

Stories and learnings from macOS Continuous Integration at Scale

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Building and Installing Software Packages for Linux

[Mendel Cooper](#) --- <http://personal.riverusers.com/~thegrendel/>

v1.91, 27 July 1999

This is a comprehensive guide to building and installing "generic" UNIX software distributions under Linux. Additionally, there is some coverage of "rpm" and "deb" pre-packaged binaries.

1. [Introduction](#)

2. [Unpacking the Files](#)

3. [Using Make](#)

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- [4.2 Problems with rpms: an example](#)

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- [6.1 An Example](#)

7. [Troubleshooting](#)

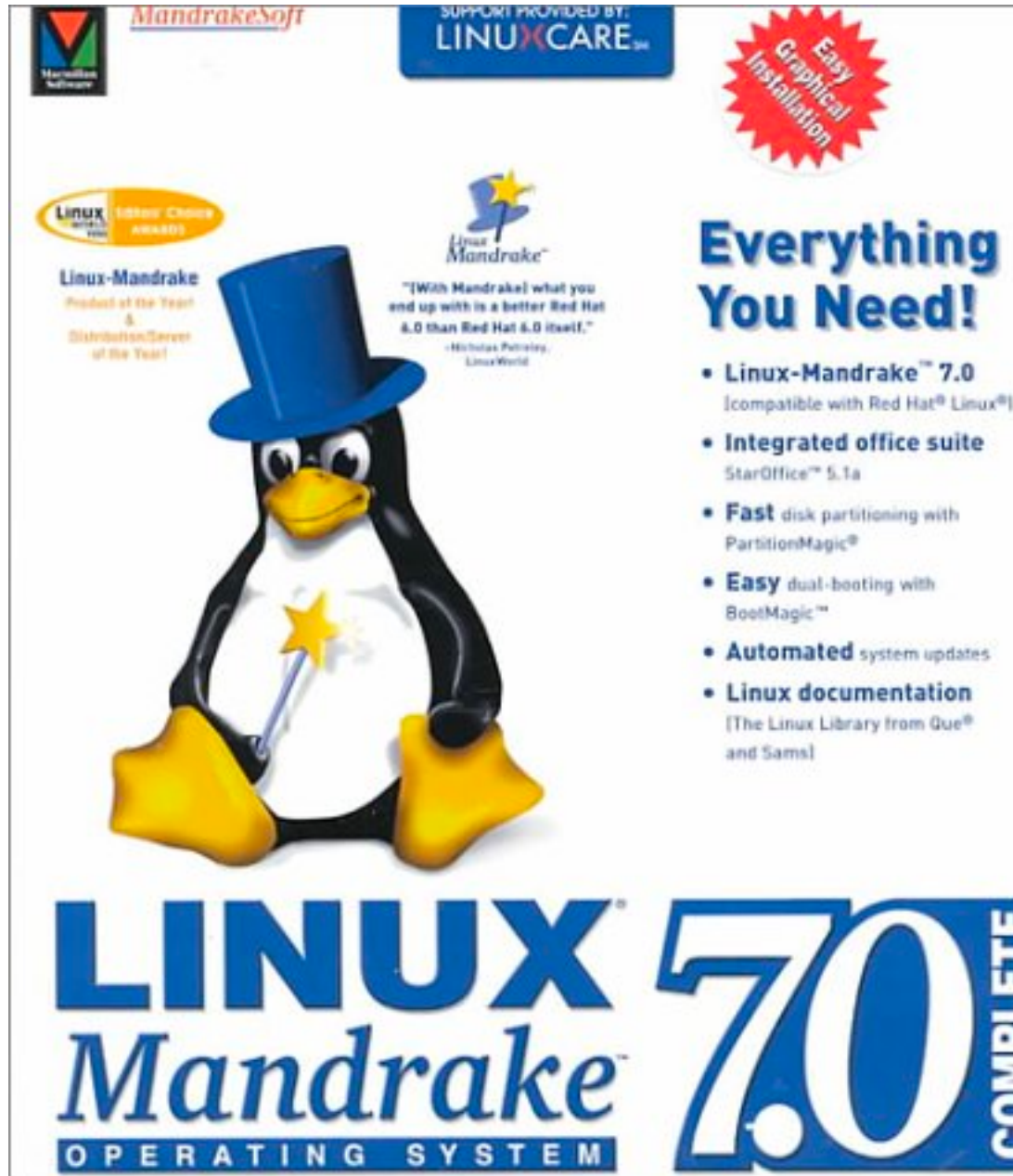
- [7.1 Link Errors](#)
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8. [Final Steps](#)

\$./configure

\$ make

\$ make install







My Computer



Online
Services



My Documents



Network
Neighborhood



Recycle Bin



Set Up The
Microsoft ...



Connect to the
Internet

vmware

VMware Tools

Copyright © 1998-2000
by copyright and in
countries as well as
or more patents list

VMware Product Installation



Preparing 'VMware Tools' for installation...



Cancel

You can even run Windows software.

Which means, of course, that the Mac may very well be the only computer you'll ever need. In fact, the Mac's flexibility — its ability to run both Mac and Windows® — has both customers and columnists very excited.

As Computerworld's Scot Finnie points out, now you can forget about about having "to choose either the Mac for its superior design or Windows for its wealth of available software." That's because "you can have both operating systems on the same computer — the best of both worlds." Mac OS X and Windows XP side by side. One great computer. Two operating systems. Many, many programs to run.



Talk about a win-win situation. Now you can take advantage of all the benefits of owning a Mac but still enjoy the convenience of starting up your Mac in Windows XP and running a Windows-only game or productivity application when needed. **Third-party software solutions such as Parallels Desktop for Mac help make it possible.**

That's a prospect that has the Wall Street Journal's Walt Mossberg very excited. "You can run any combination of Mac and Windows programs at the same time, on the same screen." For example, you could "simultaneously download your corporate email in Outlook using Windows while editing a home video in iMovie



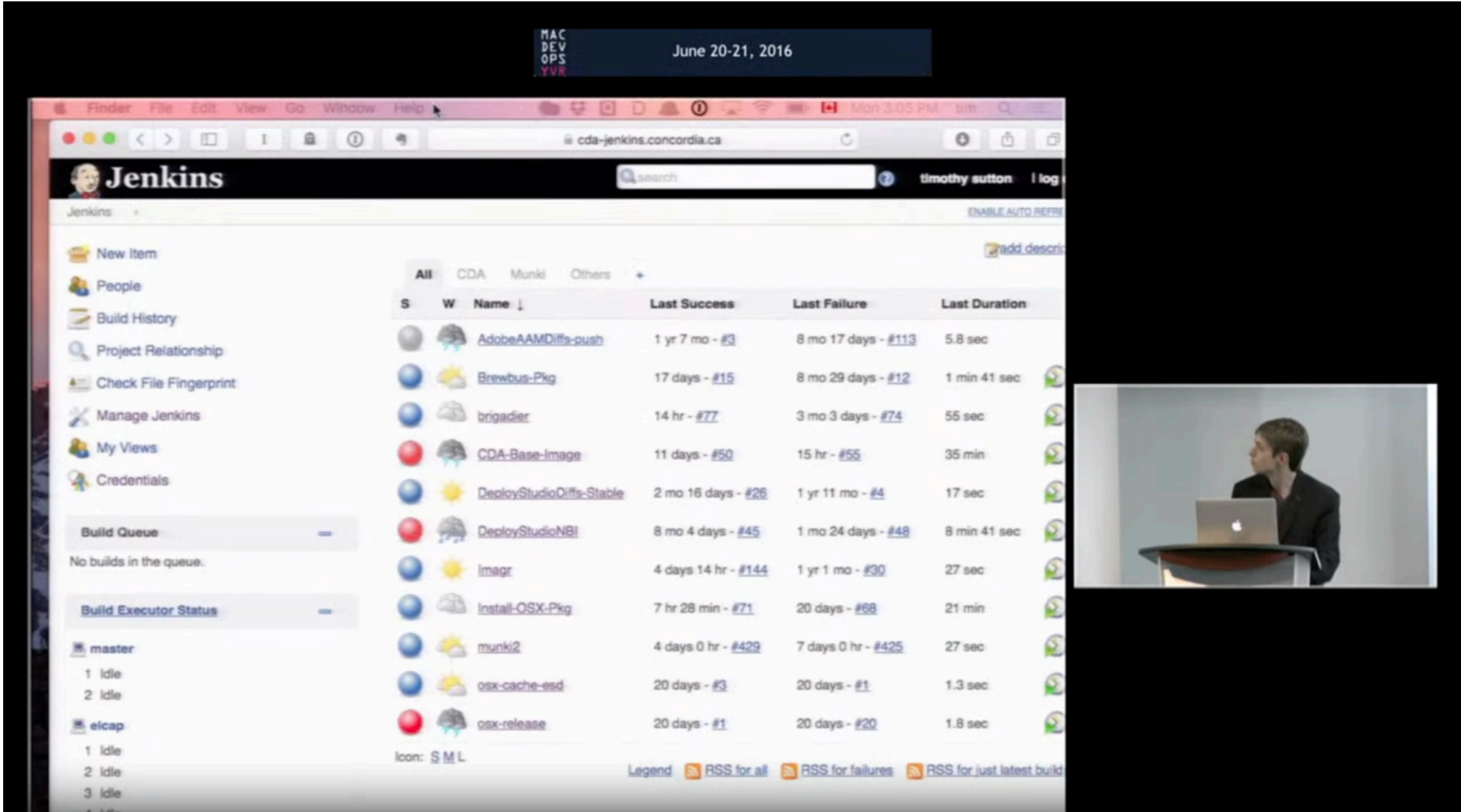
Why you'll love a Mac.

1. It just works.
2. You can make amazing stuff.
3. Design that turns heads.
4. 114,000 viruses? Not on a Mac.
5. Next year's OS today.
6. The latest Intel chips.
7. Instant video chats.
8. More fun with photos.
9. One-click websites.
10. Amazing podcasts.
11. Rock star tunemaking.
12. Hollywood-style movies.
13. No hunting for drivers.
14. Awesome out of the box.

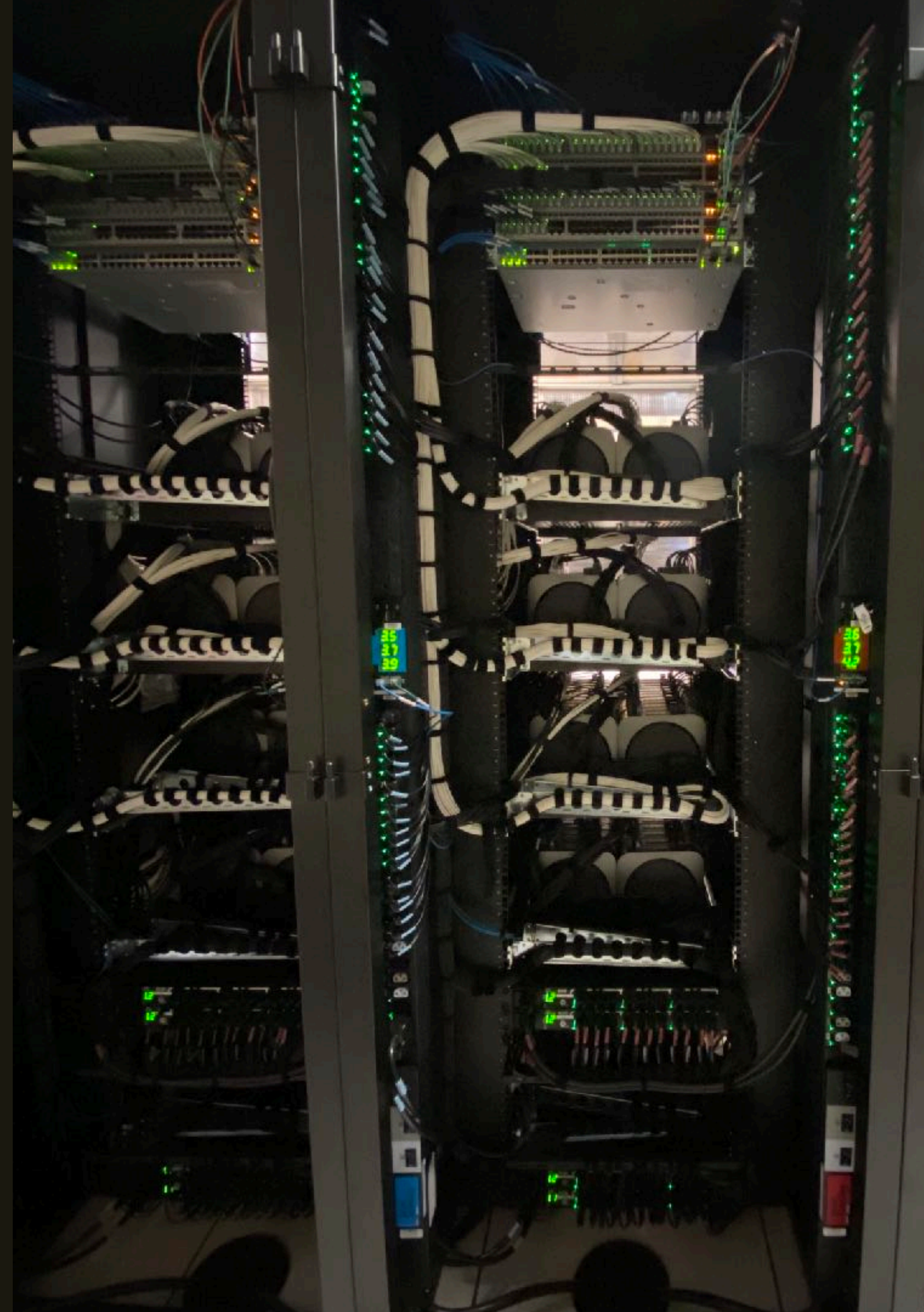
All those reasons you never bought a Mac? Not true anymore.

1. Know iTunes? You know Mac.
2. You can take it with you.
3. Macs run Microsoft Office.
4. Macs aren't slow.
5. You don't have to buy new stuff.
6. **You can even run Windows software.***





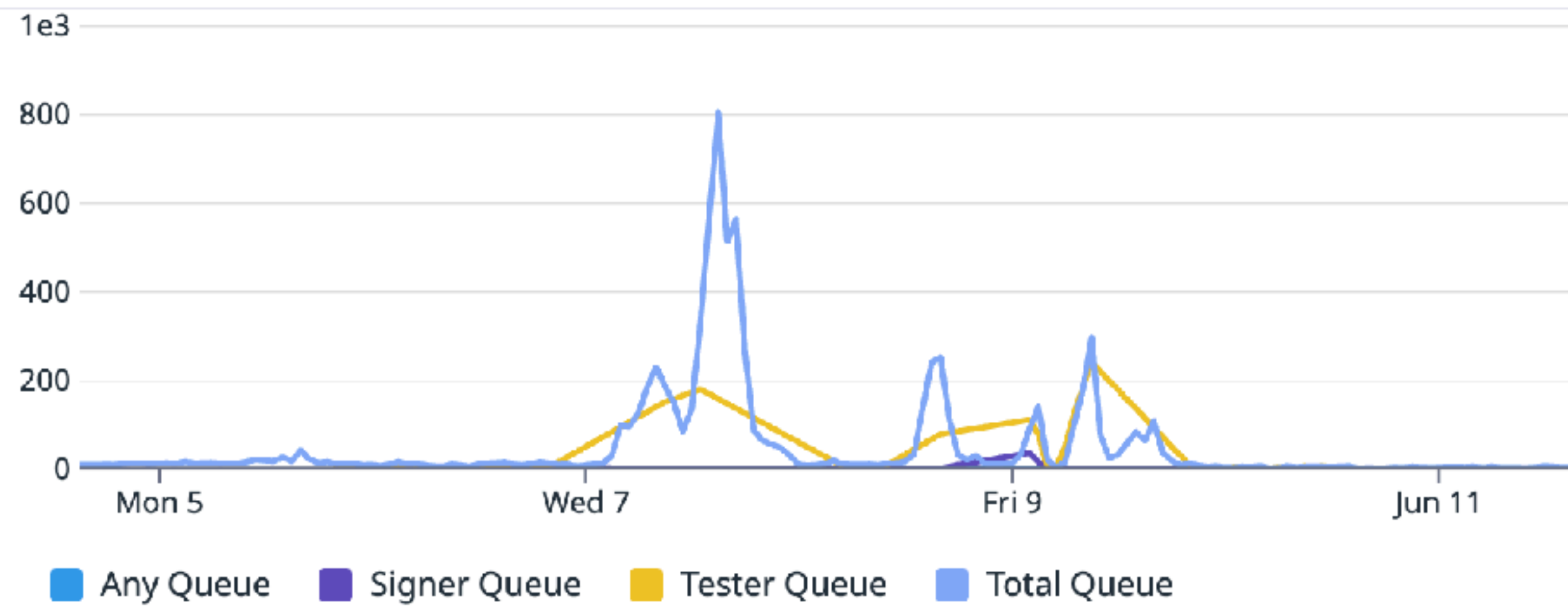
All	autopkg-dsl	autopkg-recipes-all	autopkg-recipes-munki	autopkg-recipes-pkg	mu
S	W	Name ↓	Build description		
		autopkg-Adium.munki	1.5.7		
		autopkg-AdobeAcrobatPro9Update.munki	9.5.5		
		autopkg-AdobeAcrobatProXUpdate.munki	10.1.7		
		autopkg-AdobeAir.munki	3.8.0.1430		
		autopkg-AdobeFlashPlayer.munki	11.8.800.168		
		autopkg-AdobeFlashPlayerExtractPackage.munki	11.8.800.94		
		autopkg-AdobeFlashPlayerRepackage.munki	11.8.800.168		
		autopkg-AdobeReader.munki	11.0.04		
		autopkg-BBEdit.munki	10.5.5		
		autopkg-Coda2.munki	2.0.11		
		autopkg-Cyberduck.munki	4.3.1		
		autopkg-Dropbox.munki	2.0.26		
		autopkg-Evernote.munki	5.2.1		
		autopkg-Facter.munki	1.7.3		
		autopkg-Firefox.munki	23.0.1		
		autopkg-Flip4Mac-2.munki	2.4.4.2		
		autopkg-Flip4Mac-3.munki	3.2.0.16		
		autopkg-GoogleChrome.munki	29.0.1547.65		
		autopkg-GoogleEarth.munki	7.1		
		autopkg-Handbrake.munki	0.9.9		
		autopkg-Hiera.munki	1.2.1		
		autopkg-MakeCatalogs.munki	N/A		
		autopkg-MSOOffice2011Updates.munki	14.3.6		
		autopkg-munkitools.munki	0.9.0.1797.0		
		autopkg-OmniFocus.munki	1.10.4		
		autopkg-OmniGraffle.munki	5.4.4		
		autopkg-OmniGrafflePro.munki	5.4.4		
		autopkg-OmniGraphSketcher.munki	1.2.4		
		autopkg-OmniOutliner.munki	3.10.6		
		autopkg-OmniOutlinerPro.munki	3.10.6		
		autopkg-OmniPlan.munki	2.3		
		autopkg-OracleJava7.munki	1.7.25.15		
		autopkg-Praat.munki	5.3.55		
		autopkg-Puppet.munki	3.2.4		
		autopkg-SassafrasK2Client.munki	7.1.03		
		autopkg-Silverlight.munki	5.1.20513.0		
		autopkg-Skype.munki	6.8.59.351		
		autopkg-Spotlight.munki	5.2.1.55		



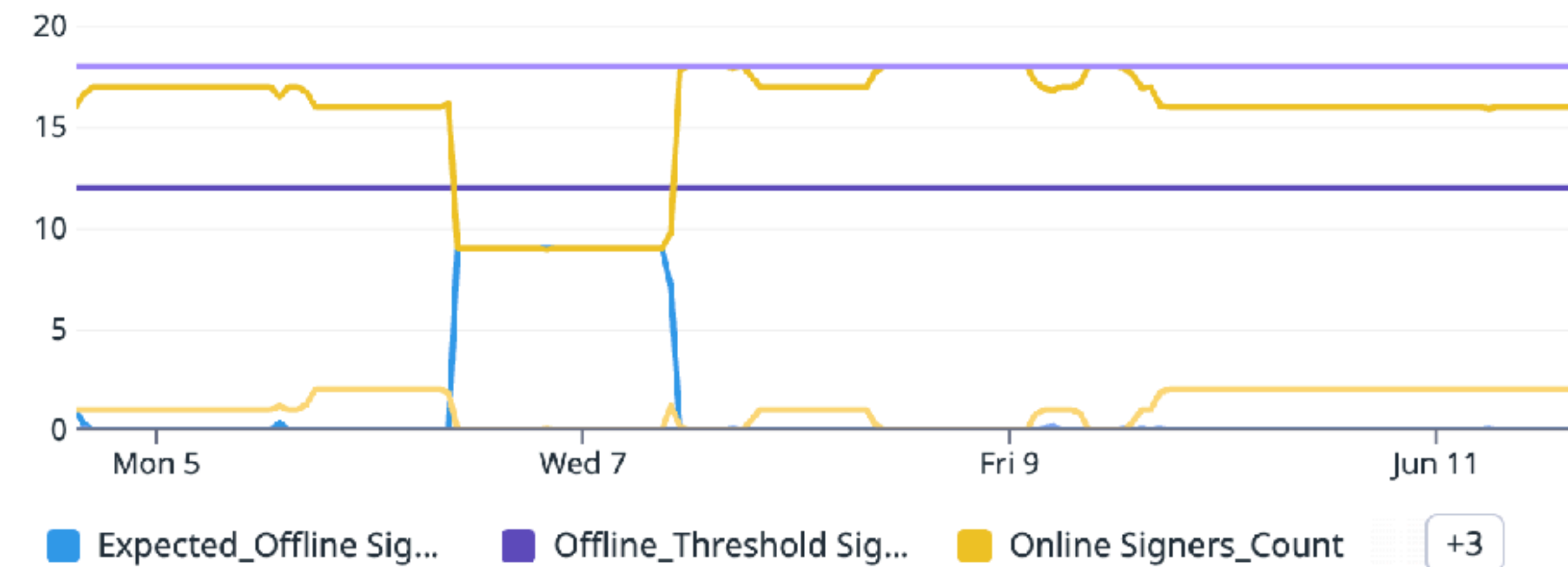


But why?!

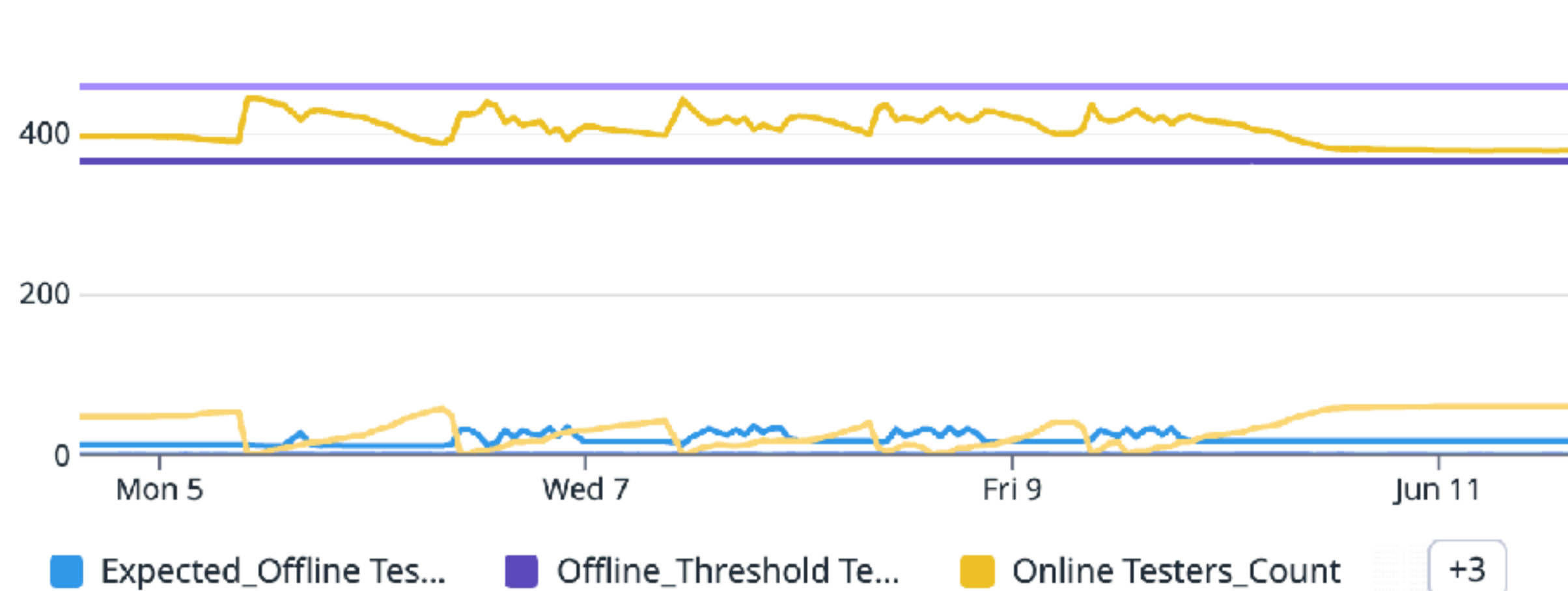
Queue - Env: production, DC: sjc2b



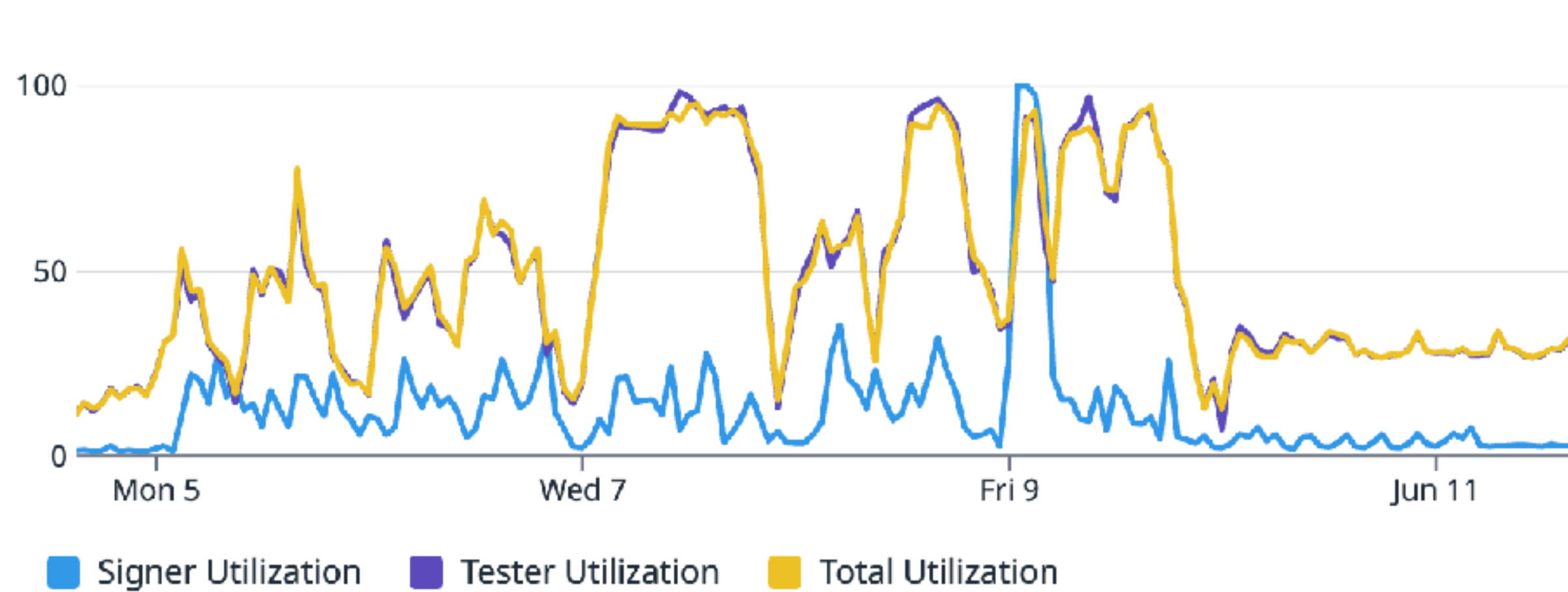
Signers_Count - Env: production, DC: sjc2b



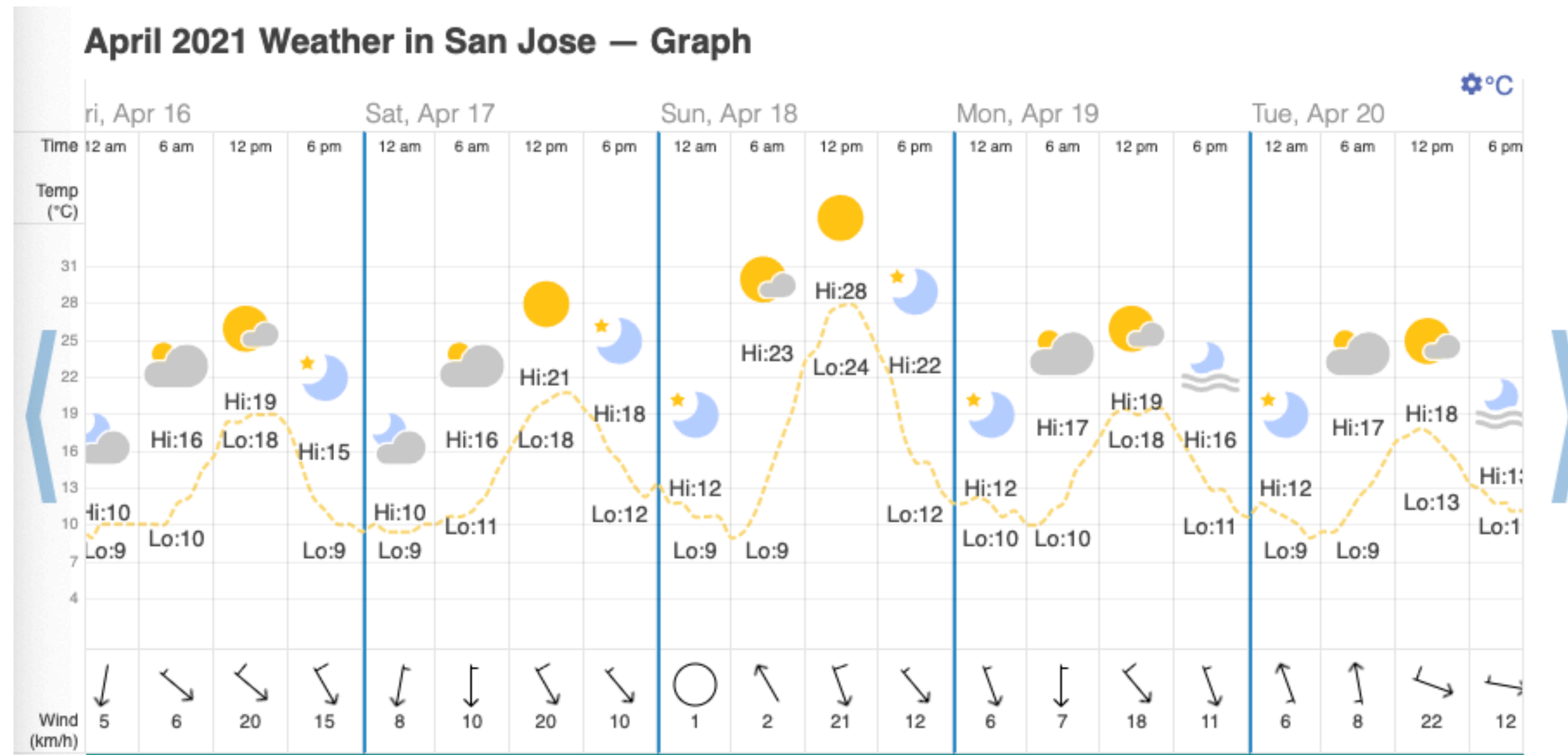
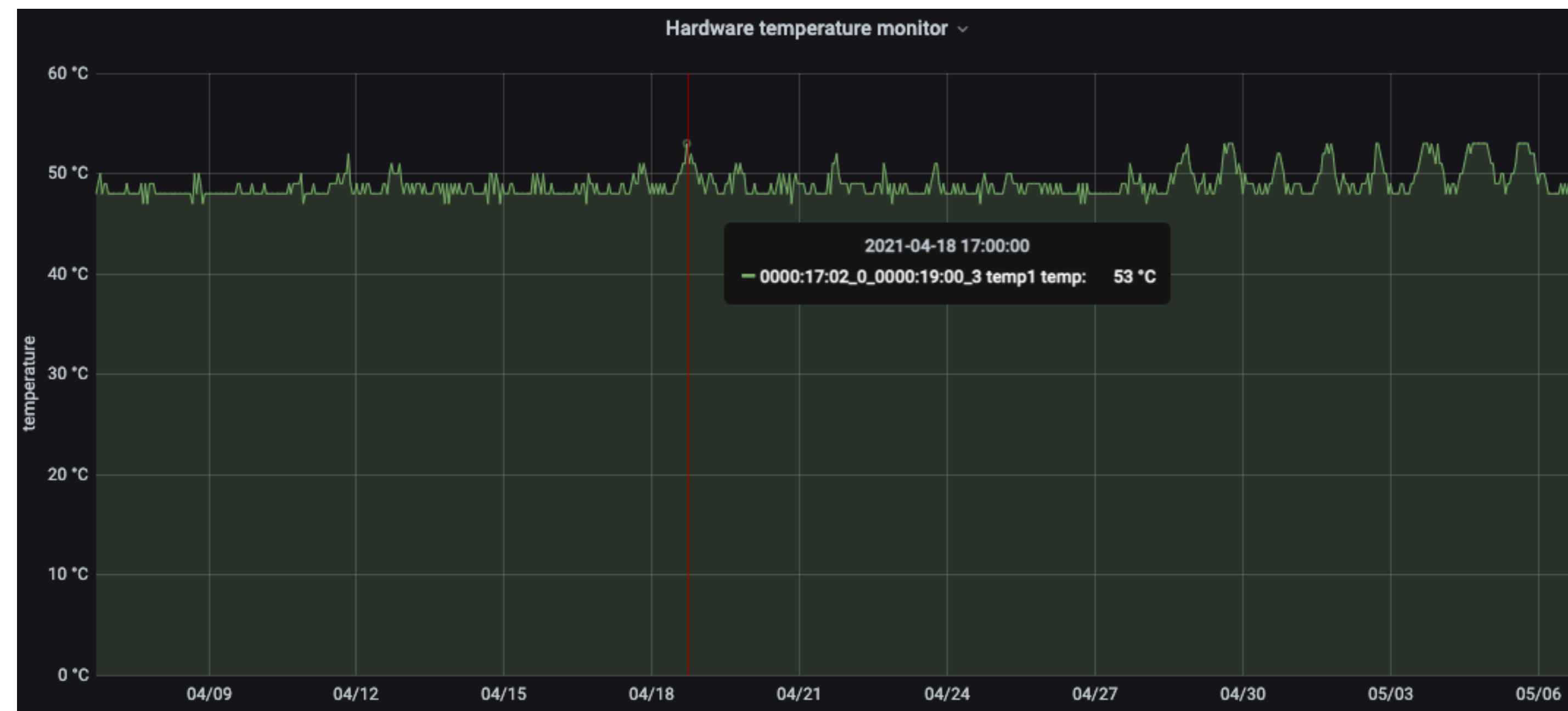
Testers_Count - Env: production, DC: sjc2b



Utilization - Env: production, DC: sjc2b

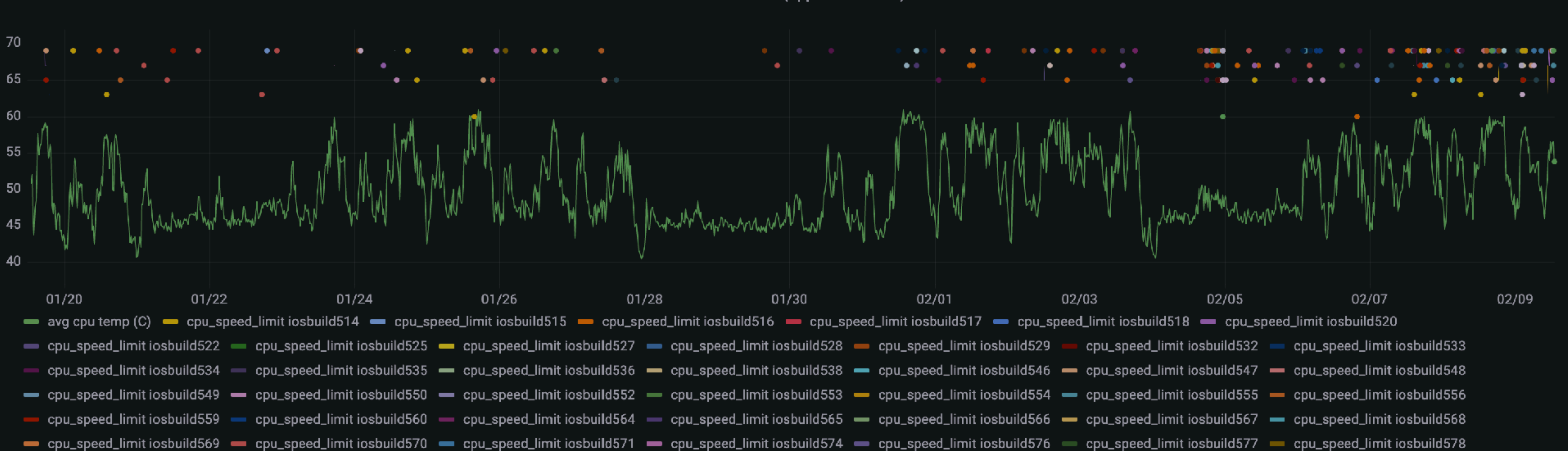


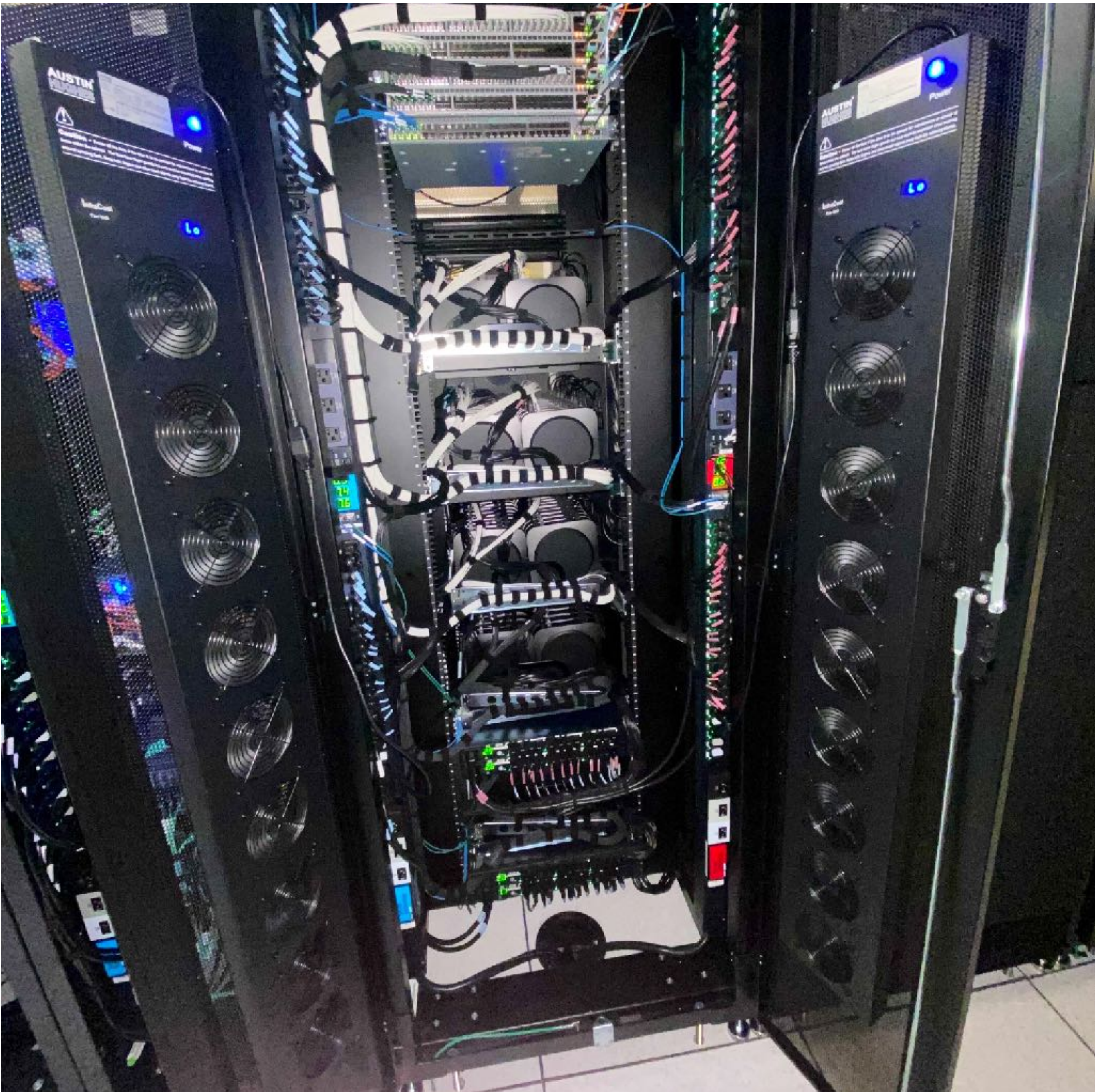
Edge cases



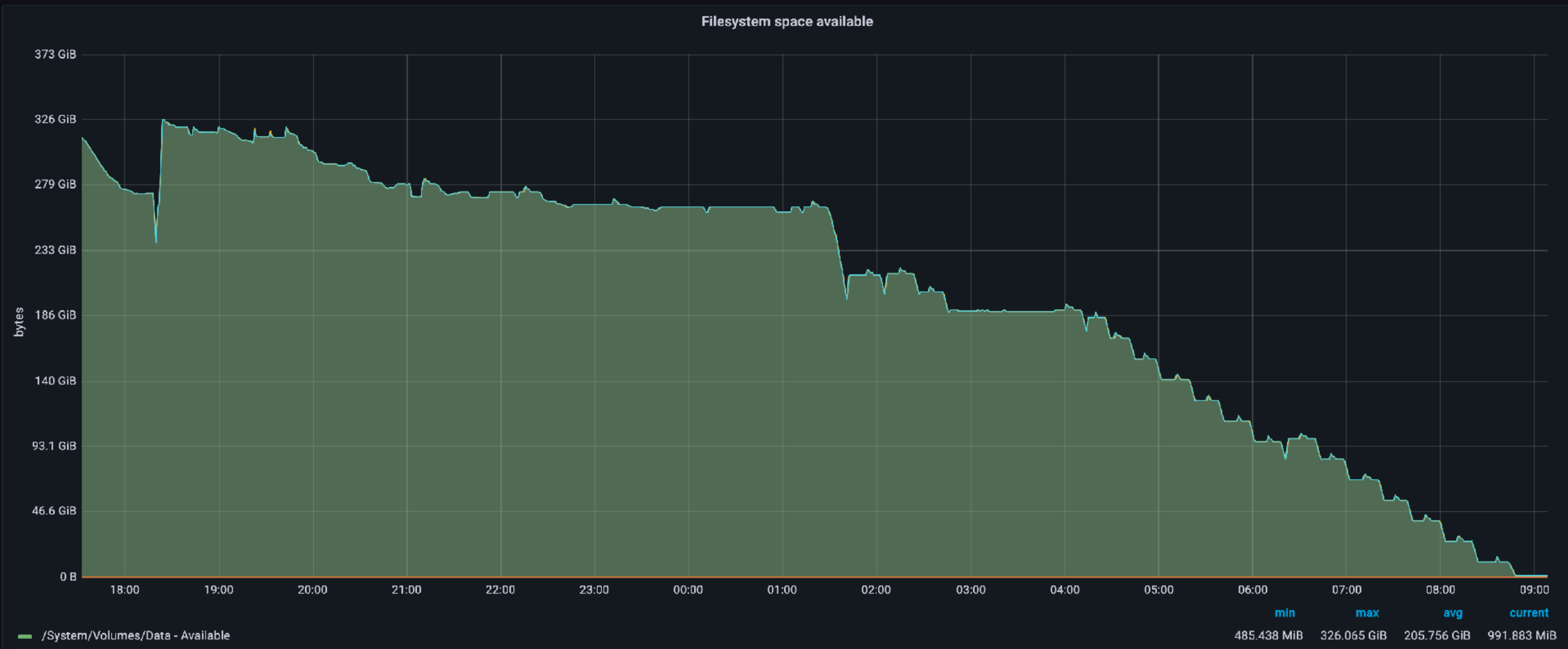
▼ Rack 405 temps/throttling

iosbuild514-609 (upper 4 shelves)






```
$ smartctl -a disk0 | grep 'Data Units'
void IOAcceleratorMachine29:hardwareErrorEvent(): GPURestartDeferred
Data Units Read: 0xffffffff8022131941: 1,331,085,631 [681 TB]
Data Units Written: 1,341,802,663 [687 TB]
timeout: no successful checkins from WindowServer in 120 seconds
```

Big Sur

- Automated root CA trust into keychain now requires MDM
- tokend removed from macOS, but CryptoTokenKit-backed identities have multiple bugs when used for codesigning with Xcode
- Recovery environment requires a physical mouse now, so.. let's learn how to add that to TwoCanoes' Arduino code and how to remotely flash all the devices
- Undocumented codesigning changes for iOS 15 and enterprise-signed builds (apps won't launch unless signed on Big Sur)


```
Aug 25, 2021 12:42:59 PM hudson.plugins.swarm.Client run
SEVERE: An error occurred
javax.net.ssl.SSLException: No buffer space available (Write failed)
    at sun.security.ssl.Alert.createSSLException(Alert.java:127)
    at sun.security.ssl.TransportContext.fatal(TransportContext.java:324)
```

```
Aug 25, 2021 11:03:06 AM hudson.remoting.jnlp.Main$CuiListener status
INFO: Connected
Aug 25, 2021 12:44:58 PM hudson.remoting.Request$2 run
INFO: Failed to send back a reply to the request hudson.remoting.Request$2@21f3ba77: hudson.remoting.ChannelClosedException: Channel
"unknown": Protocol stack cannot write data anymore. It is not open for write
Aug 25, 2021 12:45:00 PM hudson.remoting.jnlp.Main$CuiListener status
INFO: Terminated
```

```
sending incremental file list
SquareCore.framework/
SquareCore.framework/Info.plist
SquareCore.framework/SquareCore
rsync: [sender] write error: No buffer space available (55)
rsync error: error in socket IO (code 10) at io.c(823) [sender=3.2.3]
rsync error: received SIGUSR1 (code 19) at main.c(1612) [generator=3.2.3]
Command PhaseScriptExecution failed with a nonzero exit code
```

```
/* com.apple.actool.errors */
~/jenkins/workspace/[snip]/Referral.xcassets: error: Failed to launch IBCocoaTouchImageCatalogTool via CoreSimulator spawn
Underlying Errors:
  Description: Failed to handshake with platform tool
  Failure Reason: Failed to keep platform tool alive
Underlying Errors:
  Description: Failed to keep launch platform tool and keep alive
  Recovery Suggestion: Try restarting your computer
Underlying Errors:
  Description: The operation couldn't be completed. No buffer space available
  Failure Reason: No buffer space available
```

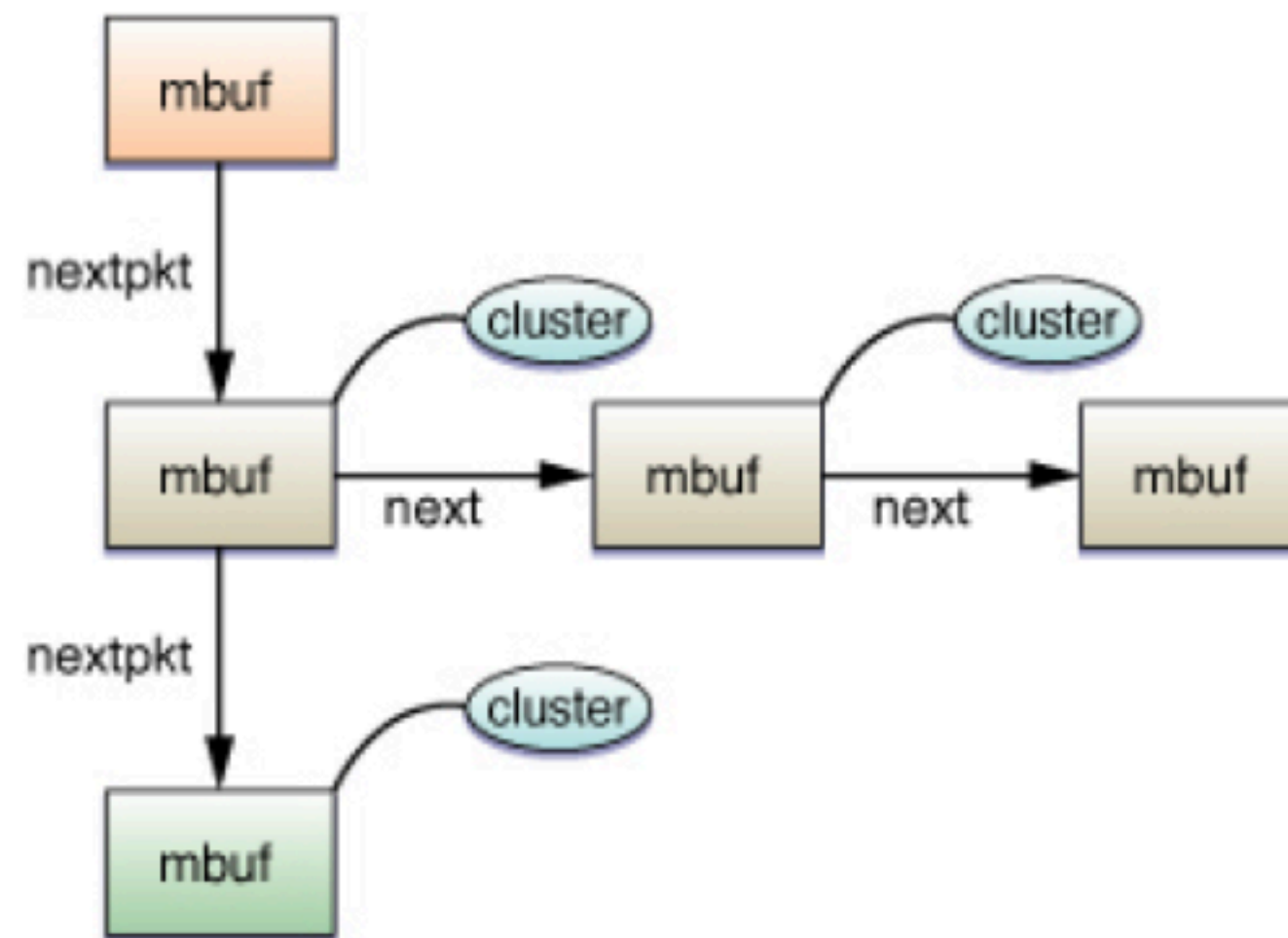

Working with Memory Buffers

All of the networking KPIs are built on top of a shared data structure called a memory buffer, or mbuf. An mbuf is the fundamental unit of data flow through the networking stack and represents a packet (or portion thereof). This section describes the way mbufs and mbuf chains are organized and describes a number of common operations on mbufs. For a complete list of mbuf operations, see `kpi_mbuf.h`.

Structure of an mbuf

A memory buffer, or mbuf, represents the contents of a single data packet. Its structure consists of a packet header (which may be absent for newly-generated outgoing traffic) and a payload (which contains the actual data).

Figure 2-1 A chain of mbuf chains



If you create a socket with `sock_socket` and do not call `sock_close` on that socket, it will live on *until the next reboot, stealing precious resources* from other kernel extensions and running applications. You *must* clean up after yourself. *The kernel cannot do it for you.* This means:

- If you create a socket with `sock_socket`, you must close it with `sock_close`.
- If you allocate an mbuf, you must either free it explicitly or pass it to a send function that frees it implicitly.

\$ netstat -mmm



tsutton 2 years ago

The breakdown at the bottom also helps me map mentally the mbuf cluster sizes back to the counter rows above:

```
2KB cluster = cl
4KB cluster = bigcl
16KB cluster = 16kcl
```



tsutton 2 years ago

this is now 20% less voodoo to me



tsutton 2 years ago

So given an output of:

class name	buf size	active bufs	ctotal bufs	total bufs	cache state	cached bufs	uncached bufs	memory usage
mbuf	256	2448	2010	4288	on	710	1130	502.5 KB
cl	2048	2118	612	2730	on	81	531	1.2 MB
bigcl	4096	160	1205	1365	on	0	1205	4.7 MB
16kcl	16384	164	27	191	on	0	27	432.0 KB
mbuf_cl	2304	1050	2118	2118	on	1068	0	4.7 MB
mbuf_bigcl	4352	0	160	160	on	160	0	680.0 KB
mbuf_16kcl	16640	0	164	164	on	164	0	2.6 MB

<snip>

1056/2448 mbufs in use:

1056 mbufs allocated to data

1392 mbufs allocated to caches

1050/2730 mbuf 2KB clusters in use

0/1365 mbuf 4KB clusters in use

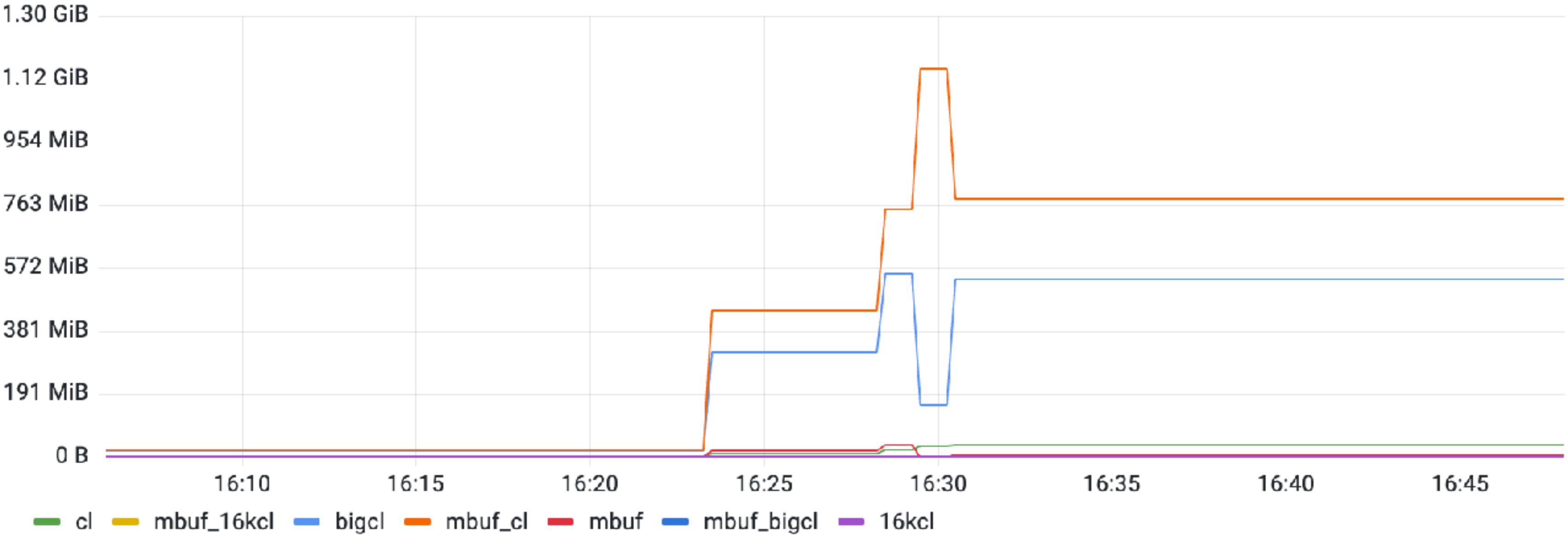
0/191 mbuf 16KB clusters in use

15089 KB allocated to network (15.9% in use)

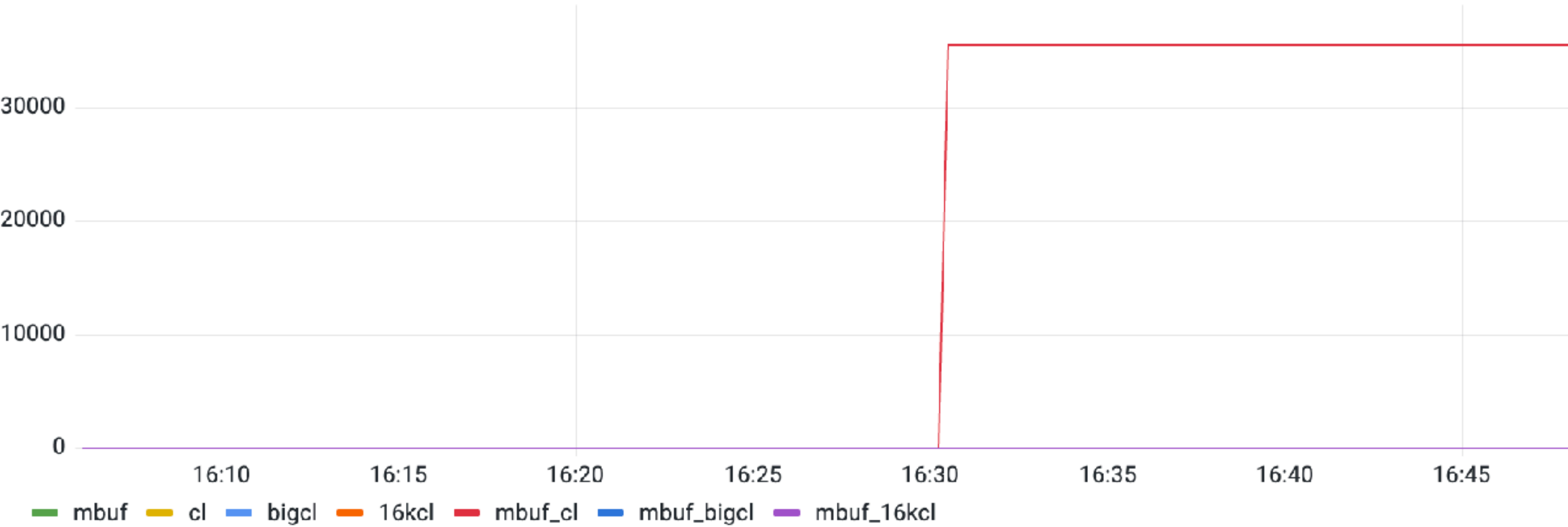
- 1050/2730 2KB clusters in use maps to 1050 **active bufs** and 2730 **total bufs** of the **cl** class
- 0/1365 4KB clusters in use maps to 0 **active bufs** and 1365 **total bufs** of the **bigcl** class

..and so on

memory allocation ▾



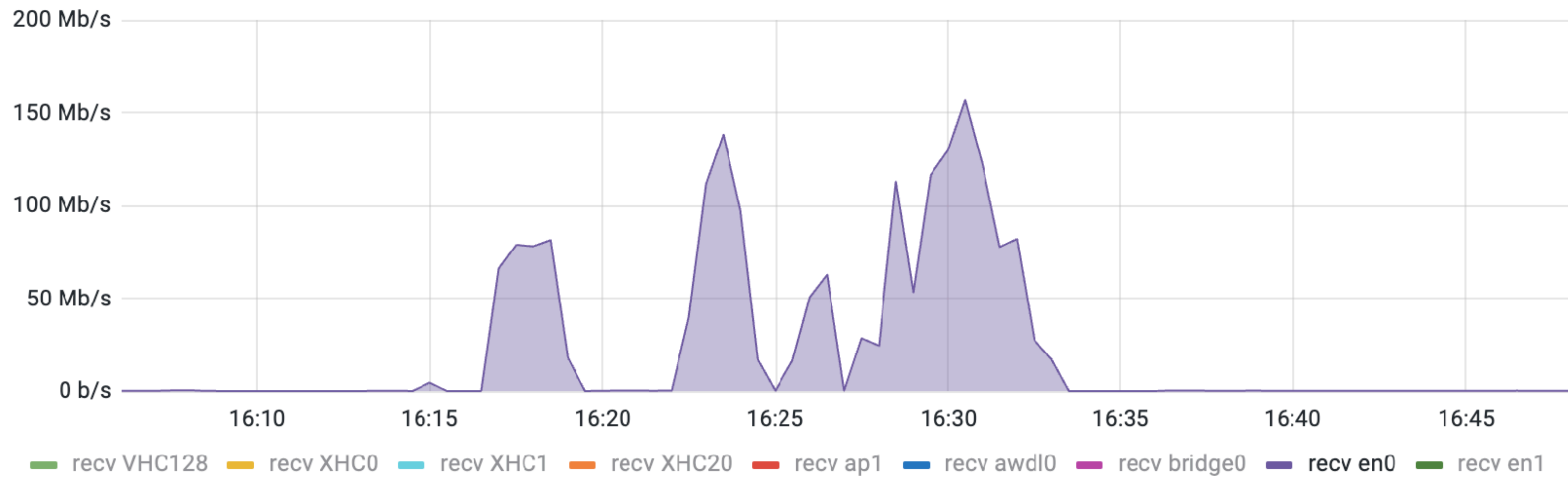
failure count



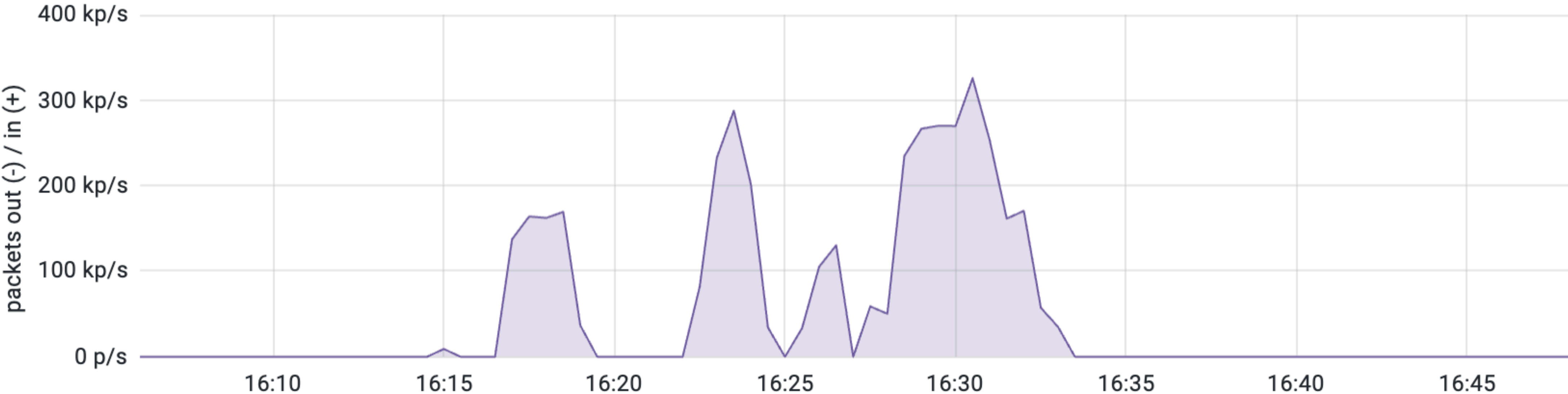

```
$ sysctl \  
kern.ipc.maxsockbuf=33554432  
net.inet.tcp.sendspace=1048576  
net.inet.tcp.recvspace=1048576  
net.inet.tcp.win_scale_factor=8  
net.inet.tcp.autorcvbufmax=33554432  
net.inet.tcp.autosndbufmax=33554432
```

```
$ nvram boot-args="serverperfmode=1 ncl=1048576"
```


Network Traffic Basic



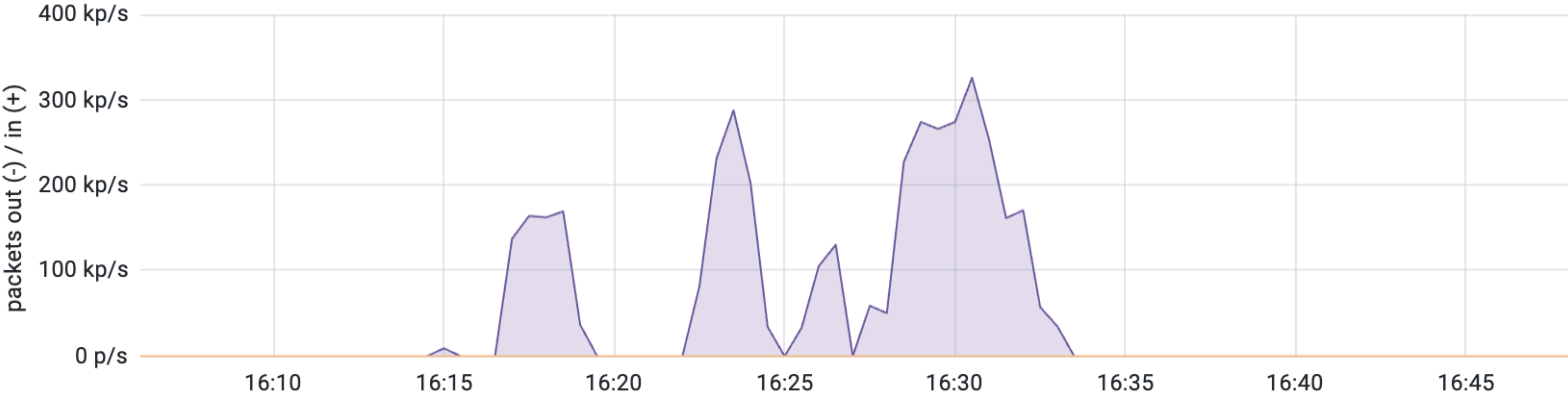
Network Traffic by Packets



en0 - Receive

min	max ▾	avg	current
8.53 p/s	326 kp/s	46.4 kp/s	36.9 p/s

Network Traffic Multicast



en0 - Receive multicast

min	max	avg	current ▾
6 p/s	326 kp/s	46.4 kp/s	17.6 p/s

237	0.001149	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
238	0.001149	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
239	0.001149	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
240	0.001150	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
241	0.001150	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
242	0.001150	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
243	0.001151	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
244	0.001151	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
245	0.001152	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
246	0.001152	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
247	0.001152	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
248	0.001294	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
249	0.001294	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
250	0.001295	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
251	0.001295	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
252	0.001296	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
253	0.001296	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
254	0.001296	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
255	0.001297	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
256	0.001297	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
257	0.001298	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
258	0.001298	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
259	0.001298	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14
260	0.001299	192.168.104.74	192.168.104.255	UDP	60	60601 → 3289	Len=14

> Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)

Total Length: 42

Identification: 0x848c (33932)

> Flags: 0x00

Fragment Offset: 0

Time to Live: 64

Protocol: UDP (17)

Header Checksum: 0xa39c [validation disabled]

[Header checksum status: Unverified]

Source Address: 192.168.104.74

Destination Address: 192.168.104.255

> User Datagram Protocol, Src Port: 60601, Dst Port: 3289

✓ Data (14 bytes)

Data: 4550534f4e510000000000000000

0000	ff ff ff ff ff ff 14 9d	99 7d f6 26 08 00 00 }.&..E.
0010	00 2a 84 8c 00 00 40 11	a3 9c c0 a8 68 4a a8	*.....@.hJ..
0020	68 ff ec b9 0c d9 00 16	cc a3 45 50 53 4f 51	h..... EPSONQ
0030	00 00 00 00 00 00 00 00	00 00 00 00



tsutton 11:28 AM

Looks like I need to learn me some macos `pfctl` today



nw 11:36 AM

Good luck

Have fun. Don't die.



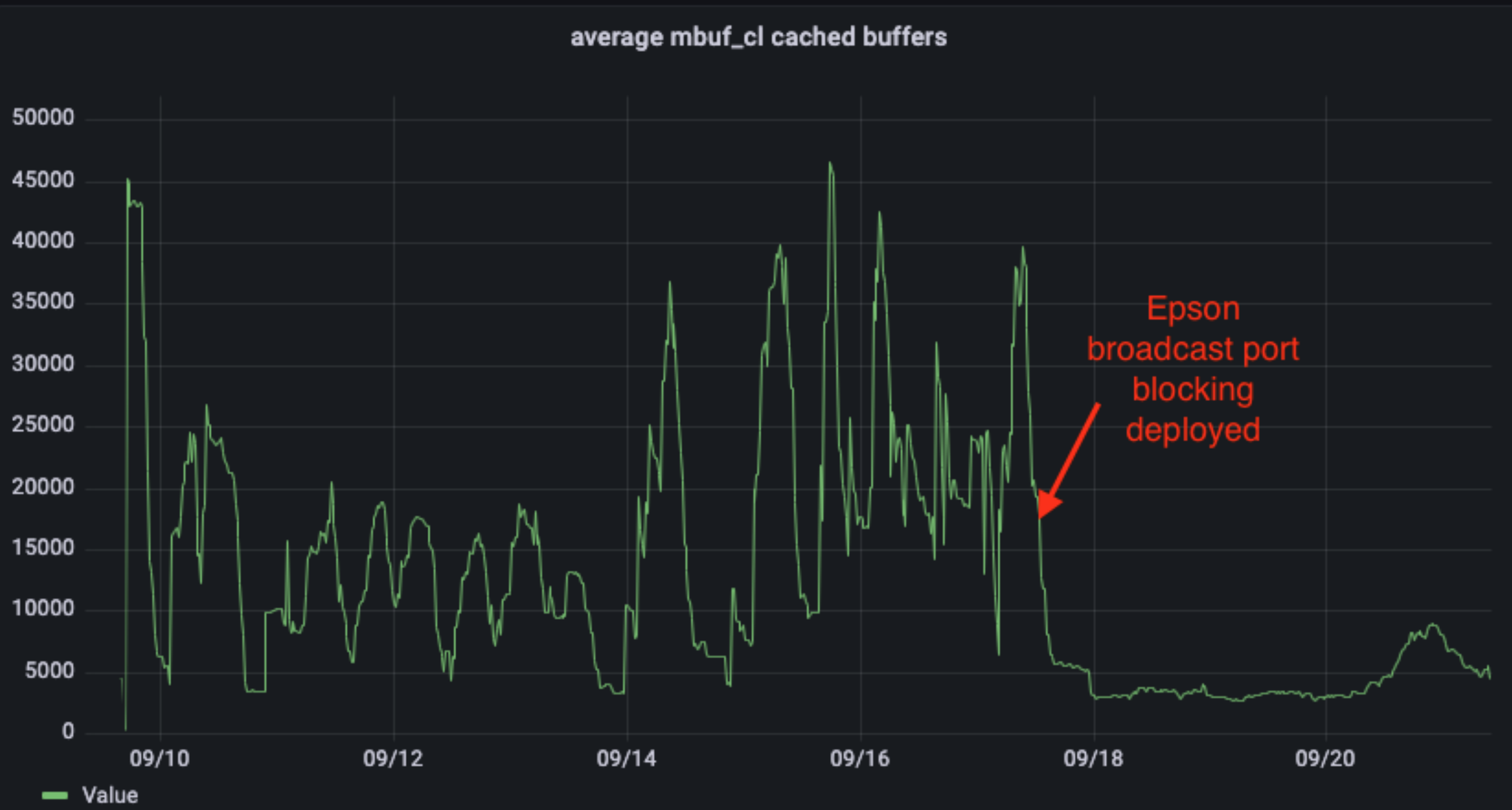
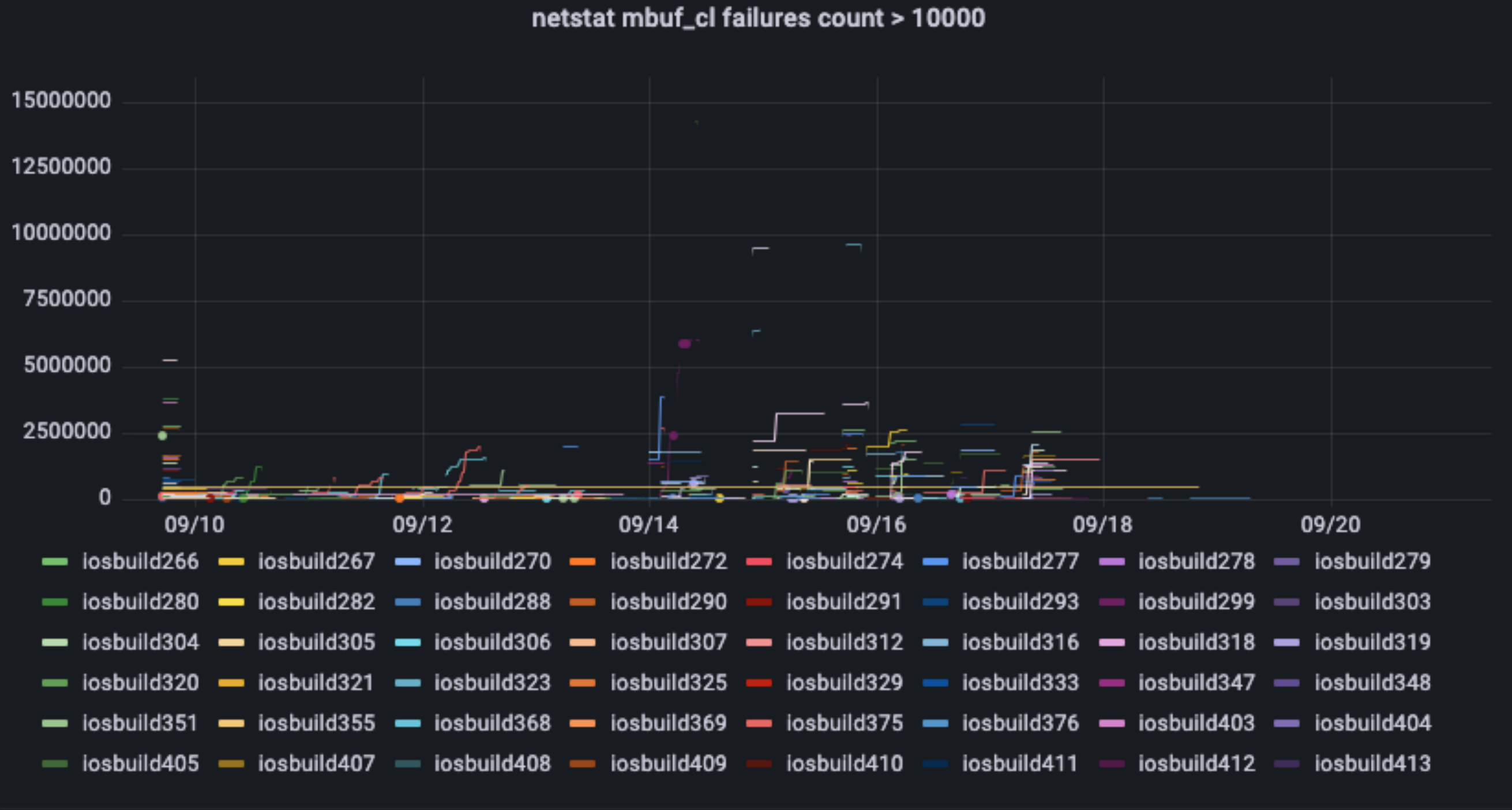
1



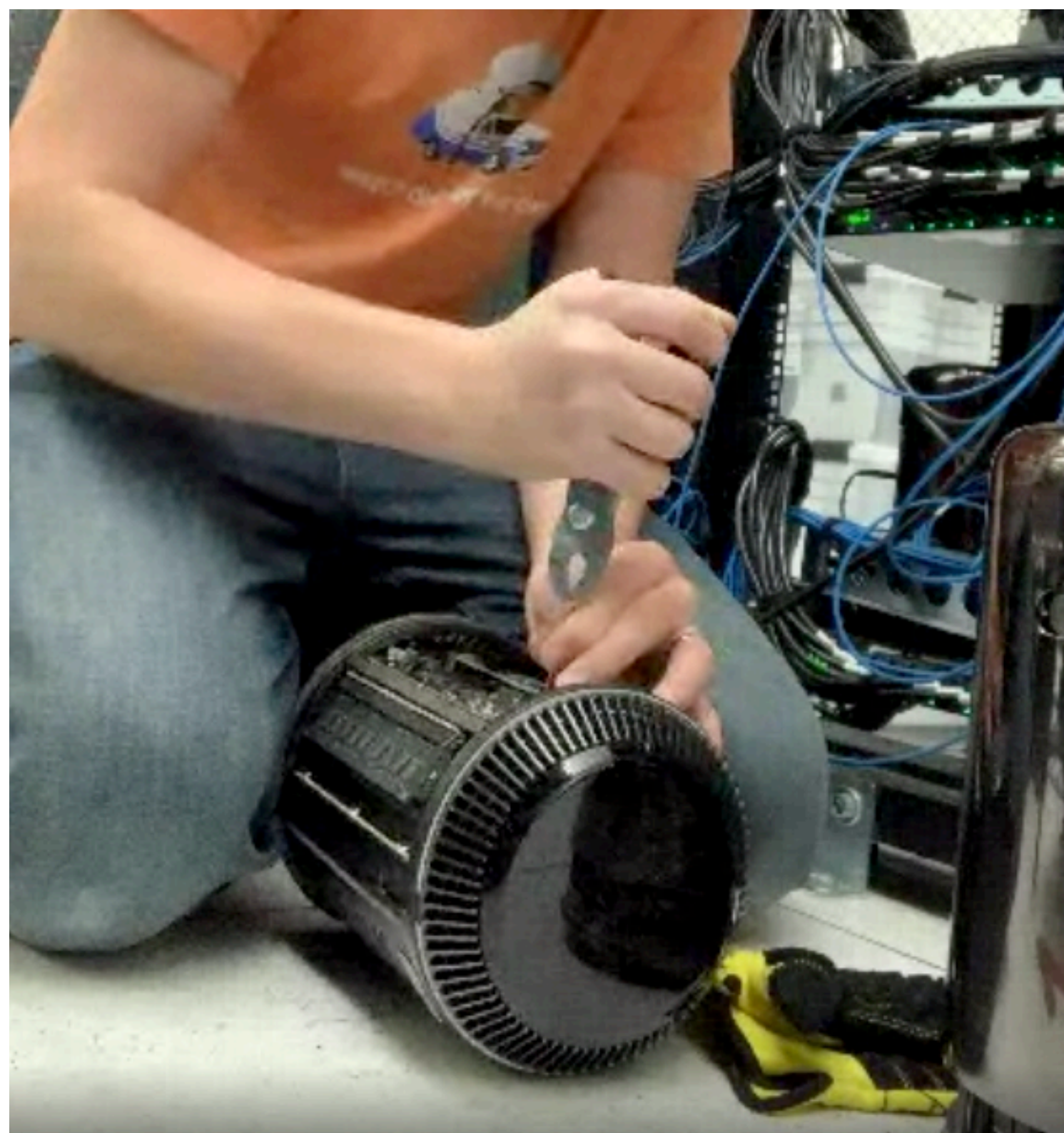
```
# /etc/pf.anchors/com.squareup.printers.rules  
block out quick proto udp from any to any port = 3289
```

```
# run via a LaunchDaemon  
/sbin/pfctl -f /etc/com.squareup.pf.conf -e
```

```
# /etc/com.squareup.pf.conf  
anchor "com.squareup.pf"  
load anchor "com.squareup.pf" from "/etc/pf.anchors/com.squareup.pf.rules"
```

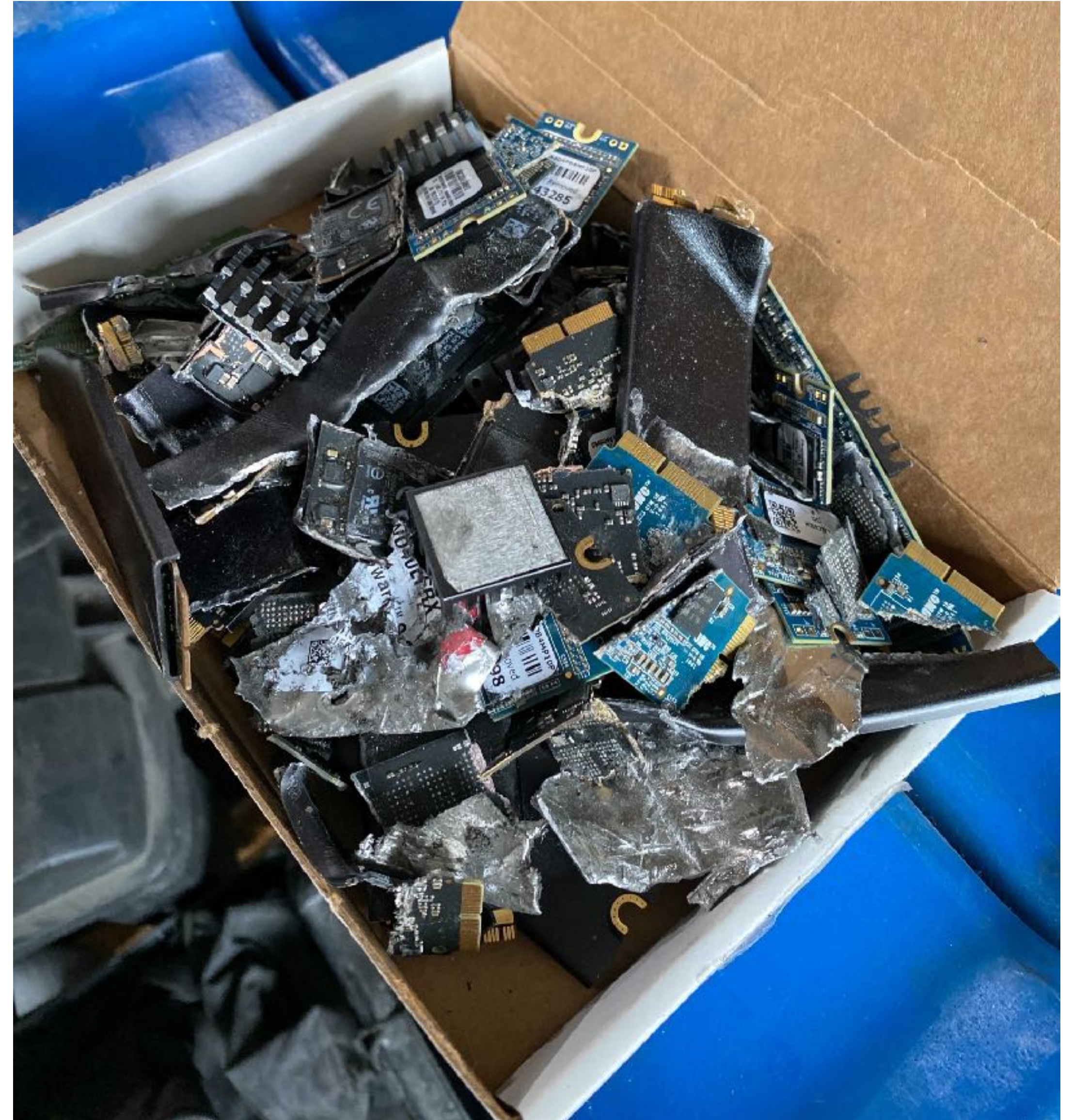



AWS EC2 Mac

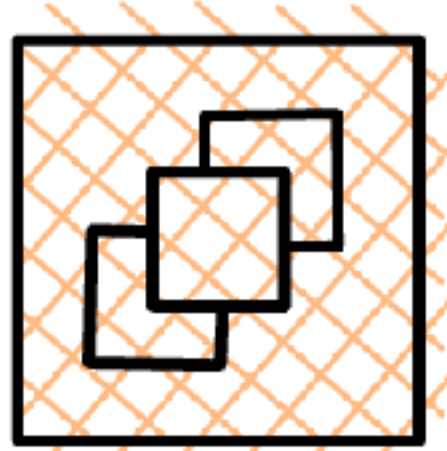


Certificate of Destruction

This Certificate of Destruction, herein referred to as "Certificate", releases all client liability henceforth and certifies client property, herein referred to as a "Property", was recycled and disposed of as contractually required. Forms of destruction can be data sanitization, shredding or demanufacturing



Expertise, infrastructure, and..



EC2



IAM



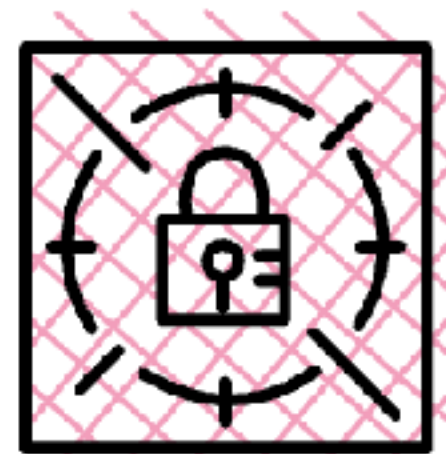
Lambda



S3 Bucket



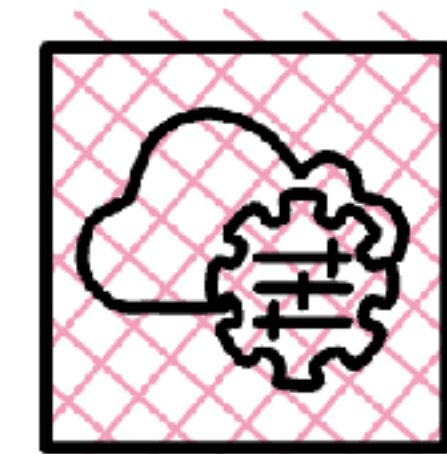
VPC



Secrets Manager



CloudWatch



System Manager



	Instance Family ▾	vCPUs ▾	Physical Cores ▾	On-Demand Hourly Cost ▲
<input type="radio"/>	mac2	12	8	0.65
<input type="radio"/>	mac1	12	6	1.083

**Note**

The **unit of billing** is the **dedicated host**. The instances running on that host have no additional charge.





ⓧ Hardware

- ATA
- Apple Pay
- Audio
- Bluetooth
- Camera
- Card Reader
- Controller
- Diagnostics
- Disc Burning
- Ethernet
- Fibre Channel
- FireWire
- Graphics/Displays
- Memory
- NVMeExpress
- PCI
- Parallel SCSI
- Power
- Printers
- SAS
- SATA
- SPI
- Storage
- Thunderbolt/USB4
- USB

ⓧ Network

- Firewall
- Locations
- Volumes
- WWAN
- Wi-Fi

ⓧ Software

- Accessibility
- Applications
- Developer
- Disabled Software
- Extensions
- Fonts
- Frameworks
- Installations

Mac mini

Thunderbolt/USB4 Device Tree

ⓧ Thunderbolt/USB4 Bus 0

Nitro Thunderbolt Adapter T-01

ⓧ Thunderbolt/USB4 Bus 1

Nitro Thunderbolt Adapter T-02

Thunderbolt/USB4 Bus 0:

Vendor Name: Apple Inc.

Device Name: Mac mini

UID: 0x05AC883AC716CA30

Route String: 0

Domain UUID: 7E7BA9E1-BD55-4A41-B070-3368DB4113CC

Port:

Status: Device connected

Link Status: 0x2

Speed: Up to 40 Gb/s x1

Current Link Width: 0x2

Receptacle: 1

Nitro Thunderbolt Adapter T-01:

Vendor Name: Amazon Web Services

Device Name: Nitro Thunderbolt Adapter T-01

Mode: Thunderbolt 3

Device ID: 0xBC

Vendor ID: 0x7439

Device Revision: 0x3

UID: 0x7439A6E4AC590A00

Route String: 1

Firmware Version: 62.6

Port (Upstream):

Status: Device connected

Link Status: 0x2

Speed: Up to 40 Gb/s x1

Current Link Width: 0x2

Link Controller Firmware Version: 1.43.0

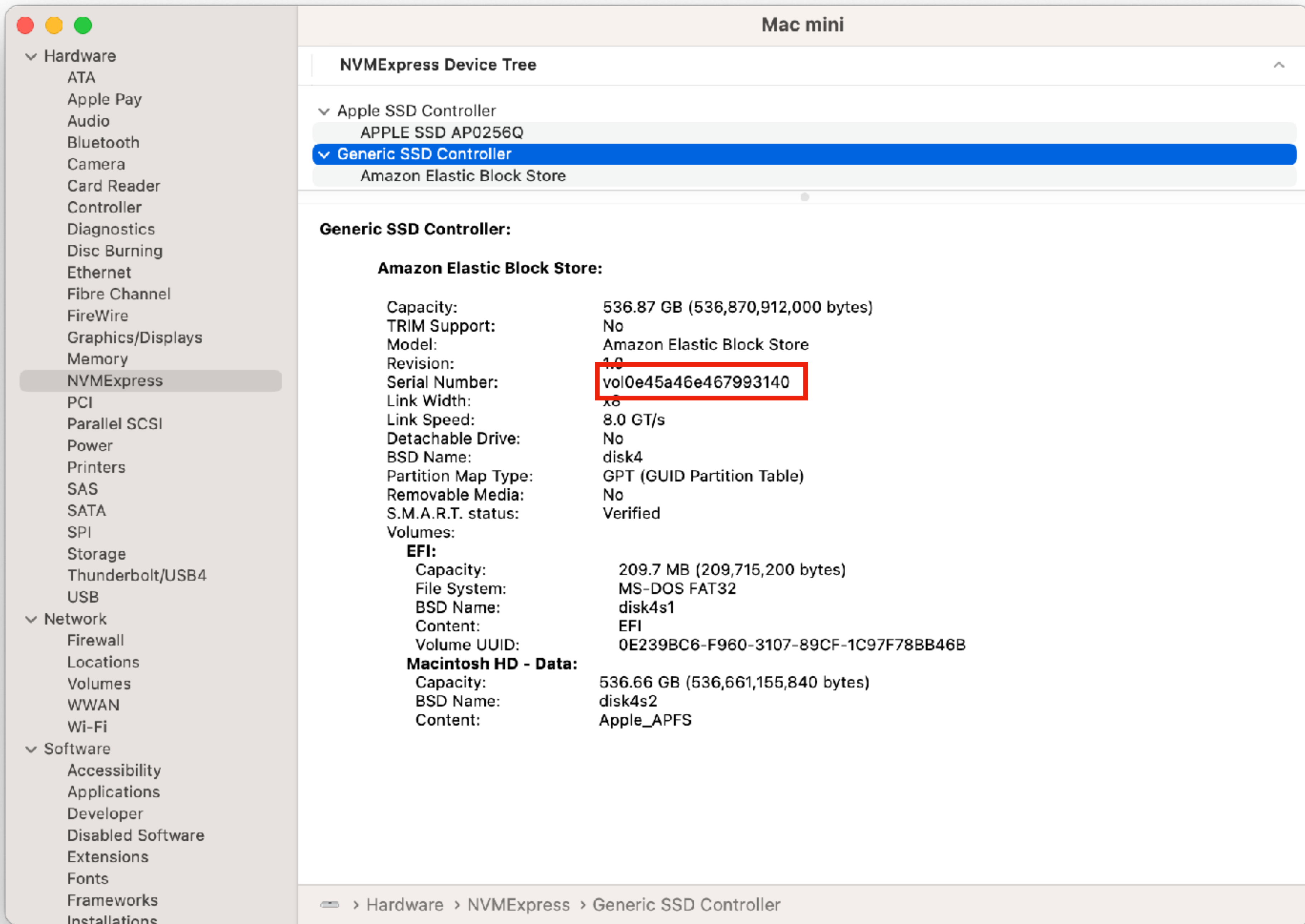
Port:

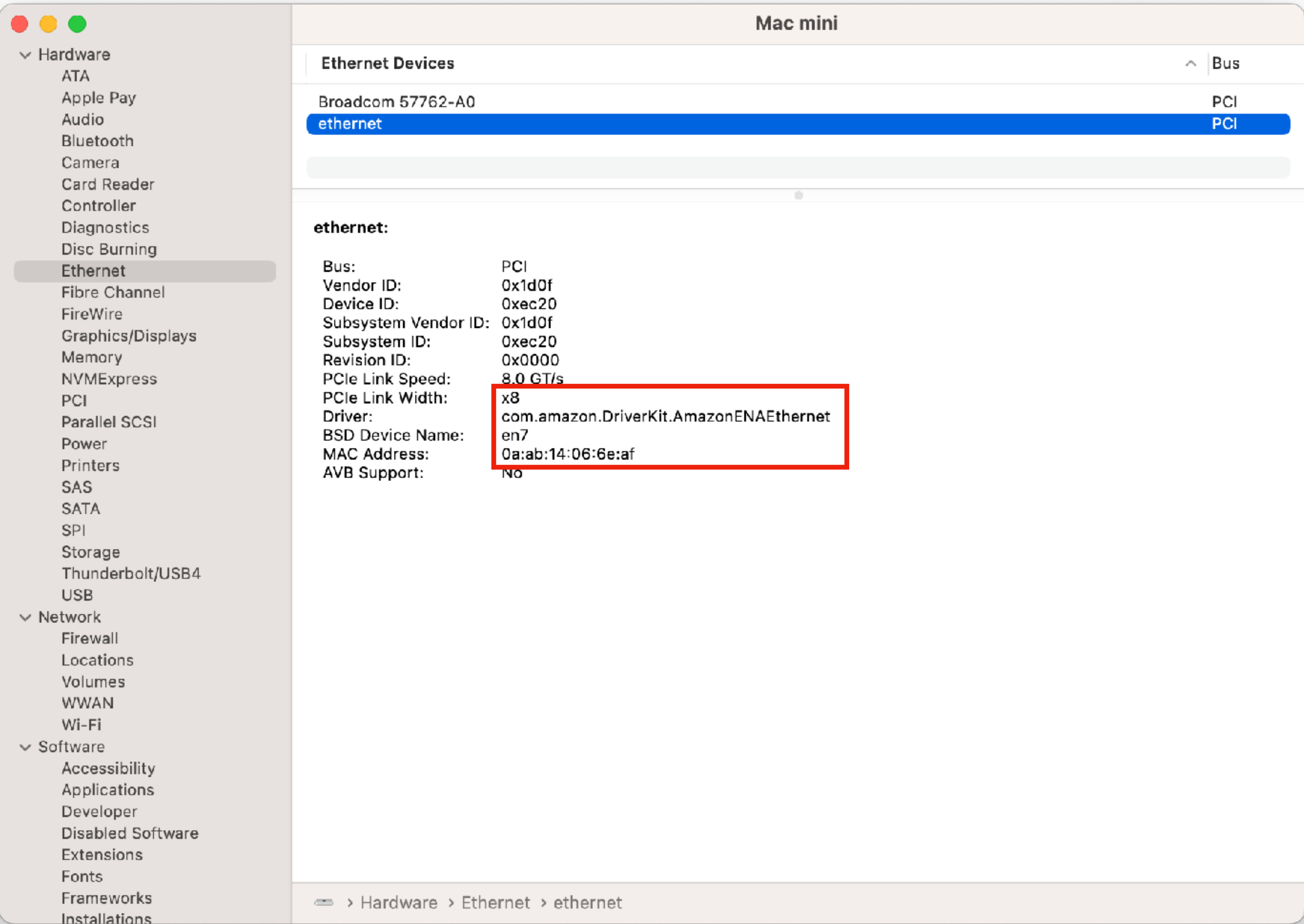
Status: No device connected

Link Status: 0x7

Speed: Up to 40 Gb/s x1

⏮ > Hardware > Thunderbolt/USB4 > Thunderbolt/USB4 Bus 0





Internal

APPLE SSD AP0256Q Media

Container disk3

InternalDisk volumes

InternalDisk

Data

External

Amazon Elastic Block Store Media

Container disk5

Macintosh HD volumes

Macintosh HD

Macintosh HD snapshot

Macintosh HD - Data

View

+

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First Aid

Partition

Erase

Restore

Mount

Info

Amazon Elastic Block Store M...

536.87 GB

PCI-Express External Physical Disk • GUID Partition Map

Macintosh HD

536.66 GB

Location:	External	Capacity:	536.87 GB
Connection:	PCI-Express	Child count:	2
Partition Map:	GUID Partition Map	Type:	Solid state
S.M.A.R.T. status:	Verified	Device:	disk4

Empty EBS volumes receive their maximum performance the moment that they are created and do not require initialization (formerly known as pre-warming).

For volumes that were created from snapshots, the storage blocks must be pulled down from Amazon S3 and written to the volume before you can access them. This preliminary action takes time and can cause a significant increase in the latency of I/O operations the first time each block is accessed. Volume performance is achieved after all blocks have been downloaded and written to the volume.

<https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/ebs-initialize.html>

<https://aws.amazon.com/blogs/storage/addressing-i-o-latency-when-restoring-amazon-ebs-volumes-from-ebs-snapshots/>

<https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/ebs-fast-snapshot-restore.html>

Considerations

The following considerations apply to Mac instances:

- Mac instances are available only as bare metal instances on [Dedicated Hosts](#), with a minimum allocation period of 24 hours before you can release the Dedicated Host. You can launch one Mac instance per Dedicated Host. You can share the Dedicated Host with the AWS accounts or organizational units within your AWS organization, or the entire AWS organization.
- Mac instances are available only as On-Demand Instances. They are not available as Spot Instances or Reserved Instances. You can save money on Mac instances by purchasing a [Savings Plan](#).
- AWS does not manage or support the internal SSD on the Apple hardware. We strongly recommend that you use Amazon EBS volumes instead. EBS volumes provide the same elasticity, availability, and durability benefits on Mac instances as they do on any other EC2 instance.
- When you stop or terminate a Mac instance, a scrubbing workflow is performed on the Dedicated Host. For more information, see [Stop and terminate your Mac instance](#).



Brian Stucki ✓
@brianstucki



Apple Inc wrote me a love letter and disguised it as a Software License Agreement. You'll want to share this with the developers in your life...



macstadium.com

Developers, Big Sur, and Vindication | MacStadium Blog

Apple has updated the macOS software license agreement for Big Sur, going from 15 sections to 16 sections. This ...

4:59 PM · Nov 11, 2020

3. Leasing for Permitted Developer Services.

A. Leasing. You may lease or sublease a validly licensed version of the Apple Software in its entirety to an individual or organization (each, a “Lessee”) provided that all of the following conditions are met:

- (i) the leased Apple Software must be used **for the sole purpose of providing Permitted Developer Services** and each Lessee must review and agree to be bound by the terms of this License;
- (ii) each lease period **must be for a minimum period of twenty-four (24) consecutive hours**;
- (iii) during the lease period, the End User **Lessee must have sole and exclusive use** and control of the Apple Software and the Apple-branded hardware on which it is installed, except that you, as the party leasing the Apple Software (“Lessor”), may provide administrative support for the Apple Software; and

Dedicated Hosts (39)									
<div><div><div><div></div></div></div><div>Dedicated Host Reservations</div><div>Config recording <div>Off</div></div><div>Actions <div></div></div><div>Allocate Dedicated Host</div></div>									
<div><div><div><div></div></div><div>Search</div></div><div><div><</div><div>1</div><div>2</div><div>></div><div></div></div><div><div></div></div></div>									
	Name <div></div>	Host ID <div></div>	Availability Zone <div></div>	Availability Zone ID <div></div>	State <div></div>	vCPU utilization <div></div>	Instance family <div></div>	Instance type <div></div>	
<div></div>		h-029ac54f7ccd575c1	us-west-2d	usw2-az4	Available	<div>0/8</div> <div></div> 100%	mac2	mac2.metal	
<div></div>		h-02caebd1c25f3ac8d	us-west-2d	usw2-az4	Available	<div>8/8</div> <div></div> 100%	mac2	mac2.metal	
<div></div>		h-02f097e3b1c42083d	us-west-2d	usw2-az4	Available	<div>8/8</div> <div></div> 100%	mac2	mac2.metal	
<div></div>		h-0321b7a50b5cace98	us-west-2d	usw2-az4	Available	<div>8/8</div> <div></div> 100%	mac2	mac2.metal	
<div></div>		h-0329f27ec212acc53	us-west-2c	usw2-az3	Released	<div>–</div> <div></div>	mac2	mac2.metal	
<div></div>		h-03583072bfac33a7d	us-west-2c	usw2-az3	Available	<div>8/8</div> <div></div> 100%	mac2	mac2.metal	
<div></div>		h-03dfd408d36318e38	us-west-2c	usw2-az3	Available	<div>8/8</div> <div></div> 100%	mac2	mac2.metal	
<div></div>		h-04f2f67cf833837c2	us-west-2c	usw2-az3	Available	<div>8/8</div> <div></div> 100%	mac2	mac2.metal	
<div></div>		h-051d00feafa474941	us-west-2c	usw2-az3	Released	<div>–</div> <div></div>	mac2	mac2.metal	
<div></div>		h-05beb3d2579568c4d	us-west-2c	usw2-az3	Available	<div>8/8</div> <div></div> 100%	mac2	mac2.metal	

Host resource group settings

Host resource group details

Name
mac-workers-hrg-tf

Description
-

Owner account

ARN
arn:aws:resource-groups:us-west-2:group/mac-workers-hrg-tf

EC2 Dedicated Host management settings

Allocate hosts automatically
True

Release hosts automatically
True

Recover hosts automatically
False

Additional settings

Allows any host based self-managed license
False

Supported instance families
mac2

Associated self-managed licenses

Dedicated Hosts

Tags

Self-managed licenses set (1)

Self-managed licenses are associated as a set, not on an individual basis. To manage configurations visit [Self-managed licenses](#).

Filter by self-managed license properties

Self-managed license name	Status	License type	in use	Account ID
mac-workers-lm-tf	available	Core	280 of 1600	


```
19:31:43 ==> amazon-ebs.macos: Prevalidating any provided VPC information
19:31:43 ==> amazon-ebs.macos: Prevalidating AMI Name: macos-base-13.4-1686526302
19:31:43      amazon-ebs.macos: Found Image ID: ami-09f373f534922f54c
19:31:43      amazon-ebs.macos: Found Subnet ID: subnet-0460908736a4cce17
19:31:44 ==> amazon-ebs.macos: Creating temporary keypair: packer_6486595e-111a-ab12-4ede-bfe7a614dc02
19:31:44 ==> amazon-ebs.macos: Creating temporary security group for this instance: packer_64865960-f472-67
19:31:45 ==> amazon-ebs.macos: Launching a source AWS instance...
19:31:47      amazon-ebs.macos: Instance ID: i-01714abc3fec937da
19:31:47 ==> amazon-ebs.macos: Waiting for instance (i-01714abc3fec937da) to become ready...
19:32:55 ==> amazon-ebs.macos: Waiting 4m0s before establishing the SSM session...
19:37:01 ==> amazon-ebs.macos: Using SSH communicator to connect: localhost
19:37:01 ==> amazon-ebs.macos: Waiting for SSH to become available...
19:37:01      amazon-ebs.macos: Starting portForwarding session "packer-build-0c7ee4928c3a38f0f".
19:37:01      amazon-ebs.macos: Starting session with SessionId: packer-build-0c7ee4928c3a38f0f
19:37:01      amazon-ebs.macos: Port 8611 opened for sessionId packer-build-0c7ee4928c3a38f0f.
19:37:01      amazon-ebs.macos: Waiting for connections...
19:37:01      amazon-ebs.macos: Connection accepted for session [packer-build-0c7ee4928c3a38f0f]
19:37:01 ==> amazon-ebs.macos: Connected to SSH!
```


Network

For most applications, you can use multiple Availability Zones and let EC2 Auto Scaling balance your instances across the zones. The default VPC and default subnets are suitable for getting started quickly.

Availability Zones and subnets

Define which Availability Zones and subnets your Auto Scaling group can use in the chosen VPC.

Select Availability Zones and subnets ▼



us-west-2a | subnet-08e48f2271a82b02e ✕
10.132.62.0/25

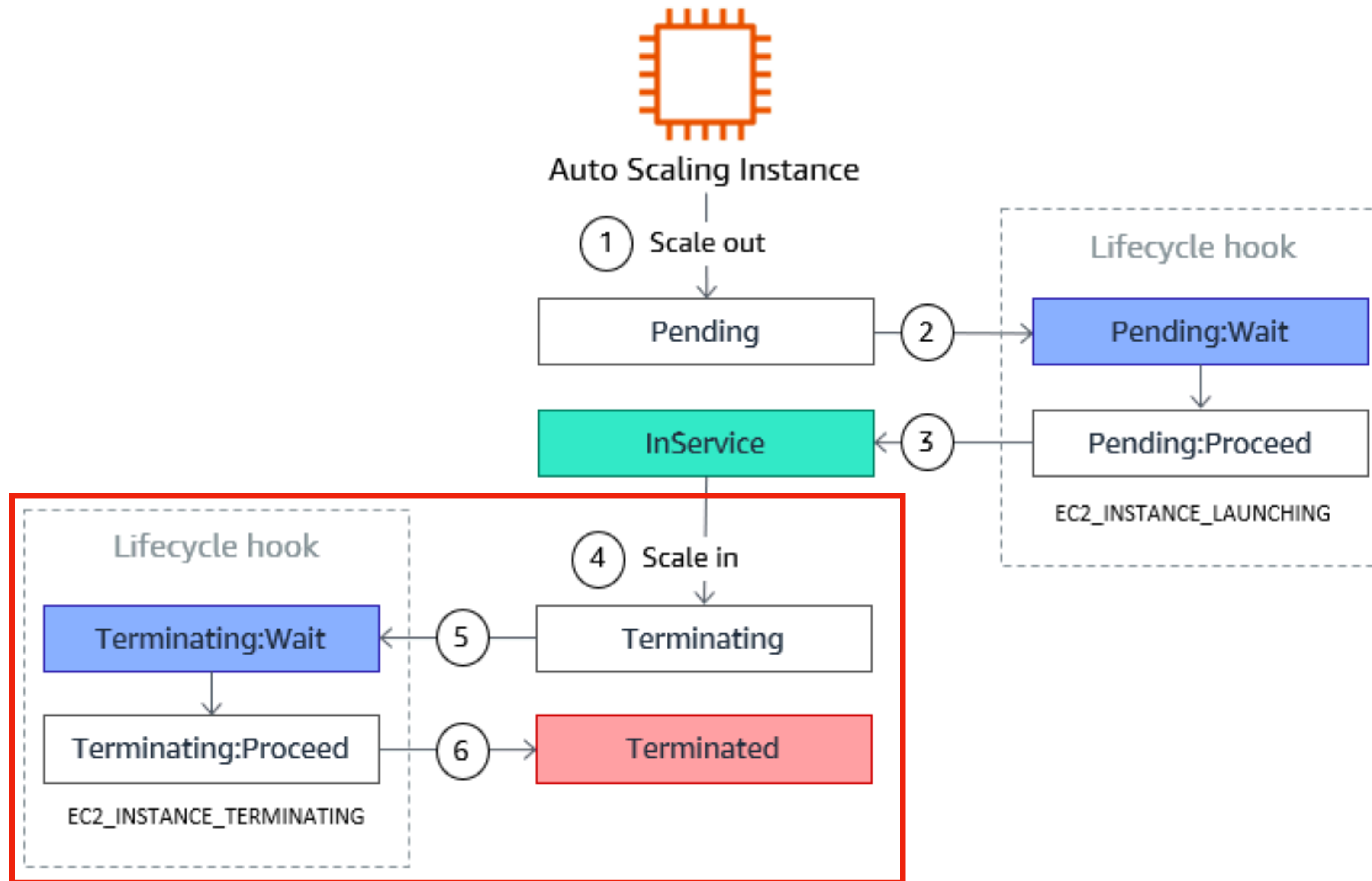
us-west-2b | subnet-0206a72ca51ccbc08 ✕
10.132.61.0/25

us-west-2c | subnet-0435275a881120ddb ✕
10.132.62.128/25

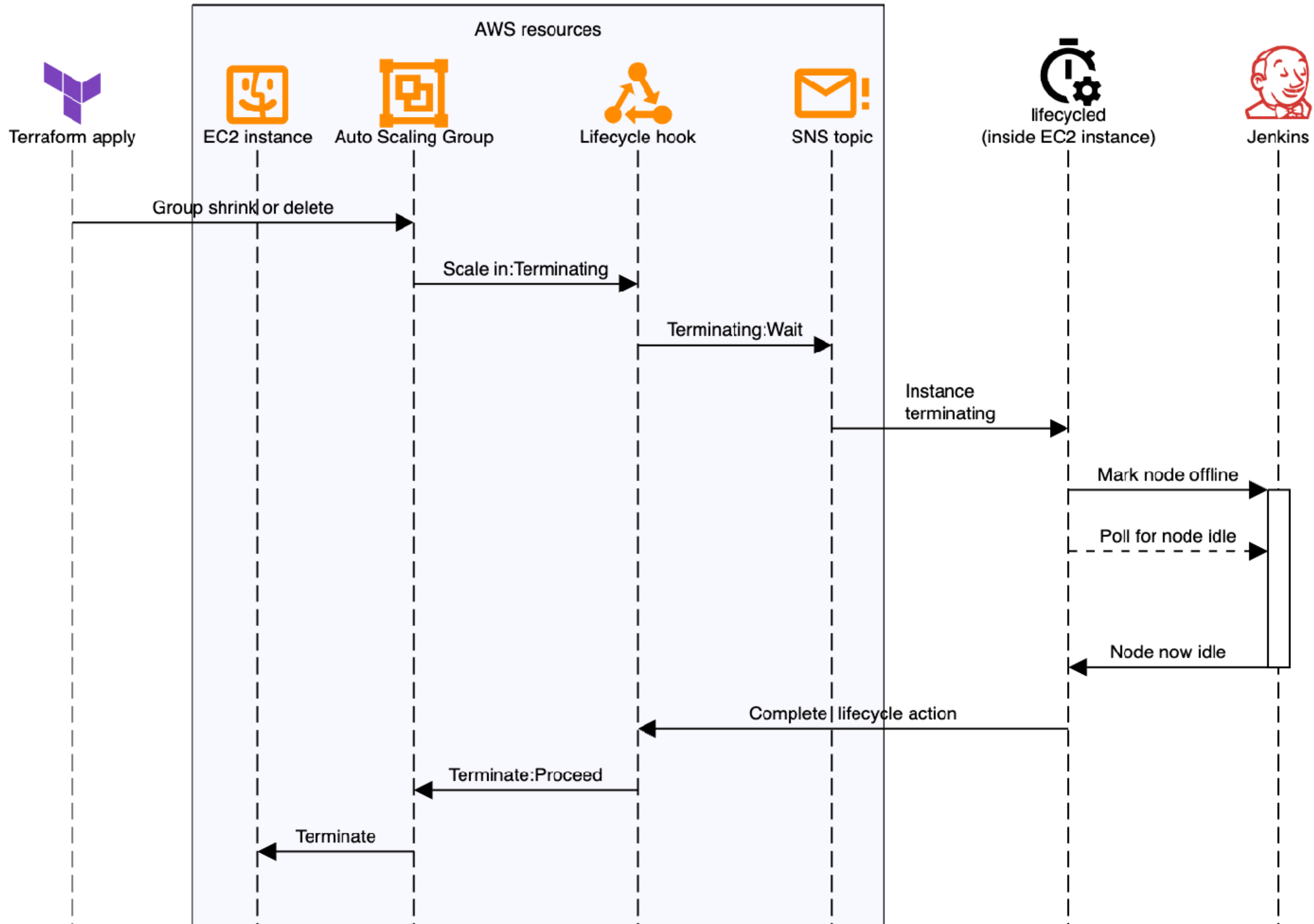
us-west-2d | subnet-01c6df7e09572ad29 ✕
10.132.61.128/25

[Create a subnet](#) 

Auto Scaling Lifecycle hooks



Worker scale-in sequence



Thank you!



@timsutton



@tvsutton

<https://macops.ca/macdevopsyvr-2023>

