

Killing a Hung Virtual Console

This tip shows you how to restore a hung virtual console (without rebooting). To do this, you need the lsof tool.

Using lsof, find the login processes of the hung console.

Code Listing 1: Example: (hung console is /dev/vc/3)

```
# lsof /dev/vc/3
COMMAND  PID  USER  FD   TYPE DEVICE SIZE  NODE NAME
login    7114 root   0u   CHR  4,3          17 /dev/vc/3
login    7114 root   1u   CHR  4,3          17 /dev/vc/3
login    7114 root   2u   CHR  4,3          17 /dev/vc/3
zsh      30630 david  0u   CHR  4,3          17 /dev/vc/3
zsh      30630 david  1u   CHR  4,3          17 /dev/vc/3
zsh      30630 david  2u   CHR  4,3          17 /dev/vc/3
zsh      30630 david 10u   CHR  4,3          17 /dev/vc/3
```

Kill the processes associated with this login and the console should respawn.

Code Listing 2: Killing the virtual console processes

```
# kill -9 7114 30630
```

From <http://www.gentoo.org/news/en/gwn/20031124-newsletter.xml>

```
image:rdf newsfeed / //static.linuxhowtos.org/data/rdf.png (null)
|
image:rss newsfeed / //static.linuxhowtos.org/data/rss.png (null)
|
image:Atom newsfeed / //static.linuxhowtos.org/data/atom.png (null)
- Powered by
image:LeopardCMS / //static.linuxhowtos.org/data/leopardcms.png (null)
- Running on
image:Gentoo / //static.linuxhowtos.org/data/gentoo.png (null)
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image:Valid XHTML1.1 / //static.linuxhowtos.org/data/xhtml1.png (null)
:
image:Valid CSS / //static.linuxhowtos.org/data/css.png (null)
:
image:buttonmaker / //static.linuxhowtos.org/data/buttonmaker.png (null)
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Time to create this page: ms
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image:system status display / /status/output.jpg (null)
-->
```

