

Using Screen

This tip demonstrates the use of screen which is a "fullscreen window manager that multiplexes a physical terminal between several processes." Practically speaking, this just means you can use screen to start a process in one terminal and check the output in another.

While there are many options to screen (man screen), this example demonstrates starting an emerge on a remote box, and then checking on the process from another machine.

Code Listing 1: screen + emerge

```
# screen
# emerge -u mozilla
// To see the commands in screen use Ctrl-a ?
// The following command detaches the screen
# Ctrl-a d
[detached]
```

Now the screen is detached, open another terminal or ssh session and view the available screens with screen -list. To reattach to the screen and check the command's progress, use screen -r.

Code Listing 2

```
# screen -list
There is a screen on:
30901.pts-6.iris      (Detached)
1 Socket in /var/run/screen/S-david.
# screen -r
```

This will reattach to the screen and display the output of the emerge command. You can name your screen session by giving the -S >name> option. This makes finding the screen easier if you got a couple of them running.

You reattach with screen -r >name>.

From <http://www.gentoo.org/news/en/gwn/20030714-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)
-
Copyright 2004-2020 Sascha Nitsch Unternehmensberatung GmbH
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)
- Level Triple-A Conformance to Web Content Accessibility Guidelines 1.0 -
- Copyright and legal notices -
Time to create this page: ms
<!--
image:system status display / /status/output.jpg (null)
-->
bodyloaded();