Adding a System Call to a 2.6.x Linux Kernel

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Configuration Used to Develop These Instructions

- Dell laptop running Windows XP Pro
- Windows XP running VirtualPC
- VirtualPC running Mandrake Linux 9.2
- Mandrake 9.2 running modified 2.6.1 kernel

Prerequisites

• You must have root access (CS lab machines are not available).

Instructions to Add System Call

- 1. Download the latest version of the 2.6 Linux kernel from www.kernel.org.
- 2. Unzip and untar the kernel directory into /usr/src/.
- 3. In /usr/src/Linux-x.x.x/kernel/, Create a new file myservice.c to define your system call.

#include <Linux/linkage.h> //for linking a system call
#include <Linux/kernel.h> //for the printk

```
asmlinkage int sys_myservice (int arg1, char* arg2) {
printk(KERN_EMERG "my service is running");
//kernel messages logged to /var/log/kernel/warnings
return(1);
```

- }
- 4. In /usr/src/Linux-x.x.x/include/asm/unistd.h, define an index for your system call. Your index should be the number after the last system call defined in the list.

#define ___NR_myservice 274

5. Also, you should increment the system call count.

#define ___NR_syscalls 275

6. In /usr/src/Linux-x.x.x/arch/i386/kernel/entry.S, you should define a pointer to hold a reference to your system call routine. It is important that your data entry placement corresponds to the index you assigned to your system call.

.long sys_myservice

7. Add your system call to the Makefile in /usr/src/Linux-x.x.x/kernel/Makefile. Add your object after the other kernel objects have been declared. obj-y += myservice.o

8. Make your system from /usr/src/Linux-x.x.x

make xconfig //save the defaults make dep //make dependency list make bzImage //build your kernel

 Add a new boot image to Lilo, by editing /etc/lilo.conf. Your lilo configuration will vary slightly. After saving, run lilo -v to install your settings. Don't just modify an existing lilo entry; you may need it if your new kernel has bugs.

image=/usr/src/Linux-x.x.x/arch/i386/boot/bzImage label="Linux-test" root=/dev/hda5 read-only

10. Making a user test file. You also need to copy your edited unistd.h from /usr/src/Linux-x.x.x/include/asm/ to /usr/include/kernel/ because it contains your system call's index.

#include <Linux/errno.h>
#include<sys/syscall.h>
#include <Linux/unistd.h>

long errno; //this is the return code from the system call //this is a macro defined in unistd.h to help prototype sys calls _syscall2(int, myservice, int, arg1, char*, arg2);

```
main() {
  myservice(1, "hi");
}
```

11. Reboot into your new kernel and compile your user test program to try out your system call. You will know if it worked if you see a kernel message in /var/log/kernel/warnings announcing that your service is running.