

[jump to the content](#)

Gentoo.LinuxHowtos.org howtos, tips&tricks and tutorials for gentoo linux

from small one page howto to huge articles all in one place

Other .linuxhowtos.org sites:
toolsntoys.linuxhowtos.org

www.linuxhowtos.org

Last additions:

How to make X listen on port 6000

How to make X listen on port 6000

words:

34

views:

57749

userrating:

May, 25th 2007:

Words

496

why adblockers are bad

April, 26th 2007:

Words

77

Website translation planned

Apr, 10th. 2007:

Words

63

Compile Time Estimator integrated into genlop

image:Druckversion / /data/printer.gif (null)

image:pdf icon / /data/pdf.png (null)

You are here:

Portage magic

`/var/log/ emerge.log` is well-known as the central repository of information about all emerge activity going on in system.

Lesser known are some tricks you can do with the content of that log file. For example, when you start an upgrade, you generally don't know how much time it will take to finish compiling. You probably don't remember how long your last mplayer installation took, but Portage does, and if you'd decipher the Unix time stamps in `/var/log/ emerge.log`, you'd get a pretty good idea, too.

Or you could let `app-portage/genlop` do it for you. Emerge (the unstable, `~arch` version of) `genlop` with:

Code Listing 1: Emerge genlop

```
#emerge -av genlop
```

Now run a pretended world upgrade and pipe it to `genlop` for an estimation of your upgrade schedule:

Code Listing 2: Estimate upgrade time

```
#emerge -pu world | genlop --pretend
```

These are the pretended packages: (this may take a while; wait...)

```
* media-libs/tiff
* x11-base/xorg-x11
* app-sci/stellarium
* app-arch/gzip
* dev-libs/libIDL
* net-www/mozilla-firefox
* sys-boot/lilo
* app-doc/abs-guide
* app-arch/unarj
* app-emulation/wine
* app-admin/sudo
```

```
Estimated update time: 4 hours, 38 minutes.
```

A look at the mechanism explains how Portage can double as an oracle. It uses the statistics stored in the `emerge.log` file, take an average of compilation times for given packages, and summarize the results. There are some uncertainties, of course, for example if you use the `CCACHE` feature, then compile times for a minor version bump may be much faster than the original package took compiling the first time. On the other hand, if an application has been extended with new features, the old average compile time can be shorter than the version you're about to emerge.

Another brilliant feature of `genlop` is its `--current` option, the perfect companion to the estimated compile-time from `--pretend`:

Code Listing 3: How much time spent since the beginning of an emerge

```
# genlop --current
* app-portage/splat-0.07
  current merge time: 12 seconds.
```

Now you can say how long time you have to wait.

From <http://www.gentoo.org/news/en/gwn/20041122-newsletter.xml>
current rating:

image:Support us on Content Nation / /images/cn.png (null)

<!--

Other free services

toURL.org

Shorten long

URLs to short

links like

<http://turl.org/2>

turl.org

.

Reverse DNS lookup

Find out which hostname(s)

resolve to a

given IP or other hostnames for the server

www.reversednslookup.org

-->

New Packages

- as

image:rdf newsfeed / /data/rdf.png (null)

- as

image:rss newsfeed / /data/rss.png (null)

- as

image:Atom newsfeed / /data/atom.png (null)

image:rdf newsfeed / /data/rdf.png (null)

|

image:rss newsfeed / /data/rss.png (null)

How to make X listen on port 6000

http://gentoo.linuxhowtos.org/TipsTricks/portage_magic.pdf

```
|
image:Atom newsfeed //data/atom.png (null)
  - Powered by
image:LeopardCMS //data/leopardcms.png (null)
  - Running on
image:Gentoo //data/gentoo.png (null)
-
  Copyright 2004-2020 Sascha Nitsch Unternehmensberatung GmbH

image:Valid XHTML1.1 //data/xhtml.png (null)
:
image:Valid CSS //data/css.png (null)
:
image:buttonmaker //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();
```