

# Solaris, nohup and bash

There's a nasty little surprise in store for anyone running a script using **nohup** in **bash** (Bourne Again Shell) on **Solaris** (to prevent hangup signals from killing their script/processes in the event their **ssh** session gets disconnected).

The Solaris default shell is **cs**h (C Shell) in `/bin/sh` and even if the script has `#!/bin/sh` at the top, if its run from **bash** with **nohup**, it won't survive in the event the **ssh** session is disconnected. Be warned.

This is because of **bash**'s built in job control apparently. I haven't delved any deeper than that, but i'm guessing the process isn't immune to **sighups** so aren't protected from termination by **nohup**.

scripts must be executed from within a regular **cs**h shell, i.e.

```
root@solarisbox ~ $ nohup /full/path/to/myscript.sh &
```

if they are to survive a disconnected **puTTY** session.

In summary, if you're working remotely, and kick off scripts over a remote session that will run for a long time on **solaris** servers, don't use **bash**.

To determine whether your script is still running when you manage to reconnect, use `ps -ef | grep myscript.sh`