Sample udhcpd configuration file (/etc/udhcpd.conf)

The start and end of the IP lease block

start 192.168.0.20 #default: 192.168.0.20 end 192.168.0.254 #default: 192.168.0.254

The interface that udhcpd will use

interface wlan0 #default: eth0

The maximim number of leases (includes addressesd reserved # by OFFER's, DECLINE's, and ARP conficts

#max_leases 254 #default: 254

If remaining is true (default), udhcpd will store the time # remaining for each lease in the udhcpd leases file. This is # for embedded systems that cannot keep time between reboots. # If you set remaining to no, the absolute time that the lease # expires at will be stored in the dhcpd.leases file.

#remaining yes #default: yes

The time period at which udhcpd will write out a dhcpd.leases # file. If this is 0, udhcpd will never automatically write a # lease file. (specified in seconds)

#auto_time 7200 #default: 7200 (2 hours)

The amount of time that an IP will be reserved (leased) for if a # DHCP decline message is received (seconds).

#decline_time 3600 #default: 3600 (1 hour)

The amount of time that an IP will be reserved (leased) for if an # ARP conflct occurs. (seconds

#conflict_time 3600 #default: 3600 (1 hour)

How long an offered address is reserved (leased) in seconds

#offer_time 60 #default: 60 (1 minute)

If a lease to be given is below this value, the full lease time is

instead used (seconds).

#min_lease 60 #defult: 60

The location of the leases file

#lease_file /var/lib/misc/udhcpd.leases #defualt: /var/lib/misc/udhcpd.leases

The location of the pid file

#pidfile /var/run/udhcpd.pid #default: /var/run/udhcpd.pid

Everytime udhcpd writes a leases file, the below script will be called.

Useful for writing the lease file to flash every few hours.

#notify_file #default: (no script)

#notify_file dumpleases #<--- usefull for debugging</pre>

The following are bootp specific options, setable by udhcpd.

#siaddr 192.168.0.22 #default: 0.0.0.0

#sname zorak #default: (none)

#boot_file /var/nfs_root #default: (none)