orbit.conf ]; then \
    ${CP} -p ${PREFIX}/etc/orbit.conf.sample ${PREFIX}/etc/orbit.conf ; \
  fi
```

Example of the `pkg-plist` part:

```
@unexec if cmp -s %D/etc/orbit.conf.sample %D/etc/orbit.conf; then rm -f %D/etc/orbit.conf; fi
etc/orbit.conf.sample
@exec if [ ! -f %D/etc/orbit.conf ] ; then cp -p %D/%F %B/orbit.conf; fi
```

Alternatively, print out a message pointing out that the user has to copy and edit the file before the software can be made to work.

## 7.4 Dynamic vs. static package list

A *static package list* is a package list which is available in the Ports Collection either as a `pkg-plist` file (with or without variable substitution), or embedded into the `Makefile` via `PLIST_FILES` and `PLIST_DIRS`. Even if the contents are auto-generated by a tool or a target in the `Makefile` *before* the inclusion into the Ports Collection by a committer, this is still considered a static list, since it is possible to examine it without having to download or compile the distfile.

A *dynamic package list* is a package list which is generated at the time the port is compiled based upon the files and directories which are installed. It is not possible to examine it before the source code of the ported application is downloaded and compiled, or after running a `make clean`.

While the use of dynamic package lists is not forbidden, maintainers should use static package lists wherever possible, as it enables users to `grep(1)` through available ports to discover, for example, which port installs a certain file. Dynamic lists should be primarily used for complex ports where the package list changes drastically based upon optional features of the port (and thus maintaining a static package list is infeasible), or ports which change the package list based upon the version of dependent software used (e.g. ports which generate docs with **Javadoc**).

Maintainers who prefer dynamic package lists are encouraged to add a new target to their port which generates the `pkg-plist` file so that users may examine the contents.

## 7.5 自動產生package list

首先，先確認您的port除了`pkg-plist`尚未搞定之外，其他都完成了。

接著，建立臨時目錄以供該port安裝，並且把所有相依套件都裝好。

```
# mkdir /var/tmp/${make -V PORTNAME}
# mtree -U -f ${make -V MTREE_FILE} -d -e -p /var/tmp/${make -V PORTNAME}
# make depends PREFIX=/var/tmp/${make -V PORTNAME}
```

把這目錄架構存到新檔案。

```
# (cd /var/tmp/${make -V PORTNAME} && find -d * -type d) | sort > OLD-DIRS
```

新增空的`pkg-plist`檔案：

```
# :>pkg-plist
```

若該port有遵循`PREFIX`(也應該要遵循)，接著就可以安裝該port並產生檔案清單。

```
# make install PREFIX=/var/tmp/${make -V PORTNAME}
# (cd /var/tmp/${make -V PORTNAME} && find -d * \! -type d) | sort > pkg-plist
```

這時要記得把新建的目錄，也加到檔案清單內。

```
# (cd /var/tmp/${make -V PORTNAME} && find -d * -type d) | sort | comm -13 OLD-DIRS - | sort -r | sed -e 's/^#@
```

最後，您應該手動整理檔案清單（這不是全部自動化處理的）。Man page則應該利用`MANn`的方式寫在port的`Makefile`而不是寫在檔案清單中。使用者設定檔應該移除，或更名為`filename.sample`。The `info/dir` file should not be listed and appropriate `install-info` lines should be added as noted in the `info` files section. Any libraries installed by the port should be listed as specified in the `shared libraries` section.

Alternatively, use the `plist` script in `/usr/ports/Tools/scripts/` to build the package list automatically. The first step is the same as above: take the first three lines, that is, `mkdir`, `mtree` and `make depends`. Then build and install the port:

```
# make install PREFIX=/var/tmp/port-name
```

And let `plist` create the `pkg-plist` file:

```
# /usr/ports/Tools/scripts/plist -Md -m /etc/mtree/BSD.port-type.dist /var/tmp/port-name > pkg-plist
```

The packing list still has to be tidied up by hand as stated above.

# Chapter 8

## *The `pkg-*` files*

---

There are some tricks we have not mentioned yet about the `pkg-*` files that come in handy sometimes.

### 8.1 `pkg-message`

If you need to display a message to the installer, you may place the message in `pkg-message`. This capability is often useful to display additional installation steps to be taken after a `pkg_add(1)` or to display licensing information.

When some lines about the build-time knobs or warnings have to be displayed, use `ECHO_MSG`. The `pkg-message` file is only for post-installation steps. Likewise, the distinction between `ECHO_MSG` and `ECHO_CMD` should be kept in mind. The former is for printing informational text to the screen, while the latter is for command pipelining.

A good example for both can be found in `shells/bash2/Makefile`:

```
update-etc-shells:
    @${ECHO_MSG} "updating /etc/shells"
    @${CP} /etc/shells /etc/shells.bak
    @( ${GREP} -v ${PREFIX}/bin/bash /etc/shells.bak; \
        ${ECHO_CMD} ${PREFIX}/bin/bash ) >/etc/shells
    @${RM} /etc/shells.bak
```

**Note:** The `pkg-message` file does not need to be added to `pkg-plist`. Also, it will not get automatically printed if the user is using the port, not the package, so you should probably display it from the `post-install` target yourself.

### 8.2 `pkg-install`

If your port needs to execute commands when the binary package is installed with `pkg_add(1)` you can do this via the `pkg-install` script. This script will automatically be added to the package, and will be run twice by `pkg_add(1)`: the first time as `${SH} pkg-install ${PKGNAME} PRE-INSTALL` and the second time as `${SH} pkg-install ${PKGNAME} POST-INSTALL`. `$2` can be tested to determine which mode the script is being run in. The `PKG_PREFIX` environmental variable will be set to the package installation directory. See `pkg_add(1)` for additional information.

**Note:** This script is not run automatically if you install the port with `make install`. If you are depending on it being run, you will have to explicitly call it from your port's `Makefile`, with a line like `PKG_PREFIX=${PREFIX}`  
`${SH} ${PKGINSTALL} ${PKGNAME} PRE-INSTALL`.

### 8.3 **pkg-deinstall**

This script executes when a package is removed.

This script will be run twice by `pkg_delete(1)`. The first time as `${SH} pkg-deinstall ${PKGNAME} DEINSTALL` and the second time as `${SH} pkg-deinstall ${PKGNAME} POST-DEINSTALL`.

### 8.4 **pkg-req**

If your port needs to determine if it should install or not, you can create a `pkg-req` “requirements” script. It will be invoked automatically at installation/de-installation time to determine whether or not installation/de-installation should proceed.

The script will be run at installation time by `pkg_add(1)` as `pkg-req ${PKGNAME} INSTALL`. At de-installation time it will be run by `pkg_delete(1)` as `pkg-req ${PKGNAME} DEINSTALL`.

### 8.5 Changing the names of *pkg-\** files

All the names of *pkg-\** files are defined using variables so you can change them in your Makefile if need be. This is especially useful when you are sharing the same *pkg-\** files among several ports or have to write to one of the above files (see writing to places other than `WRKDIR` for why it is a bad idea to write directly into the *pkg-\** subdirectory).

Here is a list of variable names and their default values. (`PKGDIR` defaults to `${MASTERDIR}`.)

Variable	Default value
DESCR	<code>\${PKGDIR}/pkg-descr</code>
PLIST	<code>\${PKGDIR}/pkg-plist</code>
PKGINSTALL	<code>\${PKGDIR}/pkg-install</code>
PKGDEINSTALL	<code>\${PKGDIR}/pkg-deinstall</code>
PKGREQ	<code>\${PKGDIR}/pkg-req</code>
PKGMESSAGE	<code>\${PKGDIR}/pkg-message</code>

Please change these variables rather than overriding `PKG_ARGS`. If you change `PKG_ARGS`, those files will not correctly be installed in `/var/db/pkg` upon install from a port.

### 8.6 Making use of `SUB_FILES` and `SUB_LIST`

The `SUB_FILES` and `SUB_LIST` variables are useful for dynamic values in port files, such as the installation `PREFIX` in `pkg-message`.

The `SUB_FILES` variable specifies a list of files to be automatically modified. Each *file* in the `SUB_FILES` list must have a corresponding *file.in* present in `FILESDIR`. A modified version will be created in `WRKDIR`. Files defined as a value of `USE_RC_SUBR` (or the deprecated `USE_RCORDER`) are automatically added to the `SUB_FILES`. For the files `pkg-message`, `pkg-install`, `pkg-deinstall` and `pkg-req`, the corresponding Makefile variable is automatically set to point to the processed version.

The `SUB_LIST` variable is a list of `VAR=VALUE` pairs. For each pair `%%VAR%%` will get replaced with `VALUE` in each file listed in `SUB_FILES`. Several common pairs are automatically defined: `PREFIX`, `LOCALBASE`, `DATADIR`, `DOCSDIR`, `EXAMPLESDIR`. Any line beginning with `@comment` will be deleted from resulting files after a variable substitution.

The following example will replace `%%ARCH%%` with the system architecture in a `pkg-message`:

```
SUB_FILES=      pkg-message
SUB_LIST=       ARCH=${ARCH}
```

Note that for this example, the `pkg-message.in` file must exist in `FILESDIR`.

Example of a good `pkg-message.in`:

```
Now it is time to configure this package.
Copy %%PREFIX%%/share/examples/putsy/%%ARCH%%.conf into your home directory
as .putsy.conf and edit it.
```

# Chapter 9

## *Testing your port*

---

### 9.1 Running `make describe`

Several of the FreeBSD port maintenance tools, such as `portupgrade(1)`, rely on a database called `/usr/ports/INDEX` which keeps track of such items as port dependencies. `INDEX` is created by the top-level `ports/Makefile` via `make index`, which descends into each port subdirectory and executes `make describe` there. Thus, if `make describe` fails in any port, no one can generate `INDEX`, and many people will quickly become unhappy.

**Note:** It is important to be able to generate this file no matter what options are present in `make.conf`, so please avoid doing things such as using `.error` statements when (for instance) a dependency is not satisfied. (See Section 12.17.)

If `make describe` produces a string rather than an error message, you are probably safe. See `bsd.port.mk` for the meaning of the string produced.

Also note that running a recent version of `portlint` (as specified in the next section) will cause `make describe` to be run automatically.

### 9.2 Portlint

Do check your work with `portlint` before you submit or commit it. `portlint` warns you about many common errors, both functional and stylistic. For a new (or repocopied) port, `portlint -A` is the most thorough; for an existing port, `portlint -C` is sufficient.

Since `portlint` uses heuristics to try to figure out errors, it can produce false positive warnings. In addition, occasionally something that is flagged as a problem really cannot be done in any other way due to limitations in the ports framework. When in doubt, the best thing to do is ask on FreeBSD ports 郵遞論壇 (<http://lists.FreeBSD.org/mailman/listinfo/freebsd-ports>).

### 9.3 Port Tools

The `ports-mgmt/porttools` program is part of the Ports Collection.

`port` is the front-end script, which can help you simplify the testing job. Whenever you want to test a new port or update an existing one, you can use `port test` to test your port, including the `portlint` checking. This command also detects and lists any files that are not listed in `pkg-plist`. See the following example:

```
# port test /usr/ports/net/csup
```

## 9.4 PREFIX 以及DESTDIR

PREFIX 變數會決定該port 所會安裝的位置，通常是/usr/local 或/opt。使用者可以藉由設定PREFIX 決定要裝在哪邊，而你所維護的port 必須遵循該規則。

若使用者有設定DESTDIR 變數，那麼它會採用所設定的環境，通常可能是jail 環境或者是並非掛載於/ 上的系統。通常port 會裝在DESTDIR/PREFIX 底下，並且會紀錄在DESTDIR/var/db/pkg 內的套件資料庫。由於事實上DESTDIR 會由ports 架構透過chroot(8) 來自動處理，所以您不需去作相關修改或刻意維護DESTDIR 相容的ports。

PREFIX 變數若無特別設定，會與LOCALBASE 相同(預設為/usr/local)。若有設定USE\_LINUX\_PREFIX，那麼PREFIX 則為LINUXBASE (預設為/compat/linux)。

Avoiding the hard-coding of /usr/local or /usr/X11R6 anywhere in the source will make the port much more flexible and able to cater to the needs of other sites. For X ports that use imake, this is automatic; otherwise, this can often be done by simply replacing the occurrences of /usr/local (or /usr/X11R6 for X ports that do not use imake) in the various Makefiles in the port to read \${PREFIX}, as this variable is automatically passed down to every stage of the build and install processes.

Make sure your application is not installing things in /usr/local instead of PREFIX. A quick test for this is to do this is:

```
# make clean; make package PREFIX=/var/tmp/port-name
```

If anything is installed outside of PREFIX, the package creation process will complain that it cannot find the files.

This does not test for the existence of internal references, or correct use of LOCALBASE for references to files from other ports. Testing the installation in /var/tmp/port-name to do that while you have it installed would do that.

The variable PREFIX can be reassigned in your Makefile or in the user's environment. However, it is strongly discouraged for individual ports to set this variable explicitly in the Makefiles.

Also, refer to programs/files from other ports with the variables mentioned above, not explicit pathnames. For instance, if your port requires a macro PAGER to be the full pathname of less, use the compiler flag:

```
-DPAGER=\"${LOCALBASE}/bin/less\"
```

instead of -DPAGER=\"/usr/local/bin/less\". This way it will have a better chance of working if the system administrator has moved the whole /usr/local tree somewhere else.

## 9.5 Tinderbox

If you're an avid ports contributor, you might want to take a look at **Tinderbox**. It is a powerful system for building and testing ports based on the scripts used on Pointyhat. You can install **Tinderbox** using ports-mgmt/tinderbox port. Be sure to read supplied documentation since the configuration is not trivial.

Visit the Tinderbox website (<http://tinderbox.marcuscom.com/>) for more details.



# Chapter 10

## Upgrading

---

When you notice that a port is out of date compared to the latest version from the original authors, you should first ensure that you have the latest port. You can find them in the `ports/ports-current` directory of the FreeBSD FTP mirror sites. However, if you are working with more than a few ports, you will probably find it easier to use **CVSup** to keep your whole ports collection up-to-date, as described in the Handbook ([http://www.FreeBSD.org/doc/zh\\_TW.Big5/books/handbook/synching.html#CVSUP-CONFIG](http://www.FreeBSD.org/doc/zh_TW.Big5/books/handbook/synching.html#CVSUP-CONFIG)). This will have the added benefit of tracking all the ports' dependencies.

The next step is to see if there is an update already pending. To do this, you have two options. There is a searchable interface to the FreeBSD Problem Report (PR) database (<http://www.FreeBSD.org/cgi/query-pr-summary.cgi?query>) (also known as GNATS). Select `ports` in the dropdown, and enter the name of the port.

However, sometimes people forget to put the name of the port into the Synopsis field in an unambiguous fashion. In that case, you can try the FreeBSD Ports Monitoring System (also known as `portsmon`). This system attempts to classify port PRs by portname. To search for PRs about a particular port, use the Overview of One Port (<http://portsmon.FreeBSD.org/portoverview.py>).

If there is no pending PR, the next step is to send an email to the port's maintainer, as shown by `make maintainer`. That person may already be working on an upgrade, or have a reason to not upgrade the port right now (because of, for example, stability problems of the new version); you would not want to duplicate their work. Note that unmaintained ports are listed with a maintainer of `ports@FreeBSD.org`, which is just the general ports mailing list, so sending mail there probably will not help in this case.

If the maintainer asks you to do the upgrade or there is no maintainer, then you have a chance to help out FreeBSD by preparing the update yourself! Please make the changes and save the result of the recursive `diff` output of the new and old ports directories (e.g., if your modified port directory is called `superedit` and the original is in our tree as `superedit.bak`, then save the result of `diff -ruN superedit.bak superedit`). Either unified or context diff is fine, but port committers generally prefer unified diffs. Note the use of the `-N` option—this is the accepted way to force diff to properly deal with the case of new files being added or old files being deleted. Before sending us the diff, please examine the output to make sure all the changes make sense. To simplify common operations with patch files, you can use `/usr/ports/Tools/scripts/patchtool.py`. Before using it, please read `/usr/ports/Tools/scripts/README.patchtool`.

If the port is unmaintained, and you are actively using it yourself, please consider volunteering to become its maintainer. FreeBSD has over 2000 ports without maintainers, and this is an area where more volunteers are always needed. (For a detailed description of the responsibilities of maintainers, refer to the section in the Developer's Handbook ([http://www.FreeBSD.org/doc/zh\\_TW.Big5/books/developers-handbook/policies.html#POLICIES-MAINTAINER](http://www.FreeBSD.org/doc/zh_TW.Big5/books/developers-handbook/policies.html#POLICIES-MAINTAINER)).)

最好的方式是使用 `send-pr(1)` 並附上 `diff` 一併回報(類別請選 `ports`)。若你是該 `port` 的維護者，請記得在 `synopsis` 那行的開頭註明 `[maintainer update]`，並且在 PR 的“Class”分類填上 `maintainer-update`。否則，該 PR 的“Class”處就是填 `change-request`。Please mention any added or deleted files in the message, as they have to be explicitly specified to `cvs(1)` when doing a commit. If the diff is more than about 20KB, please compress and uuencode it; otherwise, just include it in the PR as is.

Before you send-pr(1), you should review the Writing the problem report ([http://www.FreeBSD.org/doc/zh\\_TW.Big5/articles/problem-reports/pr-writing.html](http://www.FreeBSD.org/doc/zh_TW.Big5/articles/problem-reports/pr-writing.html)) section in the Problem Reports article; it contains far more information about how to write useful problem reports.

**Important:** If your upgrade is motivated by security concerns or a serious fault in the currently committed port, please notify the Ports Management Team <[portmgr@FreeBSD.org](mailto:portmgr@FreeBSD.org)> to request immediate rebuilding and redistribution of your port's package. Unsuspecting users of pkg\_add(1) will otherwise continue to install the old version via `pkg_add -r` for several weeks.

**Note:** Once again, please use diff(1) and not shar(1) to send updates to existing ports!

Now that you have done all that, you will want to read about how to keep up-to-date in Chapter 14.

# Chapter 11

## *Ports security*

---

### 11.1 Why security is so important

Bugs are occasionally introduced to the software. Arguably, the most dangerous of them are those opening security vulnerabilities. From the technical viewpoint, such vulnerabilities are to be closed by exterminating the bugs that caused them. However, the policies for handling mere bugs and security vulnerabilities are very different.

A typical small bug affects only those users who have enabled some combination of options triggering the bug. The developer will eventually release a patch followed by a new version of the software, free of the bug, but the majority of users will not take the trouble of upgrading immediately because the bug has never vexed them. A critical bug that may cause data loss represents a graver issue. Nevertheless, prudent users know that a lot of possible accidents, besides software bugs, are likely to lead to data loss, and so they make backups of important data; in addition, a critical bug will be discovered really soon.

A security vulnerability is all different. First, it may remain unnoticed for years because often it does not cause software malfunction. Second, a malicious party can use it to gain unauthorized access to a vulnerable system, to destroy or alter sensitive data; and in the worst case the user will not even notice the harm caused. Third, exposing a vulnerable system often assists attackers to break into other systems that could not be compromised otherwise. Therefore closing a vulnerability alone is not enough: the audience should be notified of it in most clear and comprehensive manner, which will allow to evaluate the danger and take appropriate actions.

### 11.2 Fixing security vulnerabilities

While on the subject of ports and packages, a security vulnerability may initially appear in the original distribution or in the port files. In the former case, the original software developer is likely to release a patch or a new version instantly, and you will only need to update the port promptly with respect to the author's fix. If the fix is delayed for some reason, you should either mark the port as `FORBIDDEN` or introduce a patch file of your own to the port. In the case of a vulnerable port, just fix the port as soon as possible. In either case, the standard procedure for submitting your change should be followed unless you have rights to commit it directly to the ports tree.

**Important:** Being a ports committer is not enough to commit to an arbitrary port. Remember that ports usually have maintainers, whom you should respect.

Please make sure that the port's revision is bumped as soon as the vulnerability has been closed. That is how the users who upgrade installed packages on a regular basis will see they need to run an update. Besides, a new package will be built and distributed over FTP and WWW mirrors, replacing the vulnerable one. `PORTREVISION` should be bumped unless `PORTVERSION` has changed in the course of correcting the vulnerability. That is you should bump `PORTREVISION` if you have added a patch file to the port, but you should not if you have updated the port to the

latest software version and thus already touched `PORTVERSION`. Please refer to the corresponding section for more information.

## 11.3 Keeping the community informed

### 11.3.1 The VuXML database

A very important and urgent step to take as early as a security vulnerability is discovered is to notify the community of port users about the jeopardy. Such notification serves two purposes. First, should the danger be really severe, it will be wise to apply an instant workaround, e.g., stop the affected network service or even deinstall the port completely, until the vulnerability is closed. Second, a lot of users tend to upgrade installed packages just occasionally. They will know from the notification that they *must* update the package without delay as soon as a corrected version is available.

Given the huge number of ports in the tree, a security advisory cannot be issued on each incident without creating a flood and losing the attention of the audience by the time it comes to really serious matters. Therefore security vulnerabilities found in ports are recorded in the FreeBSD VuXML database (<http://vuxml.freebsd.org/>). The Security Officer Team members are monitoring it for issues requiring their intervention.

If you have committer rights, you can update the VuXML database by yourself. So you will both help the Security Officer Team and deliver the crucial information to the community earlier. However, if you are not a committer, or you believe you have found an exceptionally severe vulnerability, or whatever, please do not hesitate to contact the Security Officer Team directly as described on the FreeBSD Security Information (<http://www.freebsd.org/security/#how>) page.

All right, you elected the hard way. As it may be obvious from its title, the VuXML database is essentially an XML document. Its source file `vuln.xml` is kept right inside the port `security/vuxml`. Therefore the file's full pathname will be `PORTSDIR/security/vuxml/vuln.xml`. Each time you discover a security vulnerability in a port, please add an entry for it to that file. Until you are familiar with VuXML, the best thing you can do is to find an existing entry fitting your case, then copy it and use as a template.

### 11.3.2 A short introduction to VuXML

The full-blown XML is complex and far beyond the scope of this book. However, to gain basic insight on the structure of a VuXML entry, you need only the notion of tags. XML tag names are enclosed in angle brackets. Each opening `<tag>` must have a matching closing `</tag>`. Tags may be nested. If nesting, the inner tags must be closed before the outer ones. There is a hierarchy of tags, i.e. more complex rules of nesting them. Sounds very similar to HTML, doesn't it? The major difference is that XML is eXtensible, i.e. based on defining custom tags. Due to its intrinsic structure, XML puts otherwise amorphous data into shape. VuXML is particularly tailored to mark up descriptions of security vulnerabilities.

Now let's consider a realistic VuXML entry:

```
<vuln vid="f4bc80f4-da62-11d8-90ea-0004ac98a7b9"> ❶
  <topic>Several vulnerabilities found in Foo</topic> ❷
  <affects>
    <package>
      <name>foo</name> ❸
      <name>foo-devel</name>
```

```

    <name>ja-foo</name>
    <range><ge>1.6</ge><lt>1.9</lt></range> ④
    <range><ge>2.*</ge><lt>2.4_1</lt></range>
    <range><eq>3.0b1</eq></range>
  </package>
  <package>
    <name>openfoo</name> ⑤
    <range><lt>1.10_7</lt></range> ⑥
    <range><ge>1.2,1</ge><lt>1.3_1,1</lt></range>
  </package>
</affects>
<description>
  <body xmlns="http://www.w3.org/1999/xhtml">
    <p>J. Random Hacker reports:</p> ⑦
    <blockquote
      cite="http://j.r.hacker.com/advisories/1">
        <p>Several issues in the Foo software may be exploited
          via carefully crafted QUUX requests. These requests will
          permit the injection of Bar code, mumble theft, and the
          readability of the Foo administrator account.</p>
      </blockquote>
    </body>
  </description>
  <references> ⑧
    <freebsdsvsa>SA-10:75.foo</freebsdsvsa> ⑨
    <freebsdsvpr>ports/987654</freebsdsvpr> (10)
    <cvename>CAN-2010-0201</cvename> (11)
    <cvename>CAN-2010-0466</cvename>
    <bid>96298</bid> (12)
    <certsa>CA-2010-99</certsa> (13)
    <certvu>740169</certvu> (14)
    <uscrtsa>SA10-99A</uscrtsa> (15)
    <uscrtta>SA10-99A</uscrtta> (16)
    <mlist msgid="201075606@hacker.com">http://marc.theaimsgroup.com/?l=bugtraq&m=2038866078256
    <url>http://j.r.hacker.com/advisories/1</url> (18)
  </references>
  <dates>
    <discovery>2010-05-25</discovery> (19)
    <entry>2010-07-13</entry> (20)
    <modified>2010-09-17</entry> (21)
  </dates>
</vuln>

```

The tag names are supposed to be self-descriptive, so we shall take a closer look only at fields you will need to fill in by yourself:

- ❶ This is the top-level tag of a VuXML entry. It has a mandatory attribute, `vid`, specifying a universally unique identifier (UUID) for this entry (in quotes). You should generate a UUID for each new VuXML entry (and do not forget to substitute it for the template UUID unless you are writing the entry from scratch). You can use `uuidgen(1)` to generate a VuXML UUID; alternatively, if you are using FreeBSD 4.x, you may install the port `devel/p5-Data-UUID` and issue the following command:

```
perl -MData::UUID -le 'print lc new Data::UUID->create_str'
```

- ② This is a one-line description of the issue found.
- ③ The names of packages affected are listed there. Multiple names can be given since several packages may be based on a single master port or software product. This may include stable and development branches, localized versions, and slave ports featuring different choices of important build-time configuration options.

**Important:** It is your responsibility to find all such related packages when writing a VuXML entry. Keep in mind that `make search name=foo` is your friend. The primary points to look for are as follows:

- the `foo-devel` variant for a `foo` port;
  - other variants with a suffix like `-a4` (for print-related packages), `-without-gui` (for packages with X support disabled), or similar;
  - `jp-`, `ru-`, `zh-`, and other possible localized variants in the corresponding national categories of the ports collection.
- ④ Affected versions of the package(s) are specified there as one or more ranges using a combination of `<lt>`, `<le>`, `<eq>`, `<ge>`, and `<gt>` elements. The version ranges given should not overlap.
- In a range specification, `*` (asterisk) denotes the smallest version number. In particular, `2.*` is less than `2.a`. Therefore an asterisk may be used for a range to match all possible `alpha`, `beta`, and `RC` versions. For instance, `<ge>2.*</ge><lt>3.*</lt>` will selectively match every `2.x` version while `<ge>2.0</ge><lt>3.0</lt>` will obviously not since the latter misses `2.r3` and matches `3.b`.
- The above example specifies that affected are versions from `1.6` to `1.9` inclusive, versions `2.x` before `2.4_1`, and version `3.0b1`.
- ⑤ Several related package groups (essentially, ports) can be listed in the `<affected>` section. This can be used if several software products (say `FooBar`, `FreeBar` and `OpenBar`) grow from the same code base and still share its bugs and vulnerabilities. Note the difference from listing multiple names within a single `<package>` section.
  - ⑥ The version ranges should allow for `PORTEPOCH` and `PORTREVISION` if applicable. Please remember that according to the collation rules, a version with a non-zero `PORTEPOCH` is greater than any version without `PORTEPOCH`, e.g., `3.0,1` is greater than `3.1` or even than `8.9`.
  - ⑦ This is a summary of the issue. XHTML is used in this field. At least enclosing `<p>` and `</p>` should appear. More complex mark-up may be used, but only for the sake of accuracy and clarity: No eye candy please.
  - ⑧ This section contains references to relevant documents. As many references as apply are encouraged.
  - ⑨ This is a FreeBSD security advisory (<http://www.freebsd.org/security/#adv>).
  - (10) This is a FreeBSD problem report (<http://www.freebsd.org/support.html#gnats>).
  - (11) This is a Mitre CVE (<http://www.cve.mitre.org/>) identifier.
  - (12) This is a SecurityFocus Bug ID (<http://www.securityfocus.com/bid>).
  - (13) This is a US-CERT (<http://www.cert.org/>) security advisory.
  - (14) This is a US-CERT (<http://www.cert.org/>) vulnerability note.
  - (15) This is a US-CERT (<http://www.cert.org/>) Cyber Security Alert.
  - (16) This is a US-CERT (<http://www.cert.org/>) Technical Cyber Security Alert.

- (17) This is a URL to an archived posting in a mailing list. The attribute `msgid` is optional and may specify the message ID of the posting.
- (18) This is a generic URL. It should be used only if none of the other reference categories apply.
- (19) This is the date when the issue was disclosed (`YYYY-MM-DD`).
- (20) This is the date when the entry was added (`YYYY-MM-DD`).
- (21) This is the date when any information in the entry was last modified (`YYYY-MM-DD`). New entries must not include this field. It should be added upon editing an existing entry.

### 11.3.3 Testing your changes to the VuXML database

Assume you just wrote or filled in an entry for a vulnerability in the package `clamav` that has been fixed in version `0.65_7`.

As a prerequisite, you need to install fresh versions of the ports `ports-mgmt/portaudit` and `ports-mgmt/portaudit-db`.

First, check whether there already is an entry for this vulnerability. If there were such entry, it would match the previous version of the package, `0.65_6`:

```
% packaudit
% portaudit clamav-0.65_6
```

**Note:** To run `packaudit`, you must have permission to write to its `DATABASEDIR`, typically `/var/db/portaudit`.

If there is none found, you get the green light to add a new entry for this vulnerability. Now you can generate a brand-new UUID (assume it's `74a9541d-5d6c-11d8-80e3-0020ed76ef5a`) and add your new entry to the VuXML database. Please verify its syntax after that as follows:

```
% cd ${PORTSDIR}/security/vuxml && make validate
```

**Note:** You will need at least one of the following packages installed: `textproc/libxml2`, `textproc/jade`.

Now rebuild the `portaudit` database from the VuXML file:

```
% packaudit
```

To verify that the `<affected>` section of your entry will match correct package(s), issue the following command:

```
% portaudit -f /usr/ports/INDEX -r 74a9541d-5d6c-11d8-80e3-0020ed76ef5a
```

**Note:** Please refer to `portaudit(1)` for better understanding of the command syntax.

Make sure that your entry produces no spurious matches in the output.

Now check whether the right package versions are matched by your entry:

```
% portaudit clamav-0.65_6 clamav-0.65_7
Affected package: clamav-0.65_6 (matched by clamav<0.65_7)
Type of problem: clamav remote denial-of-service.
Reference: <http://www.freebsd.org/ports/portaudit/74a9541d-5d6c-11d8-80e3-0020ed76ef5a.html>

1 problem(s) found.
```

Obviously, the former version should match while the latter one should not.

Finally, verify whether the web page generated from the VuXML database looks like expected:

```
% mkdir -p ~/public_html/portaudit
% packaudit
% lynx ~/public_html/portaudit/74a9541d-5d6c-11d8-80e3-0020ed76ef5a.html
```



# Chapter 12

## *Dos and Don'ts*

---

### 12.1 Introduction

Here is a list of common dos and don'ts that you encounter during the porting process. You should check your own port against this list, but you can also check ports in the PR database (<http://www.FreeBSD.org/cgi/query-pr-summary.cgi?query>) that others have submitted. Submit any comments on ports you check as described in Bug Reports and General Commentary ([http://www.FreeBSD.org/doc/zh\\_TW.Big5/articles/contributing/contrib-how.html#CONTRIB-GENERAL](http://www.FreeBSD.org/doc/zh_TW.Big5/articles/contributing/contrib-how.html#CONTRIB-GENERAL)). Checking ports in the PR database will both make it faster for us to commit them, and prove that you know what you are doing.

### 12.2 WRKDIR

Do not write anything to files outside `WRKDIR`. `WRKDIR` is the only place that is guaranteed to be writable during the port build (see installing ports from a CDROM ([http://www.FreeBSD.org/doc/zh\\_TW.Big5/books/handbook/ports-using.html#PORTS-CD](http://www.FreeBSD.org/doc/zh_TW.Big5/books/handbook/ports-using.html#PORTS-CD)) for an example of building ports from a read-only tree). If you need to modify one of the `pkg-*` files, do so by redefining a variable, not by writing over it.

### 12.3 WRKDIRPREFIX

Make sure your port honors `WRKDIRPREFIX`. Most ports do not have to worry about this. In particular, if you are referring to a `WRKDIR` of another port, note that the correct location is `WRKDIRPREFIXPORTSDIR/subdir/name/work` not `PORTSDIR/subdir/name/work` or `.CURDIR/../../subdir/name/work` or some such.

Also, if you are defining `WRKDIR` yourself, make sure you prepend `${WRKDIRPREFIX}${.CURDIR}` in the front.

### 12.4 Differentiating operating systems and OS versions

You may come across code that needs modifications or conditional compilation based upon what version of Unix it is running under. If you need to make such changes to the code for conditional compilation, make sure you make the changes as general as possible so that we can back-port code to older FreeBSD systems and cross-port to other BSD systems such as 4.4BSD from CSRG, BSD/386, 386BSD, NetBSD, and OpenBSD.

The preferred way to tell 4.3BSD/Reno (1990) and newer versions of the BSD code apart is by using the `BSD` macro defined in `sys/param.h` (<http://cvsweb.freebsd.org/src/sys/sys/param.h>). Hopefully that file is already included; if not, add the code:

```
#if (defined(__unix__) || defined(unix)) && !defined(USG)
#include <sys/param.h>
#endif
```

to the proper place in the `.c` file. We believe that every system that defines these two symbols has `sys/param.h`. If you find a system that does not, we would like to know. Please send mail to the FreeBSD ports 郵遞論壇 (<http://lists.FreeBSD.org/mailman/listinfo/freebsd-ports>).

Another way is to use the GNU Autoconf style of doing this:

```
#ifdef HAVE_SYS_PARAM_H
#include <sys/param.h>
#endif
```

Do not forget to add `-DHAVE_SYS_PARAM_H` to the `CFLAGS` in the `Makefile` for this method.

Once you have `sys/param.h` included, you may use:

```
#if (defined(BSD) && (BSD >= 199103))
```

to detect if the code is being compiled on a 4.3 Net2 code base or newer (e.g. FreeBSD 1.x, 4.3/Reno, NetBSD 0.9, 386BSD, BSD/386 1.1 and below).

Use:

```
#if (defined(BSD) && (BSD >= 199306))
```

to detect if the code is being compiled on a 4.4 code base or newer (e.g. FreeBSD 2.x, 4.4, NetBSD 1.0, BSD/386 2.0 or above).

The value of the `BSD` macro is 199506 for the 4.4BSD-Lite2 code base. This is stated for informational purposes only. It should not be used to distinguish between versions of FreeBSD based only on 4.4-Lite vs. versions that have merged in changes from 4.4-Lite2. The `__FreeBSD__` macro should be used instead.

Use sparingly:

- `__FreeBSD__` is defined in all versions of FreeBSD. Use it if the change you are making *only* affects FreeBSD. Porting gotchas like the use of `sys_errlist[]` vs `strerror()` are Berkeley-isms, not FreeBSD changes.
- In FreeBSD 2.x, `__FreeBSD__` is defined to be 2. In earlier versions, it is 1. Later versions always bump it to match their major version number.
- If you need to tell the difference between a FreeBSD 1.x system and a FreeBSD 2.x or above system, usually the right answer is to use the `BSD` macros described above. If there actually is a FreeBSD specific change (such as special shared library options when using `ld`) then it is OK to use `__FreeBSD__` and `#if __FreeBSD__ > 1` to detect a FreeBSD 2.x and later system. If you need more granularity in detecting FreeBSD systems since 2.0-RELEASE you can use the following:

```
#if __FreeBSD__ >= 2
#include <osreldate.h>
#   if __FreeBSD_version >= 199504
    /* 2.0.5+ release specific code here */
#   endif
#endif
```

In the hundreds of ports that have been done, there have only been one or two cases where `__FreeBSD__` should have been used. Just because an earlier port screwed up and used it in the wrong place does not mean you should do so too.

## 12.5 FreeBSD 版本速查表(`__FreeBSD_version`)

以下是 `sys/param.h` (<http://cvsweb.freebsd.org/src/sys/sys/param.h>) 内的 `__FreeBSD_version` 版本速查表：

**Table 12-1. `__FreeBSD_version` values**

<b>Release</b>	<b><code>__FreeBSD_version</code></b>
2.0-RELEASE	119411
2.1-CURRENT	199501, 199503
2.0.5-RELEASE	199504
2.2-CURRENT before 2.1	199508
2.1.0-RELEASE	199511
2.2-CURRENT before 2.1.5	199512
2.1.5-RELEASE	199607
2.2-CURRENT before 2.1.6	199608
2.1.6-RELEASE	199612
2.1.7-RELEASE	199612
2.2-RELEASE	220000
2.2.1-RELEASE	220000 (no change)
2.2-STABLE after 2.2.1-RELEASE	220000 (no change)
2.2-STABLE after <code>texinfo-3.9</code>	221001
2.2-STABLE after <code>top</code>	221002
2.2.2-RELEASE	222000
2.2-STABLE after 2.2.2-RELEASE	222001
2.2.5-RELEASE	225000
2.2-STABLE after 2.2.5-RELEASE	225001
2.2-STABLE after <code>ldconfig -R merge</code>	225002
2.2.6-RELEASE	226000
2.2.7-RELEASE	227000
2.2-STABLE after 2.2.7-RELEASE	227001
2.2-STABLE after <code>semctl(2)</code> change	227002
2.2.8-RELEASE	228000
2.2-STABLE after 2.2.8-RELEASE	228001
3.0-CURRENT before <code>mount(2)</code> change	300000
3.0-CURRENT after <code>mount(2)</code> change	300001
3.0-CURRENT after <code>semctl(2)</code> change	300002
3.0-CURRENT after <code>ioctl</code> arg changes	300003

<b>Release</b>	<b>__FreeBSD_version</b>
3.0-CURRENT after ELF conversion	300004
3.0-RELEASE	300005
3.0-CURRENT after 3.0-RELEASE	300006
3.0-STABLE after 3/4 branch	300007
3.1-RELEASE	310000
3.1-STABLE after 3.1-RELEASE	310001
3.1-STABLE after C++ constructor/destructor order change	310002
3.2-RELEASE	320000
3.2-STABLE	320001
3.2-STABLE after binary-incompatible IPFW and socket changes	320002
3.3-RELEASE	330000
3.3-STABLE	330001
3.3-STABLE after adding mkstemp(3) to libc	330002
3.4-RELEASE	340000
3.4-STABLE	340001
3.5-RELEASE	350000
3.5-STABLE	350001
4.0-CURRENT after 3.4 branch	400000
4.0-CURRENT after change in dynamic linker handling	400001
4.0-CURRENT after C++ constructor/destructor order change	400002
4.0-CURRENT after functioning dladdr(3)	400003
4.0-CURRENT after __deregister_frame_info dynamic linker bug fix (also 4.0-CURRENT after EGCS 1.1.2 integration)	400004
4.0-CURRENT after suser(9) API change (also 4.0-CURRENT after newbus)	400005
4.0-CURRENT after cdevsw registration change	400006
4.0-CURRENT after the addition of so_cred for socket level credentials	400007
4.0-CURRENT after the addition of a poll syscall wrapper to libc_r	400008
4.0-CURRENT after the change of the kernel's dev_t type to struct specinfo pointer	400009
4.0-CURRENT after fixing a hole in jail(2)	400010
4.0-CURRENT after the sigset_t datatype change	400011
4.0-CURRENT after the cutover to the GCC 2.95.2 compiler	400012

<b>Release</b>	<b>__FreeBSD_version</b>
4.0-CURRENT after adding pluggable linux-mode ioctl handlers	400013
4.0-CURRENT after importing OpenSSL	400014
4.0-CURRENT after the C++ ABI change in GCC 2.95.2 from -fvtbl-thunks to -fno-vtbl-thunks by default	400015
4.0-CURRENT after importing OpenSSH	400016
4.0-RELEASE	400017
4.0-STABLE after 4.0-RELEASE	400018
4.0-STABLE after the introduction of delayed checksums.	400019
4.0-STABLE after merging libxpg4 code into libc.	400020
4.0-STABLE after upgrading Binutils to 2.10.0, ELF branding changes, and tcsh in the base system.	400021
4.1-RELEASE	410000
4.1-STABLE after 4.1-RELEASE	410001
4.1-STABLE after setproctitle(3) moved from libutil to libc.	410002
4.1.1-RELEASE	411000
4.1.1-STABLE after 4.1.1-RELEASE	411001
4.2-RELEASE	420000
4.2-STABLE after combining libgcc.a and libgcc_r.a, and associated GCC linkage changes.	420001
4.3-RELEASE	430000
4.3-STABLE after wint_t introduction.	430001
4.3-STABLE after PCI powerstate API merge.	430002
4.4-RELEASE	440000
4.4-STABLE after d_thread_t introduction.	440001
4.4-STABLE after mount structure changes (affects filesystem klds).	440002
4.4-STABLE after the userland components of smbfs were imported.	440003
4.5-RELEASE	450000
4.5-STABLE after the usb structure element rename.	450001
4.5-STABLE after the sendmail_enable rc.conf(5) variable was made to take the value NONE.	450004
4.5-STABLE after moving to XFree86 4 by default for package builds.	450005
4.5-STABLE after accept filtering was fixed so that is no longer susceptible to an easy DoS.	450006
4.6-RELEASE	460000

<b>Release</b>	<b>__FreeBSD_version</b>
4.6-STABLE sendfile(2) fixed to comply with documentation, not to count any headers sent against the amount of data to be sent from the file.	460001
4.6.2-RELEASE	460002
4.6-STABLE	460100
4.6-STABLE after MFC of 'sed -i'.	460101
4.6-STABLE after MFC of many new pkg_install features from the HEAD.	460102
4.7-RELEASE	470000
4.7-STABLE	470100
Start generated __std{in,out,err}p references rather than __sF. This changes std{in,out,err} from a compile time expression to a runtime one.	470101
4.7-STABLE after MFC of mbuf changes to replace m_aux mbufs by m_tag's	470102
4.7-STABLE gets OpenSSL 0.9.7	470103
4.8-RELEASE	480000
4.8-STABLE	480100
4.8-STABLE after realpath(3) has been made thread-safe	480101
4.8-STABLE 3ware API changes to tve.	480102
4.9-RELEASE	490000
4.9-STABLE	490100
4.9-STABLE after e_sid was added to struct kinfo_eproc.	490101
4.9-STABLE after MFC of libmap functionality for rtld.	490102
4.10-RELEASE	491000
4.10-STABLE	491100
4.10-STABLE after MFC of revision 20040629 of the package tools	491101
4.10-STABLE after VM fix dealing with unwiring of fictitious pages	491102
4.11-RELEASE	492000
4.11-STABLE	492100
4.11-STABLE after adding libdata/ldconfig directories to mtree files.	492101
5.0-CURRENT	500000
5.0-CURRENT after adding addition ELF header fields, and changing our ELF binary branding method.	500001
5.0-CURRENT after kld metadata changes.	500002
5.0-CURRENT after buf/bio changes.	500003

<b>Release</b>	<b>__FreeBSD_version</b>
5.0-CURRENT after binutils upgrade.	500004
5.0-CURRENT after merging libxpg4 code into libc and after TASKQ interface introduction.	500005
5.0-CURRENT after the addition of AGP interfaces.	500006
5.0-CURRENT after Perl upgrade to 5.6.0	500007
5.0-CURRENT after the update of KAME code to 2000/07 sources.	500008
5.0-CURRENT after ether_ifattach() and ether_ifdetach() changes.	500009
5.0-CURRENT after changing mtree defaults back to original variant, adding -L to follow symlinks.	500010
5.0-CURRENT after kqueue API changed.	500011
5.0-CURRENT after setproctitle(3) moved from libutil to libc.	500012
5.0-CURRENT after the first SMPng commit.	500013
5.0-CURRENT after <sys/select.h> moved to <sys/selinfo.h>.	500014
5.0-CURRENT after combining libgcc.a and libgcc_r.a, and associated GCC linkage changes.	500015
5.0-CURRENT after change allowing libc and libc_r to be linked together, deprecating -pthread option.	500016
5.0-CURRENT after switch from struct ucred to struct xucred to stabilize kernel-exported API for mountd et al.	500017
5.0-CURRENT after addition of CPUTYPE make variable for controlling CPU-specific optimizations.	500018
5.0-CURRENT after moving machine/ioctl_fd.h to sys/fdcio.h	500019
5.0-CURRENT after locale names renaming.	500020
5.0-CURRENT after Bzip2 import. Also signifies removal of S/Key.	500021
5.0-CURRENT after SSE support.	500022
5.0-CURRENT after KSE Milestone 2.	500023
5.0-CURRENT after d_thread_t, and moving UUCP to ports.	500024
5.0-CURRENT after ABI change for descriptor and creds passing on 64 bit platforms.	500025
5.0-CURRENT after moving to XFree86 4 by default for package builds, and after the new libc strnstr() function was added.	500026
5.0-CURRENT after the new libc strcasestr() function was added.	500027

<b>Release</b>	<b>__FreeBSD_version</b>
5.0-CURRENT after the userland components of smbfs were imported.	500028
5.0-CURRENT after the new C99 specific-width integer types were added.	(Not incremented.)
5.0-CURRENT after a change was made in the return value of sendfile(2).	500029
5.0-CURRENT after the introduction of the type <code>fflags_t</code> , which is the appropriate size for file flags.	500030
5.0-CURRENT after the usb structure element rename.	500031
5.0-CURRENT after the introduction of Perl 5.6.1.	500032
5.0-CURRENT after the <code>sendmail_enable</code> rc.conf(5) variable was made to take the value <code>NONE</code> .	500033
5.0-CURRENT after <code>mtx_init()</code> grew a third argument.	500034
5.0-CURRENT with Gcc 3.1.	500035
5.0-CURRENT without Perl in <code>/usr/src</code>	500036
5.0-CURRENT after the addition of <code>dlfunc(3)</code>	500037
5.0-CURRENT after the types of some struct <code>sockbuf</code> members were changed and the structure was reordered.	500038
5.0-CURRENT after GCC 3.2.1 import. Also after headers stopped using <code>_BSD_FOO_T_</code> and started using <code>_FOO_T_DECLARED</code> . This value can also be used as a conservative estimate of the start of <code>bzip2(1)</code> package support.	500039
5.0-CURRENT after various changes to disk functions were made in the name of removing dependency on <code>disklabel</code> structure internals.	500040
5.0-CURRENT after the addition of <code>getopt_long(3)</code> to <code>libc</code> .	500041
5.0-CURRENT after Binutils 2.13 upgrade, which included new FreeBSD emulation, <code>vec</code> , and output format.	500042
5.0-CURRENT after adding weak <code>pthread_XXX</code> stubs to <code>libc</code> , obsoleting <code>libXThrStub.so</code> . 5.0-RELEASE.	500043
5.0-CURRENT after branching for <code>RELENG_5_0</code>	500100
<code>&lt;sys/dkstat.h&gt;</code> is empty and should not be included.	500101
5.0-CURRENT after the <code>d_mmap_t</code> interface change.	500102
5.0-CURRENT after <code>taskqueue_swi</code> changed to run without <code>Giant</code> , and <code>taskqueue_swi_giant</code> added to run with <code>Giant</code> .	500103
<code>cdevsw_add()</code> and <code>cdevsw_remove()</code> no longer exists. Appearance of <code>MAJOR_AUTO</code> allocation facility.	500104
5.0-CURRENT after new <code>cdevsw</code> initialization method.	500105



<b>Release</b>	<b>__FreeBSD_version</b>
devstat_add_entry() has been replaced by devstat_new_entry()	500106
Devstat interface change; see sys/sys/param.h 1.149	500107
Token-Ring interface changes.	500108
Addition of vm_paddr_t.	500109
5.0-CURRENT after realpath(3) has been made thread-safe	500110
5.0-CURRENT after usbhid(3) has been synced with NetBSD	500111
5.0-CURRENT after new NSS implementation and addition of POSIX.1 getpw*_r, getgr*_r functions	500112
5.0-CURRENT after removal of the old rc system.	500113
5.1-RELEASE.	501000
5.1-CURRENT after branching for RELENG_5_1.	501100
5.1-CURRENT after correcting the semantics of sigtimedwait(2) and sigwaitinfo(2).	501101
5.1-CURRENT after adding the lockfunc and lockfuncarg fields to bus_dma_tag_create(9).	501102
5.1-CURRENT after GCC 3.3.1-pre 20030711 snapshot integration.	501103
5.1-CURRENT 3ware API changes to tve.	501104
5.1-CURRENT dynamically-linked /bin and /sbin support and movement of libraries to /lib.	501105
5.1-CURRENT after adding kernel support for Coda 6.x.	501106
5.1-CURRENT after 16550 UART constants moved from <dev/sio/sioreg.h> to <dev/ic/ns16550.h>. Also when libmap functionality was unconditionally supported by rtld.	501107
5.1-CURRENT after PFIL_HOOKS API update	501108
5.1-CURRENT after adding kiconv(3)	501109
5.1-CURRENT after changing default operations for open and close in cdevsw	501110
5.1-CURRENT after changed layout of cdevsw	501111
5.1-CURRENT after adding kobj multiple inheritance	501112
5.1-CURRENT after the if_xname change in struct ifnet	501113
5.1-CURRENT after changing /bin and /sbin to be dynamically linked	501114
5.2-RELEASE	502000
5.2.1-RELEASE	502010
5.2-CURRENT after branching for RELENG_5_2	502100

<b>Release</b>	<b>__FreeBSD_version</b>
5.2-CURRENT after __cxa_atexit/__cxa_finalize functions were added to libc.	502101
5.2-CURRENT after change of default thread library from libc_r to libpthread.	502102
5.2-CURRENT after device driver API megapatch.	502103
5.2-CURRENT after getopt_long_only() addition.	502104
5.2-CURRENT after NULL is made into ((void *)0) for C, creating more warnings.	502105
5.2-CURRENT after pf is linked to the build and install.	502106
5.2-CURRENT after time_t is changed to a 64-bit value on sparc64.	502107
5.2-CURRENT after Intel C/C++ compiler support in some headers and execve(2) changes to be more strictly conforming to POSIX.	502108
5.2-CURRENT after the introduction of the bus_alloc_resource_any API	502109
5.2-CURRENT after the addition of UTF-8 locales	502110
5.2-CURRENT after the removal of the getvfsent(3) API	502111
5.2-CURRENT after the addition of the .warning directive for make.	502112
5.2-CURRENT after ttyioctl() was made mandatory for serial drivers.	502113
5.2-CURRENT after import of the ALTQ framework.	502114
5.2-CURRENT after changing sema_timedwait(9) to return 0 on success and a non-zero error code on failure.	502115
5.2-CURRENT after changing kernel dev_t to be pointer to struct cdev *.	502116
5.2-CURRENT after changing kernel udev_t to dev_t.	502117
5.2-CURRENT after adding support for CLOCK_VIRTUAL and CLOCK_PROF to clock_gettime(2) and clock_getres(2).	502118
5.2-CURRENT after changing network interface cloning overhaul.	502119
5.2-CURRENT after the update of the package tools to revision 20040629.	502120
5.2-CURRENT after marking Bluetooth code as non-i386 specific.	502121
5.2-CURRENT after the introduction of the KDB debugger framework, the conversion of DDB into a backend and the introduction of the GDB backend.	502122

<b>Release</b>	<b>__FreeBSD_version</b>
5.2-CURRENT after change to make VFS_ROOT take a struct thread argument as does vflush. Struct kinfo_proc now has a user data pointer. The switch of the default X implementation to xorg was also made at this time.	502123
5.2-CURRENT after the change to separate the way ports rc.d and legacy scripts are started.	502124
5.2-CURRENT after the backout of the previous change.	502125
5.2-CURRENT after the removal of kmem_alloc_pageable() and the import of gcc 3.4.2.	502126
5.2-CURRENT after changing the UMA kernel API to allow ctors/inits to fail.	502127
5.2-CURRENT after the change of the vfs_mount signature as well as global replacement of PRISON_ROOT with SUSER_ALLOWJAIL for the suser(9) API.	502128
5.3-BETA/RC before the pfil API change	503000
5.3-RELEASE	503001
5.3-STABLE after branching for RELENG_5_3	503100
5.3-STABLE after addition of glibc style strftime(3) padding options.	503101
5.3-STABLE after OpenBSD's nc(1) import MFC.	503102
5.4-PRERELEASE after the MFC of the fixes in <src/include/stdbool.h> and <src/sys/i386/include/_types.h> for using the GCC-compatibility of the Intel C/C++ compiler.	503103
5.4-PRERELEASE after the MFC of the change of ifi_epoch from wall clock time to uptime.	503104
5.4-PRERELEASE after the MFC of the fix of EOVERFLOW check in vswprintf(3).	503105
5.4-RELEASE.	504000
5.4-STABLE after branching for RELENG_5_4	504100
5.4-STABLE after increasing the default thread stacksize	504101
5.4-STABLE after the addition of sha256	504102
5.4-STABLE after the MFC of if_bridge	504103
5.4-STABLE after the MFC of bsdiff and portsnap	504104
5.4-STABLE after MFC of ldconfig_local_dirs change.	504105
5.5-RELEASE.	505000
5.5-STABLE after branching for RELENG_5_5	505100
6.0-CURRENT	600000

<b>Release</b>	<b>__FreeBSD_version</b>
6.0-CURRENT after permanently enabling PFIL_HOOKS in the kernel.	600001
6.0-CURRENT after initial addition of ifi_epoch to struct if_data. Backed out after a few days. Do not use this value.	600002
6.0-CURRENT after the re-addition of the ifi_epoch member of struct if_data.	600003
6.0-CURRENT after addition of the struct inpcb argument to the pfil API.	600004
6.0-CURRENT after addition of the "-d DESTDIR" argument to newsyslog.	600005
6.0-CURRENT after addition of glibc style strftime(3) padding options.	600006
6.0-CURRENT after addition of 802.11 framework updates.	600007
6.0-CURRENT after changes to VOP_*VOBJECT() functions and introduction of MNTK_MPSAFE flag for Giantfree filesystems.	600008
6.0-CURRENT after addition of the cpufreq framework and drivers.	600009
6.0-CURRENT after importing OpenBSD's nc(1).	600010
6.0-CURRENT after removing semblance of SVID2 matherr() support.	600011
6.0-CURRENT after increase of default thread stacks' size.	600012
6.0-CURRENT after fixes in <src/include/stdbool.h> and <src/sys/i386/include/_types.h> for using the GCC-compatibility of the Intel C/C++ compiler.	600013
6.0-CURRENT after EOVERFLOW checks in vswprintf(3) fixed.	600014
6.0-CURRENT after changing the struct if_data member, ifi_epoch, from wall clock time to uptime.	600015
6.0-CURRENT after LC_CTYPE disk format changed.	600016
6.0-CURRENT after NLS catalogs disk format changed.	600017
6.0-CURRENT after LC_COLLATE disk format changed.	600018
Installation of apica includes into /usr/include.	600019
Addition of MSG_NOSIGNAL flag to send(2) API.	600020
Addition of fields to cdevsw	600021
Removed gtar from base system.	600022
LOCAL_CREDS, LOCAL_CONNWAIT socket options added to unix(4).	600023

<b>Release</b>	<b>__FreeBSD_version</b>
hwpmc(4) and related tools added to 6.0-CURRENT.	600024
struct icmphdr added to 6.0-CURRENT.	600025
pf updated to 3.7.	600026
Kernel libalias and ng_nat introduced.	600027
POSIX ttyname_r(3) made available through unistd.h and libc.	600028
6.0-CURRENT after libpcap updated to v0.9.1 alpha 096.	600029
6.0-CURRENT after importing NetBSD's if_bridge(4).	600030
6.0-CURRENT after struct ifnet was broken out of the driver softcs.	600031
6.0-CURRENT after the import of libpcap v0.9.1.	600032
6.0-STABLE after bump of all shared library versions that had not been changed since RELENG_5.	600033
6.0-STABLE after credential argument is added to dev_clone event handler. 6.0-RELEASE.	600034
6.0-STABLE after 6.0-RELEASE	600100
6.0-STABLE after incorporating scripts from the local_startup directories into the base rcorder(8).	600101
6.0-STABLE after updating the ELF types and constants.	600102
6.0-STABLE after MFC of pidfile(3) API.	600103
6.0-STABLE after MFC of ldconfig_local_dirs change.	600104
6.0-STABLE after NLS catalog support of csh(1).	600105
6.1-RELEASE	601000
6.1-STABLE after 6.1-RELEASE.	601100
6.1-STABLE after the import of csup.	601101
6.1-STABLE after the iwi(4) update.	601102
6.1-STABLE after the resolver update to BIND9, and exposure of reentrant version of netdb functions.	601103
6.1-STABLE after DSO (dynamic shared objects) support has been enabled in OpenSSL.	601104
6.1-STABLE after 802.11 fixups changed the api for the IEEE80211_IOC_STA_INFO ioctl.	601105
6.2-RELEASE	602000
6.2-STABLE after 6.2-RELEASE.	602100
6.2-STABLE after the addition of Wi-Spy quirk.	602101
6.2-STABLE after pci_find_extcap() addition.	602102
6.2-STABLE after MFC of dlsym change to look for a requested symbol both in specified dso and its implicit dependencies.	602103

<b>Release</b>	<b>__FreeBSD_version</b>
6.2-STABLE after MFC of ng_deflate(4) and ng_pred1(4) netgraph nodes and new compression and encryption modes for ng_ppp(4) node.	602104
6.2-STABLE after MFC of BSD licensed version of gzip(1) ported from NetBSD.	602105
6.2-STABLE after MFC of PCI MSI and MSI-X support.	602106
6.2-STABLE after MFC of ncurses 5.6 and wide character support.	602107
6.2-STABLE after MFC of CAM 'SG' peripheral device, which implements a subset of Linux SCSI SG passthrough device API.	602108
6.2-STABLE after MFC of readline 5.2 patchset 002.	602109
6.2-STABLE after MFC of pmap_invalidate_cache(), pmap_change_attr(), pmap_mapbios(), pmap_mapdev_attr(), and pmap_unmapbios() for amd64 and i386.	602110
6.2-STABLE after MFC of BOP_BDFLUSH and caused breakage of the filesystem modules KBI.	602111
6.2-STABLE after libutil(3) MFC's.	602112
6.2-STABLE after MFC of wide and single byte ctype separation. Newly compiled binary that references to ctype.h may require a new symbol, __mb_sb_limit, which is not available on older systems.	602113
6.2-STABLE after ctype ABI forward compatibility restored.	602114
6.2-STABLE after back out of wide and single byte ctype separation.	602115
6.3-RELEASE	603000
6.3-STABLE after 6.3-RELEASE.	603100
6.3-STABLE after fixing multibyte type support in bit macro.	603101
6.3-STABLE after adding l_sysid to struct flock.	603102
6.3-STABLE after MFC of the memrchr function.	603103
6.3-STABLE after MFC of support for :u variable modifier in make(1).	603104
6.4-RELEASE	604000
6.4-STABLE after 6.4-RELEASE.	604100
7.0-CURRENT.	700000
7.0-CURRENT after bump of all shared library versions that had not been changed since RELENG_5.	700001
7.0-CURRENT after credential argument is added to dev_clone event handler.	700002

<b>Release</b>	<b>__FreeBSD_version</b>
7.0-CURRENT after memmem(3) is added to libc.	700003
7.0-CURRENT after solisten(9) kernel arguments are modified to accept a backlog parameter.	700004
7.0-CURRENT after IFP2ENADDR() was changed to return a pointer to IF_LLADDR().	700005
7.0-CURRENT after addition of if_addr member to struct ifnet and IFP2ENADDR() removal.	700006
7.0-CURRENT after incorporating scripts from the local_startup directories into the base rcorder(8).	700007
7.0-CURRENT after removal of MNT_NODEV mount option.	700008
7.0-CURRENT after ELF-64 type changes and symbol versioning.	700009
7.0-CURRENT after addition of hostb and vgapci drivers, addition of pci_find_extcap(), and changing the AGP drivers to no longer map the aperture.	700010
7.0-CURRENT after tv_sec was made time_t on all platforms but Alpha.	700011
7.0-CURRENT after ldconfig_local_dirs change.	700012
7.0-CURRENT after changes to /etc/rc.d/abi to support /compat/linux/etc/ld.so.cache being a symlink in a readonly filesystem.	700013
7.0-CURRENT after pts import.	700014
7.0-CURRENT after the introduction of version 2 of hwpmc(4)'s ABI.	700015
7.0-CURRENT after addition of fcloseall(3) to libc.	700016
7.0-CURRENT after removal of ip6fw.	700017
7.0-CURRENT after import of snd_emu10kx.	700018
7.0-CURRENT after import of OpenSSL 0.9.8b.	700019
7.0-CURRENT after addition of bus_dma_get_tag function	700020
7.0-CURRENT after libpcap 0.9.4 and tcpdump 3.9.4 import.	700021
7.0-CURRENT after dlsym change to look for a requested symbol both in specified dso and its implicit dependencies.	700022
7.0-CURRENT after adding new sound IOCTLs.	700023
7.0-CURRENT after import of OpenSSL 0.9.8d.	700024
7.0-CURRENT after the addition of libelf.	700025
7.0-CURRENT after major changes on sound sysctls.	700026
7.0-CURRENT after the addition of Wi-Spy quirk.	700027
7.0-CURRENT after the addition of sctp calls to libc	700028

<b>Release</b>	<b>__FreeBSD_version</b>
7.0-CURRENT after the GNU gzip(1) implementation was replaced with a BSD licensed version ported from NetBSD.	700029
7.0-CURRENT after the removal of IPIP tunnel encapsulation (VIFF_TUNNEL) from the IPv4 multicast forwarding code.	700030
7.0-CURRENT after the modification of bus_setup_intr() (newbus).	700031
7.0-CURRENT after the inclusion of ipw(4) and iwi(4) firmwares.	700032
7.0-CURRENT after the inclusion of ncurses wide character support.	700033
7.0-CURRENT after changes to how insmntque(), getnewvnode(), and vfs_hash_insert() work.	700034
7.0-CURRENT after addition of a notify mechanism for CPU frequency changes.	700035
7.0-CURRENT after import of the ZFS filesystem.	700036
7.0-CURRENT after addition of CAM 'SG' peripheral device, which implements a subset of Linux SCSI SG passthrough device API.	700037
7.0-CURRENT after changing getenv(3), putenv(3), setenv(3) and unsetenv(3) to be POSIX conformant.	700038
7.0-CURRENT after the changes in 700038 were backed out.	700039
7.0-CURRENT after the addition of flopen(3) to libutil.	700040
7.0-CURRENT after enabling symbol versioning, and changing the default thread library to libthr.	700041
7.0-CURRENT after the import of gcc 4.2.0.	700042
7.0-CURRENT after bump of all shared library versions that had not been changed since RELENG_6.	700043
7.0-CURRENT after changing the argument for vn_open()/VOP_OPEN() from filedescriptor index to the struct file *.	700044
7.0-CURRENT after changing pam_nologin(8) to provide an account management function instead of an authentication function to the PAM framework.	700045
7.0-CURRENT after updated 802.11 wireless support.	700046
7.0-CURRENT after adding TCP LRO interface capabilities.	700047



<b>Release</b>	<b>__FreeBSD_version</b>
7.0-CURRENT after RFC 3678 API support added to the IPv4 stack. Legacy RFC 1724 behaviour of the IP_MULTICAST_IF ioctl has now been removed; 0.0.0.0/8 may no longer be used to specify an interface index. struct ipmreqn should be used instead.	700048
7.0-CURRENT after importing pf from OpenBSD 4.1	700049
7.0-CURRENT after adding IPv6 support for FAST_IPSEC, deleting KAME IPSEC, and renaming FAST_IPSEC to IPSEC.	(not changed)
7.0-CURRENT after converting setenv/putenv/etc. calls from traditional BSD to POSIX.	700050
7.0-CURRENT after adding new mmap/lseek/etc syscalls.	700051
7.0-CURRENT after moving I4B headers to include/i4b.	700052
7.0-CURRENT after the addition of support for PCI domains	700053
7.0-CURRENT after MFC of wide and single byte ctype separation.	700054
7.0-RELEASE, and 7.0-CURRENT after ABI backwards compatibility to the FreeBSD 4/5/6 versions of the PCIOCGETCONF, PCIOCREAD and PCIOCWRITE IOCTLS was MFC'ed, which required the ABI of the PCIOCGETCONF IOCTL to be broken again	700055
7.0-STABLE after 7.0-RELEASE	700100
7.0-STABLE after the MFC of m_collapse().	700101
7.0-STABLE after the MFC of kdb_enter_why().	700102
7.0-STABLE after adding l_sysid to struct flock.	700103
7.0-STABLE after the MFC of procstat(1).	700104
7.0-STABLE after the MFC of umtx features.	700105
7.0-STABLE after the MFC of write(2) support to psm(4).	700106
7.0-STABLE after the MFC of F_DUP2FD command tofcntl(2).	700107
7.0-STABLE after some lockmgr(9) changes, which makes it necessary to include sys/lock.h in order to use lockmgr(9).	700108
7.0-STABLE after MFC of the memrchr function.	700109
7.0-STABLE after MFC of kernel NFS lockd client.	700110
7.0-STABLE after addition of physically contiguous jumbo frame support.	700111
7.0-STABLE after MFC of kernel DTrace support.	700112
7.1-RELEASE	701000

<b>Release</b>	<b>__FreeBSD_version</b>
7.1-STABLE after 7.1-RELEASE.	701100
8.0-CURRENT. Separating wide and single byte ctype.	800000
8.0-CURRENT after libpcap 0.9.8 and tcpdump 3.9.8 import.	800001
8.0-CURRENT after renaming kthread_create() and friends to kproc_create() etc.	800002
8.0-CURRENT after ABI backwards compatibility to the FreeBSD 4/5/6 versions of the PCIOCGETCONF, PCIOCREAD and PCIOCWRITE IOCTLs was added, which required the ABI of the PCIOCGETCONF IOCTL to be broken again	800003
8.0-CURRENT after agp(4) driver moved from src/sys/pci to src/sys/dev/agp	800004
8.0-CURRENT after changes to the jumbo frame allocator ( <a href="http://www.freebsd.org/cgi/cvsweb.cgi/src/sys/kern/kern_mbuf.c#rev1.35">http://www.freebsd.org/cgi/cvsweb.cgi/src/sys/kern/kern_mbuf.c#rev1.35</a> ).	800005
8.0-CURRENT after the addition of callgraph capture functionality to hwpmc(4).	800006
8.0-CURRENT after kdb_enter() gains a "why" argument.	800007
8.0-CURRENT after LK_EXCLUPGRADE option removal.	800008
8.0-CURRENT after introduction of lockmgr_disown(9)	800009
8.0-CURRENT after the vn_lock(9) prototype change.	800010
8.0-CURRENT after the VOP_LOCK(9) and VOP_UNLOCK(9) prototype changes.	800011
8.0-CURRENT after introduction of lockmgr_recurse(9), BUF_RECURSED(9) and BUF_ISLOCKED(9) and the removal of BUF_REFCNT().	800012
8.0-CURRENT after introduction of the "ASCII" encoding.	800013
8.0-CURRENT after changing the prototype of lockmgr(9) and removal of lockcount() and LOCKMGR_ASSERT().	800014
8.0-CURRENT after extending the types of the fts(3) structures.	800015
8.0-CURRENT after adding an argument to MEXTADD(9)	800016
8.0-CURRENT after the introduction of LK_NODUP and LK_NOWITNESS options in the lockmgr(9) space.	800017

<b>Release</b>	<b>__FreeBSD_version</b>
8.0-CURRENT after the addition of <code>m_collapse</code> .	800018
8.0-CURRENT after the addition of current working directory, root directory, and jail directory support to the <code>kern.proc.filedesc</code> sysctl.	800019
8.0-CURRENT after introduction of <code>lockmgr_assert(9)</code> and <code>BUF_ASSERT</code> functions.	800020
8.0-CURRENT after introduction of <code>lockmgr_args(9)</code> and <code>LK_INTERNAL</code> flag removal.	800021
8.0-CURRENT after changing the default system ar to <code>BSD ar(1)</code> .	800022
8.0-CURRENT after changing the prototypes of <code>lockstatus(9)</code> and <code>VOP_ISLOCKED(9)</code> , more specifically retiring the <code>struct thread</code> argument.	800023
8.0-CURRENT after axing out the <code>lockwaiters</code> and <code>BUF_LOCKWAITERS</code> functions, changing the return value of <code>brelvp</code> from void to int and introducing new flags for <code>lockinit(9)</code> .	800024
8.0-CURRENT after adding <code>F_DUP2FD</code> command to <code>fcntl(2)</code> .	800025
8.0-CURRENT after changing the priority parameter to <code>cv_broadcastpri</code> such that 0 means no priority.	800026
8.0-CURRENT after changing the bpf monitoring ABI when zerocopy bpf buffers were added.	800027
8.0-CURRENT after adding <code>l_sysid</code> to <code>struct flock</code> .	800028
8.0-CURRENT after reintegration of the <code>BUF_LOCKWAITERS</code> function and the addition of <code>lockmgr_waiters(9)</code> .	800029
8.0-CURRENT after the introduction of the <code>rw_try_rlock(9)</code> and <code>rw_try_wlock(9)</code> functions.	800030
8.0-CURRENT after the introduction of the <code>lockmgr_rw</code> and <code>lockmgr_args_rw</code> functions.	800031
8.0-CURRENT after the implementation of the <code>openat</code> and related syscalls, introduction of the <code>O_EXEC</code> flag for the <code>open(2)</code> , and providing the corresponding linux compatibility syscalls.	800032
8.0-CURRENT after added <code>write(2)</code> support for <code>psm(4)</code> in native operation level. Now arbitrary commands can be written to <code>/dev/psm%d</code> and status can be read back from it.	800033
8.0-CURRENT after introduction of the <code>memrchr</code> function.	800034
8.0-CURRENT after introduction of the <code>fdopendir</code> function.	800035

<b>Release</b>	<b>__FreeBSD_version</b>
8.0-CURRENT after switchover of 802.11 wireless to multi-bss support (aka vaps).	800036
8.0-CURRENT after addition of multi routing table support (a.k.a. setfib(1), setfib(2)).	800037
8.0-CURRENT after removal of netatm and ISDN4BSD.	800038
8.0-CURRENT after removal of sgTTY.	800039
8.0-CURRENT with kernel NFS lockd client.	800040
8.0-CURRENT after addition of arc4random_buf(3) and arc4random_uniform(3).	800041
8.0-CURRENT after addition of cpuctl(4).	800042
8.0-CURRENT after changing bpf(4) to use a single device node, instead of device cloning.	800043
8.0-CURRENT after the commit of the first step of the vimage project renaming global variables to be virtualized with a V_ prefix with macros to map them back to their global names.	800044
8.0-CURRENT after the integration of the MPSAFE TTY layer, including changes to various drivers and utilities that interact with it.	800045
8.0-CURRENT after the separation of the GDT per CPU on amd64 architecture.	800046
8.0-CURRENT after removal of VSVTX, VSGID and VSUID.	800047
8.0-CURRENT after converting the kernel NFS mount code to accept individual mount options in the nmount() iovec, not just one big struct nfs_args.	800048
8.0-CURRENT after the removal of suser(9) and suser_cred(9).	800049

**Note:** Note that 2.2-STABLE sometimes identifies itself as “2.2.5-STABLE” after the 2.2.5-RELEASE. The pattern used to be year followed by the month, but we decided to change it to a more straightforward major/minor system starting from 2.2. This is because the parallel development on several branches made it infeasible to classify the releases simply by their real release dates. If you are making a port now, you do not have to worry about old -CURRENTs; they are listed here just for your reference.

## 12.6 Writing something after `bsd.port.mk`

Do not write anything after the `.include <bsd.port.mk>` line. It usually can be avoided by including `bsd.port.pre.mk` somewhere in the middle of your Makefile and `bsd.port.post.mk` at the end.

**Note:** You need to include either the `bsd.port.pre.mk/bsd.port.post.mk` pair or `bsd.port.mk` only; do not mix these two usages.

`bsd.port.pre.mk` only defines a few variables, which can be used in tests in the Makefile, `bsd.port.post.mk` defines the rest.

Here are some important variables defined in `bsd.port.pre.mk` (this is not the complete list, please read `bsd.port.mk` for the complete list).

Variable	Description
ARCH	The architecture as returned by <code>uname -m</code> (e.g., <code>i386</code> )
OPSYS	The operating system type, as returned by <code>uname -s</code> (e.g., <code>FreeBSD</code> )
OSREL	The release version of the operating system (e.g., <code>2.1.5</code> or <code>2.2.7</code> )
OSVERSION	The numeric version of the operating system; the same as <code>__FreeBSD_version</code> .
PORTOBJFORMAT	The object format of the system ( <code>elf</code> or <code>aout</code> ; note that for “modern” versions of FreeBSD, <code>aout</code> is deprecated.)
LOCALBASE	The base of the “local” tree (e.g., <code>/usr/local/</code> )
PREFIX	Where the port installs itself (see more on <code>PREFIX</code> ).

**Note:** If you have to define the variables `USE_IMAKE`, `USE_X_PREFIX`, or `MASTERDIR`, do so before including `bsd.port.pre.mk`.

Here are some examples of things you can write after `bsd.port.pre.mk`:

```
# no need to compile lang/perl5 if perl5 is already in system
.if ${OSVERSION} > 300003
BROKEN= perl is in system
.endif

# only one shlib version number for ELF
.if ${PORTOBJFORMAT} == "elf"
TCL_LIB_FILE= ${TCL_LIB}.${SHLIB_MAJOR}
.else
TCL_LIB_FILE= ${TCL_LIB}.${SHLIB_MAJOR}.${SHLIB_MINOR}
.endif

# software already makes link for ELF, but not for a.out
post-install:
.if ${PORTOBJFORMAT} == "aout"
${LN} -sf liblinpack.so.1.0 ${PREFIX}/lib/liblinpack.so
.endif
```

You did remember to use tab instead of spaces after `BROKEN=` and `TCL_LIB_FILE=`, did you not? :-).

## 12.7 在wrapper scripts 中使用exec 述句

若某port 為了執行其他程式而安裝了一個shell script，而該程式同時也是該script 最後一個動作，那麼需要確定該script 是用exec 述句（statement），舉例而言：

```
#!/bin/sh
exec %%LOCALBASE%%/bin/java -jar %%DATADIR%%/foo.jar "$@"
```

exec 述句以所指定的程式取代了該shell 的程序。若省略exec，那麼該shell 程序將會在程式執行中一直存在於記憶體，這無疑地浪費了系統資源。

## 12.8 UIDs 及GIDs

The current list of reserved UIDs and GIDs can be found in `ports/UIDs` and `ports/GIDs`.

If your port requires a certain user to be on the installed system, let the `pkg-install` script call `pw` to create it automatically. Look at `net/cvsup-mirror` for an example. Please note that this is strongly discouraged, please register user/group ID numbers as stated below.

If your port must use the same user/group ID number when it is installed as a binary package as when it was compiled, then you must choose a free UID from 50 to 999 and register it either in `ports/UIDs` (for users) or in `ports/GIDs` (for groups). Look at `japanese/Wnn6` for an example.

Make sure you do not use a UID already used by the system or other ports.

Please include a patch against these two files when you require a new user or group to be created for your port.

## 12.9 Do things rationally

The Makefile should do things simply and reasonably. If you can make it a couple of lines shorter or more readable, then do so. Examples include using a `make .if` construct instead of a shell `if` construct, not redefining `do-extract` if you can redefine `EXTRACT*` instead, and using `GNU_CONFIGURE` instead of `CONFIGURE_ARGS += --prefix=${PREFIX}`.

If you find yourself having to write a lot of new code to try to do something, please go back and review `bsd.port.mk` to see if it contains an existing implementation of what you are trying to do. While hard to read, there are a great many seemingly-hard problems for which `bsd.port.mk` already provides a shorthand solution.

## 12.10 Respect both cc and cxx

The port should respect both `CC` and `CXX` variables. What we mean by this is that the port should not set the values of these variables absolutely, overriding existing values; instead, it should append whatever values it needs to the existing values. This is so that build options that affect all ports can be set globally.

If the port does not respect these variables, please add `NO_PACKAGE=ignores` either `cc` or `cxx` to the Makefile.

An example of a Makefile respecting both `CC` and `CXX` variables follows. Note the `?=`:

```
CC?= gcc
```

```
CXX?= g++
```

Here is an example which respects neither `CC` nor `CXX` variables:

```
CC= gcc
```

```
CXX= g++
```

Both `CC` and `CXX` variables can be defined on FreeBSD systems in `/etc/make.conf`. The first example defines a value if it was not previously set in `/etc/make.conf`, preserving any system-wide definitions. The second example clobbers anything previously defined.

## 12.11 Respect `CFLAGS`

The port should respect the `CFLAGS` variable. What we mean by this is that the port should not set the value of this variable absolutely, overriding the existing value; instead, it should append whatever values it needs to the existing value. This is so that build options that affect all ports can be set globally.

If it does not, please add `NO_PACKAGE=ignores cflags` to the Makefile.

An example of a Makefile respecting the `CFLAGS` variable follows. Note the `+=`:

```
CFLAGS+= -Wall -Werror
```

Here is an example which does not respect the `CFLAGS` variable:

```
CFLAGS= -Wall -Werror
```

The `CFLAGS` variable is defined on FreeBSD systems in `/etc/make.conf`. The first example appends additional flags to the `CFLAGS` variable, preserving any system-wide definitions. The second example clobbers anything previously defined.

You should remove optimization flags from the third party Makefiles. System `CFLAGS` contains system-wide optimization flags. An example from an unmodified Makefile:

```
CFLAGS= -O3 -funroll-loops -DHAVE_SOUND
```

Using system optimization flags, the Makefile would look similar to the following example:

```
CFLAGS+= -DHAVE_SOUND
```

## 12.12 Threading libraries

The threading library must be linked to the binaries using a special linker flag `-pthread` on FreeBSD. If a port insists on linking `-lpthread` or `-lc_r` directly, patch it to use `PTHREAD_LIBS` variable provided by the ports framework. This variable usually has the value of `-pthread`, but on certain architectures and FreeBSD versions it can have different values, so do not just hardcode `-pthread` into patches and always use `PTHREAD_LIBS`.

**Note:** If building the port errors out with unrecognized option `'-pthread'` when setting `PTHREAD_LIBS`, it may be desirable to use `gcc` as linker by setting `CONFIGURE_ENV` to `LD=${CC}`. The `-pthread` option is not supported by `ld` directly.

## 12.13 Feedback

Do send applicable changes/patches to the original author/maintainer for inclusion in next release of the code. This will only make your job that much easier for the next release.

## 12.14 README.html

Do not include the `README.html` file. This file is not part of the cvs collection but is generated using the `make readme` command.

## 12.15 Marking a port not installable with **BROKEN**, **FORBIDDEN**, or **IGNORE**

In certain cases users should be prevented from installing a port. To tell a user that a port should not be installed, there are several `make` variables that can be used in a port's `Makefile`. The value of the following `make` variables will be the reason that is given back to users for why the port refuses to install itself. Please use the correct `make` variable as each `make` variable conveys radically different meanings to both users, and to automated systems that depend on the `Makefiles`, such as the ports build cluster, FreshPorts, and portsmon.

### 12.15.1 Variables

- **BROKEN** is reserved for ports that currently do not compile, install, or deinstall correctly. It should be used for ports where the problem is believed to be temporary.

If instructed, the build cluster will still attempt to try to build them to see if the underlying problem has been resolved. (However, in general, the cluster is run without this.)

For instance, use **BROKEN** when a port:

- does not compile
  - fails its configuration or installation process
  - installs files outside of `${LOCALBASE}`
  - does not remove all its files cleanly upon deinstall (however, it may be acceptable, and desirable, for the port to leave user-modified files behind)
- 
- **FORBIDDEN** is used for ports that do contain a security vulnerability or induce grave concern regarding the security of a FreeBSD system with a given port installed (ex: a reputably insecure program or a program that provides easily exploitable services). Ports should be marked as **FORBIDDEN** as soon as a particular piece of software has a vulnerability and there is no released upgrade. Ideally ports should be upgraded as soon as possible when a security vulnerability is discovered so as to reduce the number of vulnerable FreeBSD hosts (we like being known



for being secure), however sometimes there is a noticeable time gap between disclosure of a vulnerability and an updated release of the vulnerable software. Do not mark a port `FORBIDDEN` for any reason other than security.

- `IGNORE` is reserved for ports that should not be built for some other reason. It should be used for ports where the problem is believed to be structural. The build cluster will not, under any circumstances, build ports marked as `IGNORE`. For instance, use `IGNORE` when a port:
  - compiles but does not run properly
  - does not work on the installed version of FreeBSD
  - requires FreeBSD kernel sources to build, but the user does not have them installed
  - has a distfile which may not be automatically fetched due to licensing restrictions
  - does not work with some other currently installed port (for instance, the port depends on `www/apache21` but `www/apache13` is installed)

**Note:** If a port would conflict with a currently installed port (for example, if they install a file in the same place that performs a different function), use `CONFLICTS` instead. `CONFLICTS` will set `IGNORE` by itself.

- If a port should be marked `IGNORE` only on certain architectures, there are two other convenience variables that will automatically set `IGNORE` for you: `ONLY_FOR_ARCHS` and `NOT_FOR_ARCHS`. Examples:

```
ONLY_FOR_ARCHS= i386 amd64
```

```
NOT_FOR_ARCHS= alpha ia64 sparc64
```

A custom `IGNORE` message can be set using `ONLY_FOR_ARCHS_REASON` and `NOT_FOR_ARCHS_REASON`. Per architecture entries are possible with `ONLY_FOR_ARCHS_REASON_ARCH` and `NOT_FOR_ARCHS_REASON_ARCH`.

- If a port fetches i386 binaries and installs them, `IA32_BINARY_PORT` should be set. If this variable is set, it will be checked whether the `/usr/lib32` directory is available for IA32 versions of libraries and whether the kernel has IA32 compatibility compiled in. If one of these two dependencies is not satisfied, `IGNORE` will be set automatically.

## 12.15.2 Implementation Notes

The strings should not be quoted. Also, the wording of the string should be somewhat different due to the way the information is shown to the user. Examples:

```
BROKEN= this port is unsupported on FreeBSD 5.x
```

```
IGNORE= is unsupported on FreeBSD 5.x
```

resulting in the following output from `make describe`:

```
==> foobar-0.1 is marked as broken: this port is unsupported on FreeBSD 5.x.
```

```
==> foobar-0.1 is unsupported on FreeBSD 5.x.
```

## 12.16 Marking a port for removal with `DEPRECATED` or `EXPIRATION_DATE`

Do remember that `BROKEN` and `FORBIDDEN` are to be used as a temporary resort if a port is not working. Permanently broken ports should be removed from the tree entirely.

When it makes sense to do so, users can be warned about a pending port removal with `DEPRECATED` and `EXPIRATION_DATE`. The former is simply a string stating why the port is scheduled for removal; the latter is a string in ISO 8601 format (YYYY-MM-DD). Both will be shown to the user.

It is possible to set `DEPRECATED` without an `EXPIRATION_DATE` (for instance, recommending a newer version of the port), but the converse does not make any sense.

There is no set policy on how much notice to give. Current practice seems to be one month for security-related issues and two months for build issues. This also gives any interested committers a little time to fix the problems.

## 12.17 Avoid use of the `.error` construct

The correct way for a `Makefile` to signal that the port can not be installed due to some external factor (for instance, the user has specified an illegal combination of build options) is to set a nonblank value to `IGNORE`. This value will be formatted and shown to the user by `make install`.

It is a common mistake to use `.error` for this purpose. The problem with this is that many automated tools that work with the ports tree will fail in this situation. The most common occurrence of this is seen when trying to build `/usr/ports/INDEX` (see Section 9.1). However, even more trivial commands such as `make -V maintainer` also fail in this scenario. This is not acceptable.

### Example 12-1. How to avoid using `.error`

Assume that someone has the line

```
USE_POINTYHAT=yes
```

in `make.conf`. The first of the next two `Makefile` snippets will cause `make index` to fail, while the second one will not:

```
.if USE_POINTYHAT
.error "POINTYHAT is not supported"
.endif
.if USE_POINTYHAT
IGNORE=POINTYHAT is not supported
.endif
```

## 12.18 `sysctl` 使用時機

`sysctl` 除了在 `targets` 之外，都不鼓勵使用。這是因為任何 `makevar` 的評估都有可能使得程序執行速度變慢。例如在 `make index` 的過程中就會需要用到 `sysctl`。

若要使用 `sysctl(8)` 則必須透過 `SYSCTL` 此一變數才可，因為這樣才會包含完整路徑，同時也可以隨時因應使用者需求而替換為其他路徑。

## 12.19 Rerolling distfiles

Sometimes the authors of software change the content of released distfiles without changing the file's name. You have to verify that the changes are official and have been performed by the author. It has happened in the past that the distfile was silently altered on the download servers with the intent to cause harm or compromise end user security.

Put the old distfile aside, download the new one, unpack them and compare the content with `diff(1)`. If you see nothing suspicious, you can update `distinfo`. Be sure to summarize the differences in your PR or commit log, so that other people know that you have taken care to ensure that nothing bad has happened.

You might also want to contact the authors of the software and confirm the changes with them.

## 12.20 Necessary workarounds

Sometimes it is necessary to work around bugs in software included with older versions of FreeBSD.

- Some versions of `make(1)` were broken on at least 4.8 and 5.0 with respect to handling comparisons based on `OSVERSION`. This would often lead to failures during `make describe` (and thus, the overall ports `make index`). The workaround is to enclose the conditional comparison in spaces, e.g.:

```
if ( ${OSVERSION} > 500023 )
```

Be aware that test-installing a port on 4.9 or 5.2 will *not* detect this problem.

## 12.21 Miscellanea

The files `pkg-descr` and `pkg-plist` should each be double-checked. If you are reviewing a port and feel they can be worded better, do so.

Do not copy more copies of the GNU General Public License into our system, please.

Please be careful to note any legal issues! Do not let us illegally distribute software!

# Chapter 13

## *A Sample Makefile*

---

Here is a sample Makefile that you can use to create a new port. Make sure you remove all the extra comments (ones between brackets)!

It is recommended that you follow this format (ordering of variables, empty lines between sections, etc.). This format is designed so that the most important information is easy to locate. We recommend that you use portlint to check the Makefile.

```
[the header...just to make it easier for us to identify the ports.]
# New ports collection makefile for:  xdvi
[the "version required" line is only needed when the PORTVERSION
variable is not specific enough to describe the port.]
# Date created:                26 May 1995
[this is the person who did the original port to FreeBSD, in particular, the
person who wrote the first version of this Makefile. Remember, this should
not be changed when upgrading the port later.]
# Whom:                        Satoshi Asami <asami@FreeBSD.org>
#
# $FreeBSD$
[ ^^^^^^^^^ This will be automatically replaced with RCS ID string by CVS
when it is committed to our repository. If upgrading a port, do not alter
this line back to "$FreeBSD$". CVS deals with it automatically.]
#

[section to describe the port itself and the master site - PORTNAME
and PORTVERSION are always first, followed by CATEGORIES,
and then MASTER_SITES, which can be followed by MASTER_SITE_SUBDIR.
PKGNAMEPREFIX and PKGNAMESUFFIX, if needed, will be after that.
Then comes DISTNAME, EXTRACT_SUFX and/or DISTFILES, and then
EXTRACT_ONLY, as necessary.]
PORTNAME=      xdvi
PORTVERSION=   18.2
CATEGORIES=    print
[do not forget the trailing slash ("/")!
if you are not using MASTER_SITE_* macros]
MASTER_SITES=  ${MASTER_SITE_XCONTRIB}
MASTER_SITE_SUBDIR= applications
PKGNAMEPREFIX= ja-
DISTNAME=      xdvi-pl18
[set this if the source is not in the standard ".tar.gz" form]
EXTRACT_SUFX=  .tar.Z

[section for distributed patches -- can be empty]
PATCH_SITES=  ftp://ftp.sra.co.jp/pub/X11/japanese/
PATCHFILES=   xdvi-18.patch1.gz xdvi-18.patch2.gz
```

```

[maintainer; *mandatory*! This is the person who is volunteering to
handle port updates, build breakages, and to whom a users can direct
questions and bug reports. To keep the quality of the Ports Collection
as high as possible, we no longer accept new ports that are assigned to
"ports@FreeBSD.org".]
MAINTAINER=      asami@FreeBSD.org
COMMENT=         A DVI Previewer for the X Window System

[dependencies -- can be empty]
RUN_DEPENDS=     gs:${PORTSDIR}/print/ghostscript
LIB_DEPENDS=     Xpm.5:${PORTSDIR}/graphics/xpm

[this section is for other standard bsd.port.mk variables that do not
belong to any of the above]
[If it asks questions during configure, build, install...]
IS_INTERACTIVE=  yes
[If it extracts to a directory other than ${DISTNAME}...]
WRKSRC=          ${WRKDIR}/xdvi-new
[If the distributed patches were not made relative to ${WRKSRC}, you
may need to tweak this]
PATCH_DIST_STRIP=  -p1
[If it requires a "configure" script generated by GNU autoconf to be run]
GNU_CONFIGURE=   yes
[If it requires GNU make, not /usr/bin/make, to build...]
USE_GMAKE=       yes
[If it is an X application and requires "xmkmf -a" to be run...]
USE_IMAKE=       yes
[et cetera.]

[non-standard variables to be used in the rules below]
MY_FAVORITE_RESPONSE= "yeah, right"

[then the special rules, in the order they are called]
pre-fetch:
    i go fetch something, yeah

post-patch:
    i need to do something after patch, great

pre-install:
    and then some more stuff before installing, wow

[and then the epilogue]
.include <bsd.port.mk>

```

# Chapter 14

## *Keeping Up*

---

The FreeBSD Ports Collection is constantly changing. Here is some information on how to keep up.

### 14.1 FreshPorts

One of the easiest ways to learn about updates that have already been committed is by subscribing to FreshPorts (<http://www.FreshPorts.org/>). You can select multiple ports to monitor. Maintainers are strongly encouraged to subscribe, because they will receive notification of not only their own changes, but also any changes that any other FreeBSD committer has made. (These are often necessary to keep up with changes in the underlying ports framework—although it would be most polite to receive an advance heads-up from those committing such changes, sometimes this is overlooked or just simply impractical. Also, in some cases, the changes are very minor in nature. We expect everyone to use their best judgement in these cases.)

If you wish to use FreshPorts, all you need is an account. If your registered email address is `@FreeBSD.org`, you will see the opt-in link on the right hand side of the webpages. For those of you who already have a FreshPorts account, but are not using your `@FreeBSD.org` email address, just change your email to `@FreeBSD.org`, subscribe, then change it back again.

FreshPorts also has a sanity test feature which automatically tests each commit to the FreeBSD ports tree. If subscribed to this service, you will be notified of any errors which FreshPorts detects during sanity testing of your commits.

### 14.2 The Web Interface to the Source Repository

It is possible to browse the files in the source repository by using a web interface. Changes that affect the entire port system are now documented in the `CHANGES` (<http://cvsweb.FreeBSD.org/ports/CHANGES>) file. Changes that affect individual ports are now documented in the `UPDATING` (<http://cvsweb.FreeBSD.org/ports/UPDATING>) file. However, the definitive answer to any question is undoubtedly to read the source code of `bsd.port.mk` (<http://cvsweb.FreeBSD.org/ports/Mk/bsd.port.mk>), and associated files.

### 14.3 The FreeBSD Ports Mailing List

If you maintain ports, you should consider following the FreeBSD ports 郵遞論壇 (<http://lists.FreeBSD.org/mailman/listinfo/freebsd-ports>). Important changes to the way ports work will be announced there, and then committed to `CHANGES`.

## 14.4 The FreeBSD Port Building Cluster on `pointyhat.FreeBSD.org`

One of the least-publicized strengths of FreeBSD is that an entire cluster of machines is dedicated to continually building the Ports Collection, for each of the major OS releases and for each Tier-1 architecture. You can find the results of these builds at package building logs and errors (<http://pointyhat.FreeBSD.org/>).

Individual ports are built unless they are specifically marked with `IGNORE`. Ports that are marked with `BROKEN` will still be attempted, to see if the underlying problem has been resolved. (This is done by passing `TRYBROKEN` to the port's `Makefile`.)

## 14.5 The FreeBSD Port Distfile Survey

The build cluster is dedicated to building the latest release of each port with distfiles that have already been fetched. However, as the Internet continually changes, distfiles can quickly go missing. The FreeBSD Ports distfiles survey (<http://people.FreeBSD.org/~fenner/portsurvey/>) attempts to query every download site for every port to find out if each distfile is still currently available. Maintainers are asked to check this report periodically, not only to speed up the building process for users, but to help avoid wasting bandwidth of the sites that volunteer to host all these distfiles.

## 14.6 The FreeBSD Ports Monitoring System

Another handy resource is the FreeBSD Ports Monitoring System (<http://portsmon.FreeBSD.org>) (also known as `portsmon`). This system comprises a database that processes information from several sources and allows its to be browsed via a web interface. Currently, the ports Problem Reports (PRs), the error logs from the build cluster, and individual files from the ports collection are used. In the future, this will be expanded to include the distfile survey, as well as other sources.

To get started, you can view all information about a particular port by using the `Overview of One Port` (<http://portsmon.FreeBSD.org/portoverview.py>).

As of this writing, this is the only resource available that maps GNATS PR entries to portnames. (PR submitters do not always include the portname in their Synopsis, although we would prefer that they did.) So, `portsmon` is a good place to start if you want to find out whether an existing port has any PRs filed against it and/or any build errors; or, to find out if a new port that you may be thinking about creating has already been submitted.

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