

**NAME**

mknod - make block or character special files

**SYNOPSIS**

**mknod** [*OPTION*]... *NAME TYPE* [*MAJOR MINOR*]

**DESCRIPTION**

Create the special file *NAME* of the given *TYPE*.

Mandatory arguments to long options are mandatory for short options too.

**-m, --mode=*MODE***

set file permission bits to *MODE*, not a=rw - umask

**-Z** set the SELinux security context to default type

**--context[=*CTX*]**

like **-Z**, or if *CTX* is specified then set the SELinux or SMACK security context to *CTX*

**--help** display this help and exit

**--version**

output version information and exit

Both *MAJOR* and *MINOR* must be specified when *TYPE* is b, c, or u, and they must be omitted when *TYPE* is p. If *MAJOR* or *MINOR* begins with 0x or 0X, it is interpreted as hexadecimal; otherwise, if it begins with 0, as octal; otherwise, as decimal. *TYPE* may be:

b create a block (buffered) special file

c, u create a character (unbuffered) special file

p create a FIFO

NOTE: your shell may have its own version of *mknod*, which usually supersedes the version described here. Please refer to your shell's documentation for details about the options it supports.

**AUTHOR**

Written by David MacKenzie.

**REPORTING BUGS**

GNU coreutils online help: <<http://www.gnu.org/software/coreutils/>>

Report *mknod* translation bugs to <<http://translationproject.org/team/>>

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**SEE ALSO**

[mknod\(2\)](#)

Full documentation at: <<http://www.gnu.org/software/coreutils/mknod>>  
or available locally via: info (coreutils) *mknod* invocation