

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