

NAME

login — sign on

SYNOPSIS

login [user environment—variables]

DESCRIPTION

The *login* command is used at the beginning of each terminal session and allows you to identify yourself to the system. It may be invoked explicitly as a command, and is invoked by the system when a connection is first established, or after the previous user has logged out by sending an “end-of-file” (control-D) to his or her initial shell. (See *How to Get Started* at the beginning of this volume for instructions on how to dial up initially.)

Login asks for your user name (if not supplied as an argument), and, if appropriate, your password. Echoing is turned off (where possible) during the typing of your password, so it will not appear on the written record of the session.

At some installations, an option may be invoked that will require you to enter a second “dialup” password. This will occur only for dial-up connections, and will be prompted by the message “dialup password:”. Both passwords are required for a successful login.

If you do not complete the login successfully within a certain period of time (e.g., one minute), you are likely to be silently disconnected.

After a successful login, accounting files are updated, the message-of-the-day, if any, is printed. *Login* initializes the user and group IDs and the working directory, then executes a command interpreter (usually *sh*(1)) according to specifications found in the */etc/passwd* file. Argument 0 of the command interpreter is — followed by the last component of the interpreter’s path-name.

The basic *environment* (see *environ*(7)) is initialized to:

```
HOME=your-login-directory
PATH=:/bin:/usr/bin
SHELL=last-field-of-password-entry
MAIL=/usr/mail/your-login-name
TZ=timezone specification
```

The environment may be expanded or modified by supplying additional arguments to *login*, either at execution time or when *login* requests your login name. The arguments may take either the form *xxx* or *xxx=yyy*. Arguments without an equal sign in them are placed in the environment as

```
Ln=xxx
```

where *n* is a number starting at 0 and is incremented each time a new variable name is required. Variables containing an '=' are placed into the environment without modification. If they already appear in the environment, then they replace the older value. There are two exceptions. The variables **PATH** and **SHELL** cannot be changed. This prevents people logging into restricted shell environments from spawning secondary shells which aren't restricted. Both *login* and *getty* understand simple single character quoting conventions. Typing a backslash in front of a character quotes it and allows the inclusion of such things as spaces and tabs.

FILES

<i>/etc/utmp</i>	accounting
<i>/usr/adm/wtmp</i>	accounting
<i>/usr/mail/your-name</i>	mailbox for user <i>name</i>
<i>/etc/motd</i>	message-of-the-day
<i>/etc/passwd</i>	password file

SEE ALSO

getty(1M), mail(1), newgrp(1), passwd(1), sh(1), su(1), passwd(5), profile(5), environ(7).

DIAGNOSTICS

“Login incorrect” if the user name or the password is incorrect.

“No shell”, “cannot open password file”, “no directory”: consult a UNIX programming counselor.

