UNISYS

U 5000 and U 7000 Series Operating Systems

User Reference Manual

Volume 2

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PERMUTED INDEX

NAME

m4 - macro processor

SYNOPSIS

m4 [options] [files]

DESCRIPTION

M4 is a macro processor intended to be a pre-processor for Ratfor, C, and other languages. Each of the argument files is processed in order; if there are no files, or if a file name is -, the standard input is read. The processed text is written on the standard output.

OPTIONS

The options and their effects are as follows:

-D*name*[=*val*]
Defines *name* to *val* or to null if *val* is not specified.

-U*name*
undefines *name*.

The following options must appear before the file names and before any -D or -U options.

-e Operate interactively. Interrupts are ignored and the output is unbuffered.

-s Enable line sync output for the C preprocessor (#line . . .)

-B*int*
Change the size of the push-back and argument collection buffers from the default of 4,096.

-H*int*
Change the size of the symbol table hash array from the default of 199. The size should be prime.

-S*int*
Change the size of the call stack from the default of 100 slots. Macros take three slots, and non-macro arguments take one.

-T*int*
Change the size of the token buffer from the default of 512 bytes.

SYNTAX

Macro calls have the form:

```
name(arg1,arg2, . . ., argn)
```

The (must immediately follow the name of the macro. If the name of a defined macro is not followed by a (, it is assumed to be a call of that macro with no arguments. Potential macro names consist of alphabetic letters, digits, and underscore; the first character may not be a digit.

Leading unquoted blanks, tabs, and new-lines are ignored while collecting arguments. Left and right single quotes are used to quote strings. The value of a quoted string is the string stripped of the quotes.

When a macro name is recognized, its arguments are collected by searching for a matching right parenthesis. If fewer arguments are supplied than are in the macro definition, the trailing arguments are assumed to be null. Macro evaluation proceeds normally during the collection of the arguments, and any commas or right parentheses which happen to turn up within the value of a nested call function as if the expanded macro had been placed into the text in the first place. After argument collection, the value of the macro is pushed back onto the input stream and rescanned.

M4 makes available the following built-in macros. They may be redefined, but once this is done the original meaning is lost. Their values are null unless otherwise stated.

define (*mname, arg1, arg2, ...*)
: defines *arg1* as the value of the macro *mname*. When *mname* is subsequently used, *m4* replaces each occurrence of $*n* in the replacement text (where *n* is a digit) with the *n*-th argument. $0 is the name of the macro; missing arguments are replaced by the null string; $# is the number of arguments; $* is a list of all the arguments separated by commas; $@ is like $*, but each argument is quoted with the current quotes (see *changequote*).

undefine (*mname*)
: removes the definition of the macro named in its argument.

defn (*m1, m2, m3, ...*)
: returns the quoted definition of its argument(s). *Defn* is useful for renaming macros, especially built-ins.

pushdef (*mname, arg1, arg2, ...*)
: like *define*, but saves any previous definition.

popdef (*m1, m2, ...*)
: removes current definition of its argument(s), exposing the previous one, if any.

ifdef (*mname, val1, val2*)
: if *mname* is defined, returns *val1*; otherwise returns *val2*. If *val2* is not specified, *ifdef* returns null. The word *unix* is predefined on the UNIX system versions of *m4*.

shift (*arg1, arg2, ...*)
: returns all but *arg1*. The other arguments are quoted and pushed back with commas in between. The quoting nullifies the effect of the extra scan that is subsequently performed.

changequote (*lq ,rq*)
: changes the quote symbols to *lq* and *rq*. The symbols may be up to five characters long. *Changequote* without arguments restores the original values (left and right single quotes).

changecom (*lm* , *rm*)
: change left and right comment markers from the default # and new-line. If *lm* and *rm* are not specified, the comment mechanism is effectively disabled. If only *lm* is specified, the left marker becomes *lm* and the right marker becomes new-line. If both *lm* and *rm* are specified, both markers are changed. Comment markers may be up to five characters long.

divert (*digit-string*)
: *m4* maintains 10 output streams, numbered 0-9. The final output is the concatenation of the streams in numerical order; initially stream 0 is the current stream. The *divert* macro changes the current output stream to *digit-string* argument. Output diverted to a stream other than 0 through 9 is discarded.

undivert (*dstring1, dstring2, ...*)
: causes immediate output of text from the output streams named as arguments, or from all output streams if no arguments are specified. Text may be undiverted into another output stream. Undiverting discards the text in the output stream(s) specified by the arguments.

divnum
: returns the value of the current output stream.

dnl
: reads and discards characters up to and including the next new-line.

ifelse (*arg1, arg2, arg3* [, *arg4* ...])
: returns *arg3* if *arg1* is the same string as *arg2*. *arg1, arg2, arg3* must be given. If *arg1* is not equal to *arg2*, and if five or more *arg*s are specified, *ifelse* repeats, using *arg*s 4, 5, 6, and 7; otherwise, *ifelse* returns *arg4*, or, if *arg4* is not present, null.

incr (*arg*)
: returns the value of *arg* incremented by 1. The value of *arg* is calculated by interpreting an initial digit-string as a decimal number.

decr (*arg*)
: returns the value of *arg* decremented by 1.

eval (*expr, radix, digits*)
: evaluates *expr* as an arithmetic expression, using 32-bit arithmetic. Operators include +, -, *, /, %, ^ (exponentiation), bitwise &, |, ^, and ~; relationals; parentheses. Octal and hex numbers may be specified as in C. *Radix* specifies the radix for the result; the default is 10. *Digits* may be used to specify the minimum number of digits in the result.

len (*string*)
: returns the number of characters in *string*.

index (*string, pattern*)
: returns the position in *string* where *pattern* begins (zero origin), or -1 if *pattern* does not occur in *string*.

substr (*string, start, length*)
: returns a substring of *string*. *Start* is a zero origin number selecting the first character; *length* indicates the length of the substring. If *length* is not specified, *length* is assumed to be large enough to extend to the end of the first string.

translit (*chars, set1, set2*)
: transliterates the characters in *chars* from the set *set1* to the set *set2*. No abbreviations are permitted.

include (*fname*)
: returns the contents of the file named *fname*.

sinclude (*fname*)
: returns the contents of the file named *fname*, but does not print a message if the file is inaccessible.

syscmd (*unixcmd*)
: executes the UNIX system command *unixcmd*. No value is returned.

sysval
: is the return code from the last call to *syscmd*.

maketemp (*string*)
: fills in a string of XXXXX in *string* with the current process ID.

m4exit (*xcode*)
: exits immediately from *m4*. *xcode*, if given, is the exit code; if not given, *xcode* is assumed to be 0.

m4wrap (*arg*)
: *arg* will be pushed back at final EOF; example: m4wrap(`cleanup( )')

errprint (*arg*)
: prints *arg* on the diagnostic output file.

dumpdef (*item1, item2, ...*)
: prints current names and definitions, for the named items, or for all *items* if no arguments are given.

traceon (*m1, m2, ...*)
: with no arguments, turns on tracing for the all macros (including built-ins). Otherwise, turns on tracing for named macros, *m1, m2, ...*, etc.

traceoff (*m1, m2, ...*)
: turns off trace globally and for any macros specified. Macros specifically traced by *traceon* can be untraced only by specific calls to *traceoff*.

SEE ALSO

cc(1), cpp(1).
The M4 Macro Processor in the Support Tools Guide.

NAME

pdp11, s5k20, s5k30, s5k40, s5k50, s5k60, s5k80, s5k90, s7k30, s7k40, tahoe, u3b, u3b5, vax - provide truth value about your processor type

SYNOPSIS

pdp11

s5k20

s5k30

s5k40

s5k50

s5k60

s5k80

s5k90

s7k30

s7k40

tahoe (7000 Series Systems only)

u3b

u3b5

vax

DESCRIPTION

The following commands return a true value (exit code of 0) if you are on a processor that the command name indicates.

pdp11 True if you are on a PDP-11/45 or PDP-11/70.

s5k20 True if you are on a Sperry 5000/20.

s5k30 True if you are on a Sperry 5000/30.

s5k40 True if you are on a Sperry 5000/40.

s5k50 True if you are on a Sperry 5000/50.

s5k60 True if you are on a Sperry 5000/60.

s5k80 True if you are on a Sperry 5000/80.

s5k90 True if you are on a Sperry 5000/90.

s7k30 True if you are on a Sperry 7000/30.

s7k40 True if you are on a Sperry 7000/40.

tahoe True if you are on a Sperry 7000/40 (tahoe is found only on the 7000/30 and 7000/40 and will be removed in a later release).

u3b True if you are on a 3B 20 computer.

u3b5 True if you are on a 3B 5 computer.

vax True if you are on a VAX-11/750 or VAX-11/780.

The commands that do not apply return a false (non-zero) value. These commands are often used within *make*(1) makefiles and shell procedures to increase portability.

SEE ALSO

make(1), sh(1), test(1), true(1).

NAME

mail, rmail, smail - send mail to users or read mail

SYNOPSIS

mail [**-epqr**] [**-f** file]

smail [**-epqr**] [**-f** file] (5000/20/30/40/50 only)

mail [**-t**] persons

smail [**-t**] persons (5000/20/30/40/50 only)

rmail [**-t**] persons

DESCRIPTION

Mail, without arguments, prints mail for a user, message-by-message, in last-in, first-out order. For each message, the user is prompted with a ?, and a line is read from the standard input to determine the disposition of the message:

<newline>	Go on to next message.
+	Same as <newline>.
d	Delete message and go on to next message.
p	Print message again.
-	Go back to previous message.
s [*files*]	Save message in the named *files* (**mbox** is default).
w [*files*]	Save message, without its header, in the named *files* (**mbox** is default).
m [*persons*]	Mail the message to the named *persons* (yourself is default).
q	Put undeleted mail back in the *mailfile* and stop.
EOT (control-d)	Same as **q**.
x	Put all mail back in the *mailfile* unchanged and stop.
!*command*	Escape to the shell to do *command*. (Not valid for *smail*)
*	Print a command summary.

Smail is linked to *mail* and works like *mail* except that it does not allow the !*command*. *Smail* is primarily used as a security feature to prevent an unauthorized user access to UNIX utilities, but allows them to read their mail. *Smail* is available only on the 5000/20/30/40/50.

Rmail permits only the sending of mail; *uucp*(1C) uses *rmail* as a security precaution.

OPTIONS

The options alter the printing of the mail:

-e Do not print mail. An exit value of 0 is returned if the user has mail; otherwise, an exit value of 1 is returned.

-p Print all mail without prompting for disposition.

-q Terminate *mail* after interrupts. Normally an interrupt only causes the termination of the message being printed.

-r Print messages in first-in, first-out order.

-f*file*
Use *file* (e.g., **mbox**) instead of the default *mailfile*.

-t Place the *names* of all persons to whom the mail was sent on the postmark of the mail for *each* person. This allows all who receive mail to know who else received that letter.

Addressing Mail

When *persons* are named, *mail* takes the standard input up to an end-of-file (typically control-d) or up to a line consisting of just a period and adds it to the *mailfile* for each person. The message is preceded by the name of the sender and a postmark. Lines that look like postmarks in the message, (i.e., **From . . .**) are preceded with a >. A *person* is usually a user name recognized by *login*(1). If a *person* being sent mail is not recognized, or if *mail* is interrupted during input, the file **dead.letter** is saved to allow editing and resending. Note that this is regarded as a temporary file in that it is recreated each time it is needed erasing the previous contents of **dead.letter**.

Remote Systems

To denote a recipient on a remote system, prefix *person* by the system name and exclamation mark (see *uucp*(1C)). Everything after the first exclamation mark in *persons* is interpreted by the remote system. In particular, if *persons* contains additional exclamation marks, it can denote a sequence of machines through which the message is to be sent on the way to its ultimate destination. For example, specifying **a!b!cde** as the name of the recipient causes the message to be sent to user **b!cde** on system **a**. System **a** interprets that destination as a request to send the message to user **cde** on system **b**. This might be useful, for instance, if the sending system can access system **a** but not system **b**, and system **a** has access to system **b**. *Mail* does not use *uucp* if the remote system is the local system name (i.e., localsystem!user).

Privacy

The *mailfile* may be manipulated in two ways to alter the function of *mail*. The *other* permissions of the file may be read-write, read-only, or neither read nor write to allow different levels of privacy. If changed to other than the default, the file is preserved even when empty to perpetuate the desired permissions.

Forwarding Mail

The file may also contain the first line:

Forward to *person*

which causes all mail sent to the owner of the *mailfile* to be forwarded to *person*. This is especially useful to forward all of the mail for one person to one machine in a multiple machine environment. In order for forwarding to work properly, the *mailfile* should have "mail" as group ID, and the group permission should be read-write.

Rmail permits only the sending of mail; *uucp*(1C) uses *rmail* as a security precaution.

When a user logs in, the presence of mail, if any, is indicated. Also, notification is made if new mail arrives while using *mail*.

FILES

/etc/passwd	to identify sender and locate persons
/usr/mail/*user*	incoming mail for *user*; i.e., the *mailfile*
$HOME/mbox	saved mail
$MAIL	variable containing path name of *mailfile*
/tmp/ma*	temporary file
/usr/mail/*.lock	lock for mail directory
dead.letter	unmailable text

SEE ALSO

login(1), mailx(1), uucp(1C), write(1).

RESTRICTIONS

Race conditions sometimes result in a failure to remove a lock file. After an interrupt, the next message may not be printed; printing may be forced by typing a **p**.

[This page left blank.]

NAME

mailx - interactive message processing system

SYNOPSIS

mailx [*options*] [*name...*]

DESCRIPTION

The command *mailx* provides a comfortable, flexible environment for sending and receiving messages electronically. When reading mail, *mailx* provides commands to facilitate saving, deleting, and responding to messages. When sending mail, *mailx* allows editing, reviewing and other modification of the message as it is entered.

Incoming mail is stored in a standard file for each user, called the system *mailbox* for that user. When *mailx* is called to read messages, the *mailbox* is the default place to find them. As messages are read, they are marked to be moved to a secondary file for storage, unless specific action is taken, so that the messages need not be seen again. This secondary file is called the *mbox* and is normally located in the user's HOME directory; see "MBOX" (ENVIRONMENT VARIABLES) for a description of this file. Messages remain in this file until forcibly removed.

OPTIONS

On the command line, *options* start with a dash (-) and any other arguments are taken to be destinations (recipients). If no recipients are specified, *mailx* attempts to read messages from the *mailbox*. Command line options are:

-e	Test for presence of mail. *Mailx* prints nothing and exits with a successful return code if there is mail to read.
-f [*filename*]	Read messages from *filename* instead of *mailbox*. If no *filename* is specified, the *mbox* is used.
-F	Record the message in a file named after the first recipient. Overrides the "record" variable, if set (see ENVIRONMENT VARIABLES).
-h *number*	The number of network "hops" made so far. This is provided for network software to avoid infinite delivery loops.
-H	Print header summary only.
-i	Ignore interrupts. See also "ignore" (ENVIRONMENT VARIABLES).
-n	Do not initialize from the system default *Mailx.rc* file.
-N	Do not print initial header summary.
-r *address*	Pass *address* to network delivery software. All tilde commands are disabled.
-s *subject*	Set the Subject header field to *subject*.
-u *user*	Read *user*'s *mailbox*. This is only effective if *user*'s *mailbox* is not read protected.

-U Convert *uucp*(1) style addresses to internet standards. Overrides the "conv" environment variable.

SENDING AND RECEIVING

When reading mail, *mailx* is in *command mode*. A header summary of the first several messages is displayed, followed by a prompt indicating *mailx* can accept regular commands (see COMMANDS below). When sending mail, *mailx* is in *input mode*. If no subject is specified on the command line, a prompt for the subject is printed. As the message is typed, *mailx* reads the message and stores it in a temporary file. Commands may be entered by beginning a line with the tilde (~) escape character followed by a single command letter and optional arguments. See TILDE ESCAPES for a summary of these commands.

The user can access a secondary file by using the *-f* option of the *mailx* command. Messages in the secondary file can then be read or otherwise processed using the same COMMANDS as in the primary *mailbox*. This gives rise within these pages to the notion of a current *mailbox*.

At any time, the behavior of *mailx* is governed by a set of *environment variables*. These are flags and valued parameters which are set and cleared via the **set** and **unset** commands. See ENVIRONMENT VARIABLES below for a summary of these parameters.

ADDRESSING MAIL

Recipients listed on the command line may be of three types: login names, shell commands, or alias groups. Login names may be any network address, including mixed network addressing. If the recipient name begins with a pipe symbol (|), the rest of the name is taken to be a shell command to pipe the message through. This provides an automatic interface with any program that reads the standard input, such as *lp*(1) for recording outgoing mail on paper. Alias groups are set by the alias command (see COMMANDS below) and are lists of recipients of any type.

COMMAND SYNTAX

Regular commands are of the form

[**command**] [*msglist*] [*arguments*]

If no command is specified in *command mode*, **print** is assumed. In *input mode*, commands are recognized by the escape character, and lines not treated as commands are taken as input for the message.

Each message is assigned a sequential number, and there is at any time the notion of a 'current' message, marked by a '>' in the header summary. Many commands take an optional list of messages (*msglist*) to operate on, which defaults to the current message. A *msglist* is a list of message specifications separated by spaces,

which may include:

n Message number **n**.
. The current message.
^ The first undeleted message.
$ The last message.
***** All messages.
n-m An inclusive range of message numbers.
user All messages from **user**.
/string
All messages with **string** in the subject line (case ignored).
:*c* All messages of type *c*, where *c* is one of:
d deleted messages
n new messages
o old messages
r read messages
u unread messages
Note that the context of the command determines whether this type of message specification makes sense.

Other arguments are usually arbitrary strings whose usage depends on the command involved. File names, where expected, are expanded via the normal shell conventions (see *sh*(1)). Special characters are recognized by certain commands and are documented with the commands below.

STARTUP COMMANDS

At start-up time, *mailx* reads commands from a system-wide file (**/usr/lib/mailx/mailx.rc**) to initialize certain parameters, then from a private start-up file (**$HOME/.mailrc**) for personalized variables. Most regular commands are valid inside start-up files, the most common use being to set up initial display options and alias lists. The following commands are not valid in the start-up file: **!**, **Copy**, **edit**, **followup**, **Followup**, **hold**, **mail**, **preserve**, **reply**, **Reply**, **shell**, and **visual**. Any errors in the start-up file cause the remaining lines in the file to be ignored.

COMMANDS

The following is a complete list of *mailx* commands:

!*shell-command*
Escape to the shell. See "SHELL" (ENVIRONMENT VARIABLES).

*comment*
Null command (comment). This may be useful in *.mailrc* files.

=
Print the current message number.

?
Print a summary of commands.

alias *alias name* ...
group *alias name* ...
Declare an alias for the given names. The names are substituted when *alias* is used as a recipient. Useful in the *.mailrc* file.

alternates *name* ...
Declare a list of alternate names for your login. When responding to a message, these names are removed from the list of recipients for the response. With no arguments, alternates prints the current list of alternate names. See also "allnet" (ENVIRONMENT VARIABLES).

cd [*directory*]
chdir [*directory*]
Change directory. If *directory* is not specified, $HOME is used.

copy [*filename*]
copy [*msglist*] *filename*
Copy messages to the file without marking the messages as saved. Otherwise equivalent to the save command.

Copy [*msglist*]
Save the specified messages in a file whose name is derived from the author of the message to be saved, without marking the messages as saved. Otherwise equivalent to the Save command.

delete [*msglist*]
Delete messages from the *mailbox*. If "autoprint" is set, the next message after the last one deleted is printed (see ENVIRONMENT VARIABLES).

discard [*header-field* ...]
ignore [*header-field* ...]
Suppress printing of the specified header fields when displaying messages on the screen. Examples of header fields to ignore are "status" and "cc". The fields are included when the message is saved. The Print and Type commands override this command.

dp [*msglist*]
dt [*msglist*]
Delete the specified messages from the *mailbox* and print the next message after the last one deleted. Roughly equivalent to a delete command followed by a print command.

echo *string* ...
Echo the given strings (like *echo*(1)).

edit [*msglist*]
Edit the given messages. The messages are placed in a temporary file and the "EDITOR" variable is used to get the name of the editor (see ENVIRONMENT VARIABLES). Default editor is *ed*(1).

exit
xit
Exit from *mailx*, without changing the *mailbox*. No messages are saved in the *mbox* (see also quit).

file [*filename*]
folder [*filename*]
Quit from the current file of messages and read in the specified file. Several special characters are recognized when used as file names, with the following substitutions:

%	the current *mailbox*.
%user	the *mailbox* for user.
#	the previous file.
&	the current *mbox*.

Default file is the current *mailbox*.

folders
Print the names of the files in the directory set by the "folder" variable (see ENVIRONMENT VARIABLES).

followup [*message*]
Respond to a message, recording the response in a file whose name is derived from the author of the message. Overrides the "record" variable, if set. See also the Followup, Save, and Copy commands and "outfolder" (ENVIRONMENT VARIABLES).

Followup [*msglist*]
Respond to the first message in the *msglist*, sending the message to the author of each message in the *msglist*. The subject line is taken from the first message and the response is recorded in a file whose name is derived from the author of the first message. See also the followup, Save, and Copy commands and "outfolder" (ENVIRONMENT VARIABLES).

from [*msglist*]
Print the header summary for the specified messages.

group *alias name* ...
alias *alias name* ...
Declare an alias for the given names. The names are substituted when *alias* is used as a recipient. Useful in the *.mailrc*

file.

headers [*message*]
Print the page of headers which includes the message specified. The "screen" variable sets the number of headers per page (see ENVIRONMENT VARIABLES). See also the **z** command.

help
Print a summary of commands.

hold [*msglist*]
preserve [*msglist*]
Hold the specified messages in the *mailbox*.

if *s* | *r*
mail-commands
else
mail-commands
endif
Conditional execution, where *s* executes following *mail-commands*, up to an **else** or **endif**, if the program is in *send* mode, and *r* causes the *mail-commands* to be executed only in *receive* mode. Useful in the *.mailrc* file.

ignore *header-field* ...
discard *header-field* ...
Suppress printing of the specified header fields when displaying messages on the screen. Examples of header fields to ignore are "status" and "cc". All fields are included when the message is saved. The Print and Type commands override this command.

list
Print all commands available. No explanation is given.

mail *name* ...
Mail a message to the specified users.

mbox [*msglist*]
Arrange for the given messages to end up in the standard *mbox* save file when *mailx* terminates normally. See "MBOX" (ENVIRONMENT VARIABLES) for a description of this file. See also the exit and quit commands.

next [*message*]
Go to next message matching *message*. A *msglist* may be specified, but in this case the first valid message in the list is the only one used. This is useful for jumping to the next message from a specific user, because the name would be taken as a command in the absence of a real command. See the discussion of *msglists* above for a description of possible message

specifications.

pipe [*msglist*] [*shell-command*]
| [*msglist*] [*shell-command*]
Pipe the message through the given *shell-command*. The message is treated as if it were read. If no arguments are given, the current message is piped through the command specified by the value of the "cmd" variable. If the "page" variable is set, a form feed character is inserted after each message (see ENVIRONMENT VARIABLES).

preserve [*msglist*]
hold [*msglist*]
Preserve the specified messages in the *mailbox*.

Print [*msglist*]
Type [*msglist*]
Print the specified messages on the screen including all header fields. Overrides suppression of fields by the ignore command.

print [*msglist*]
type [*msglist*]
Print the specified messages. If "crt" is set, the messages longer than the number of lines specified by the "crt" variable are paged through the command specified by the "PAGER" variable. The default command is *pg*(1) (see ENVIRONMENT VARIABLES).

quit
Exit from *mailx*, storing messages that were read in *mbox* and unread messages in the *mailbox*. Messages that have been explicitly saved in a file are deleted.

Reply [*msglist*]
Respond [*msglist*]
Send a response to the author of each message in the *msglist*. The subject line is taken from the first message. If "record" is set to a filename, the response is saved at the end of that file (see ENVIRONMENT VARIABLES).

reply [*message*]
respond [*message*]
Reply to the specified message including all other recipients of the message. If "record" is set to a filename, the response is saved at the end of that file (see ENVIRONMENT VARIABLES).

Save [*msglist*]
Save the specified messages in a file whose name is derived from the author of the first message. The name of the file is taken to be the author's name with all network addressing stripped off. See also the Copy, followup, and Followup commands and

"outfolder" (ENVIRONMENT VARIABLES).

save [*filename*]
save [*msglist*] *filename*
Save the specified messages in the given file. The file is created if it does not exist. The message is deleted from the *mailbox* when *mailx* terminates unless "keepsave" is set (see also ENVIRONMENT VARIABLES and the exit and quit commands).

set
set *name*
set *name=string*
set *name=number*
Define a variable called *name*. The variable may be given a null, string, or numeric value. Set by itself prints all defined variables and their values. See ENVIRONMENT VARIABLES for detailed descriptions of the *mailx* variables.

shell
Invoke an interactive shell (see also "SHELL" (ENVIRONMENT VARIABLES)).

size [*msglist*]
Print the size in characters of the specified messages.

source *filename*
Read commands from the given file and return to command mode.

top [*msglist*]
Print the top few lines of the specified messages. If the "toplines" variable is set, it is taken as the number of lines to print (see ENVIRONMENT VARIABLES). The default is 5.

touch [*msglist*]
Touch the specified messages. If any message in *msglist* is not specifically saved in a file, it is placed in the *mbox* upon normal termination. See exit and quit.

Type [*msglist*]
Print [*msglist*]
Print the specified messages on the screen including all header fields. Overrides suppression of fields by the ignore command.

type [*msglist*]
print [*msglist*]
Print the specified messages. If "crt" is set, the messages longer than the number of lines specified by the "crt" variable are paged through the command specified by the "PAGER" variable. The default command is *pg*(1) (see ENVIRONMENT

VARIABLES).

undelete [*msglist*]
Restore the specified deleted messages. This only restores messages deleted in the current mail session. If "autoprint" is set, the last message of those restored is printed (see ENVIRONMENT VARIABLES).

unset *name* ...
Erase the specified variables. If the variable was imported from the execution environment (i.e., a shell variable) then it cannot be erased.

version
Print the current version and release date.

visual [*msglist*]
Edit the given messages with a screen editor. The messages are placed in a temporary file and the "VISUAL" variable is used to get the name of the editor (see ENVIRONMENT VARIABLES).

write [*msglist*] *filename*
Write the given messages on the specified file minus the header and trailing blank line. Otherwise equivalent to the save command.

xit
exit
Exit from *mailx*, without changing the *mailbox*. No messages are saved in the *mbox* (see also quit).

z[+|-]
Scroll the header display forward or backward one screen-full. The number of headers displayed is set by the "screen" variable (see ENVIRONMENT VARIABLES).

TILDE ESCAPES

The following commands may be entered only from *input mode*, by beginning a line with the tilde escape character (~). See "escape" (ENVIRONMENT VARIABLES) for changing this special character.

~! *shell-command*
Escape to the shell.

~.
Simulate end of file (terminate message input).

~: *mail-command*
~_ *mail-command*
Perform the command-level request. Valid only when sending a message while reading mail.

~?
Print a summary of tilde escapes.

~A
Insert the autograph string "Sign" into the message (see ENVIRONMENT VARIABLES).

~a
Insert the autograph string "sign" into the message (see ENVIRONMENT VARIABLES).

~b *name* ...
Add the *name*s to the blind carbon copy (Bcc) list.

~c *name* ...
Add the *name*s to the carbon copy (Cc) list.

~d
Read in the *dead.letter* file. See "DEAD" (ENVIRONMENT VARIABLES) for a description of this file.

~e
Invoke the editor on the partial message. See also "EDITOR" (ENVIRONMENT VARIABLES).

~f [*msglist*]
Forward the specified messages. The messages are inserted into the message, without alteration.

~h
Prompt for Subject line and To, Cc, and Bcc lists. If the field is displayed with an initial value, it may be edited as if you had just typed it.

~i *string*
Insert the value of the named variable into the text of the message. For example, ~A is equivalent to '~i Sign.'

~m [*msglist*]
Insert the specified messages into the letter, shifting the new text to the right one tab stop. Valid only when sending a message while reading mail.

~p
Print the message being entered.

~q
Quit from input mode by simulating an interrupt. If the body of the message is not null, the partial message is saved in *dead.letter*. See "DEAD" (ENVIRONMENT VARIABLES) for a description of this file.

~r *filename*
~< *filename*
~< !*shell-command*
Read in the specified file. If the argument begins with an exclamation point (!), the rest of the string is taken as an arbitrary shell command and is executed, with the standard output inserted into the message.

~s *string* ...
Set the subject line to *string*.

~t *name* ...
Add the given *name*s to the To list.

~v
Invoke a preferred screen editor on the partial message. See also "VISUAL" (ENVIRONMENT VARIABLES).

~w *filename*
Write the partial message onto the given file without the header.

~x
Exit as with ~q except the message is not saved in *dead.letter*.

~| *shell-command*
Pipe the body of the message through the given *shell-command*. If the *shell-command* returns a successful exit status, the output of the command replaces the message.

ENVIRONMENT VARIABLES
The following are environment variables taken from the execution environment and are not alterable within *mailx*.

HOME=*directory*
The user's home directory during execution of *mailx*.

MAILRC=*filename*
The name of the start-up file. Default is $HOME/.mailrc.

The following variables are internal *mailx* variables. They may be imported from the execution environment or set via the **set** command at any time. The **unset** command may be used to erase variables.

allnet
All network names whose last component (login name) match are treated as identical. This causes the *msglist* message specifications to behave similarly. Default is **noallnet**. See also the **alternates** command and the **metoo** variable.

append
Upon termination, append messages to the end of the *mbox* file instead of prepending them. Default is **noappend**.

askcc
Prompt for the Cc list after message is entered. Default is **noaskcc**.

asksub
Prompt for subject if it is not specified on the command line with the -s option. Enabled by default.

autoprint
Enable automatic printing of messages after delete and undelete commands. Default is **noautoprint**.

bang
Enable the special-casing of exclamation points (!) in shell escape command lines as in *vi*(1). Default is **nobang**.

cmd=*shell-command*
Set the default command for the **pipe** command. No default value.

conv=*conversion*
Convert *uucp*(1) addresses to the specified address style. The only valid conversion is *internet*, which requires a mail delivery program conforming to the RFC822 standard for electronic mail addressing. Conversion is disabled by default. See also "sendmail" and the -U command line option.

crt=*number*
Pipe messages having more than *number* lines through the command specified by the value of the "PAGER" variable (*pg*(1) by default). Disabled by default.

DEAD=*filename*
The name of the file in which to save partial letters in case of untimely interrupt or delivery errors. Default is $HOME/dead.letter.

debug
Enable verbose diagnostics for debugging. Messages are not delivered. Default is **nodebug**.

dot
Take a period on a line by itself during input from a terminal as end-of-file. Default is **nodot**.

EDITOR=*shell-command*
The command to run when the **edit** or ~e command is used.

Default is *ed*(1).

escape=*c*
Substitute *c* for the ~ escape character.

folder=*directory*
The directory for saving standard mail files. User specified file names beginning with a plus (+) are expanded by preceding the filename with this directory name to obtain the real filename. If *directory* does not start with a slash (/), $HOME is prepended to it. In order to use the plus (+) construct on a *mailx* command line, **folder** must be an exported *sh* environment variable. There is no default for the **folder** variable. See also **outfolder** below.

header
Enable printing of the header summary when entering *mailx*. Enabled by default.

hold
Preserve all messages that are read in the *mailbox* instead of putting them in the standard *mbox* save file. Default is **nohold**.

ignore
Ignore interrupts while entering messages. Handy for noisy dial-up lines. Default is **noignore**.

ignoreeof
Ignore end-of-file during message input. Input must be terminated by a period (.) on a line by itself or by the ~. command. Default is **noignoreeof**. See also "dot" above.

keep
When the *mailbox* is empty, truncate it to zero length instead of removing it. Disabled by default.

keepsave
Keep messages that have been saved in other files in the *mailbox* instead of deleting them. Default is **nokeepsave**.

MBOX=*filename*
The name of the file to save messages which have been read. The **xit** command overrides this function, as does saving the message explicitly in another file. Default is $HOME/mbox.

metoo
If your login appears as a recipient, do not delete it from the list. Default is **nometoo**.

LISTER=*shell-command*
The command (and options) to use when listing the contents of

the **folder** directory. The default is *ls*(1).

onehop
When responding to a message that was originally sent to several recipients, the other recipient addresses are normally forced to be relative to the originating author's machine for the response. This flag disables alteration of the recipients' addresses, improving efficiency in a network where all machines can send directly to all other machines (i.e., one hop away).

outfolder
Put the files used to record outgoing messages in the directory specified by the **folder** variable unless the pathname is absolute. Default is **nooutfolder**. See **folder** above and the Save, Copy, followup, and Followup commands.

page
Used with the pipe command to insert a form feed after each message sent through the pipe. Default is **nopage**.

PAGER=*shell-command*
Use the command as a filter for paginating output. This can also be used to specify the options to be used. Default is *pg*(1).

prompt=*string*
Set the *command mode* prompt to *string*. Default is "? ".

quiet
Do not print the opening message and version when entering *mailx*. Default is **noquiet**.

record=*filename*
Record all outgoing mail in *filename*. Disabled by default. See also **outfolder** above.

save
Enable saving of messages in *dead.letter* on interrupt or delivery error. See "DEAD" for a description of this file. Enabled by default.

screen=*number*
Set the number of lines in a screen-full of headers for the headers command.

sendmail=*shell-command*
Alternate command for delivering messages. Default is *mail*(1).

sendwait
Wait for background mailer to finish before returning. Default

is **nosendwait**.

SHELL=*shell-command*
The name of a preferred command interpreter. Default is *sh*(1).

showto
When displaying the header summary and the message is from you, print the recipient's name instead of the author's name.

sign=*string*
The variable inserted into the text of a message when the ~a (autograph) command is given. No default. See also ~i (TILDE ESCAPES).

Sign=*string*
The variable inserted into the text of a message when the ~A command is given. No default. See also ~i (TILDE ESCAPES).

toplines=*number*
The number of lines of header to print with the top command. Default is 5.

VISUAL=*shell-command*
The name of a preferred screen editor. Default is *vi*(1).

FILES

$HOME/.mailrc	personal start-up file
$HOME/mbox	secondary storage file
/usr/mail/*	post office directory
/usr/lib/mailx/mailx.help*	help message files
/usr/lib/mailx/mailx.rc	global start-up file
/tmp/R[emqsx]*	temporary files

SEE ALSO

mail(1), pg(1), ls(1), uucp(1).

RESTRICTIONS

Where *shell-command* is shown as valid, arguments are not always allowed. Experimentation is recommended.

Internal variables imported from the execution environment cannot be **unset**.

The full internet addressing is not fully supported by *mailx*. The new standards are still evolving.

Attempts to send a message having a line consisting only of a "." are treated as the end of the message by *mail*(1), the standard mail delivery program.

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NAME

make - maintain, update, and regenerate groups of programs

SYNOPSIS

make [**-f** makefile] [**-p**] [**-i**] [**-k**] [**-s**] [**-r**] [**-n**] [**-b**] [**-e**] [**-m**] [**-t**] [**-d**] [**-q**] [names]

DESCRIPTION

Make executes commands in *makefile* to update one or more *target* files designated by *names*. *Name* is typically a program. If no **-f** option is present, **makefile**, **Makefile**, **s.makefile**, and **s.Makefile** are tried in order. If *makefile* is **-**, the standard input is taken. More than one **-** *makefile* option pair may appear.

Make updates a target only if that file depends on other newer files (the *prerequistes* for the target). *Make* recursively adds all prerequisite files of a target to the list of targets. *Make* assumes that missing files are out-of-date.

Makefile contains a sequence of entries that specify *dependencies* (which files depend on other files). The first line of an entry is a blank-separated, non-null list of targets, then a **:**, then a (possibly null) list of prerequisite files or dependencies. Text following a **;** and all following lines that begin with a tab are shell commands to be executed to update the target. Shell commands may be continued across lines with the <backslash><new-line> sequence. Everything printed by make (except the initial tab) is passed directly to the shell as is. Thus,

```
echo a\
b
```

produces

```
ab
```

exactly the same as the shell would.

Sharp (#) and new-line surround comments.

The first line that does not begin with a tab or # begins a new dependency or macro definition.

The following *makefile* says that **pgm** depends on two files **a.o** and **b.o**, and that they in turn depend on their corresponding source files (**a.c** and **b.c**) and a common file **incl.h**:

```
pgm: a.o b.o
    cc a.o b.o -o pgm
a.o: incl.h a.c
    cc -c a.c
b.o: incl.h b.c
    cc -c b.c
```

Make executes command lines one at a time, each by its own shell. The first one or two characters in a command can be the following: **-**, **@**, **-@**, or **@-**. If **@** is present, *make* does not print the command. If **-** is present, *make* ignores an error.

Make prints each command line when the command is executed unless the -s option is present, or the entry .SILENT: is in *makefile*, or the initial character sequence contains a @.

The -n option specifies printing without execution; however, if the command line has the string $(MAKE) in it, the line is always executed (see discussion of the MAKEFLAGS macro under *Environment*).

The -t (touch) option updates the modified date of a file without executing any commands.

Commands returning non-zero status normally terminate *make*. *Make* ignores errors if the -i option is present, or the entry .IGNORE: appears in *makefile*, or the initial character sequence of the command contains -. . If the -k option is present, *make* abandons work on the current entry, but continues on other branches that do not depend on that entry.

The -b option allows old makefiles (those written for the old version of *make*) to run without errors. The difference between the old version of *make* and this version is that this version requires all dependency lines to have a (possibly null or implicit) command associated with them. The previous version of *make* assumed if no command was specified explicitly that the command was null.

Pressing interrupt or quit deletes the target unless the target is a dependency of the special name .PRECIOUS. (See SPECIAL NAMES below)

OPTIONS

-f *makefile* Assumes *makefile* is the name of a description file. A file name of - denotes the standard input. The contents of *makefile* override the built-in rules if they are present.

-p Print out the complete set of macro definitions and target descriptions.

-i Ignore error codes returned by invoked commands. *Make* also enters this mode if the fake target name .IGNORE appears in the description file.

-k Abandon work on the current entry, but continue on other branches that do not depend on that entry.

-s Enter silent mode, do not print command lines before executing. *Make* also enters this mode if the fake file name .SILENT appears in the description file.

-r Do not use the built-in rules.

-n No execute mode. Print commands, but do not execute them. Note that *make* prints lines beginning with an @ when this option is used.

-b Enter compatibility mode for old makefiles.

-e Override assignments in makefiles with the environment variables.

-m Print a memory map showing text, data, and stack. This option is a no-operation on systems without the *getu* system call.

-t Change the dates on the target files so that they are up-to-date, rather than issuing the usual commands (see *touch*(1)).

-d Enter debug mode. Print out detailed information on files and the times when they were examined.

-q Question. The *make* command returns a zero status code if the file is up-to-date; returns a non-zero status code otherwise.

SPECIAL NAMES

.DEFAULT

Use the commands associated with the name .DEFAULT, if it exists, when a file must be made but there are no explicit commands or relevant built-in rules.

.PRECIOUS

Do not remove dependents of this file when quit or interrupt is pressed. Quit and interrupt are signals that are usually generated by the rubout and break keys.

.SILENT

Same effect as the -s option.

.IGNORE

Same effect as the -i option.

Environment

Make reads the environment; it assumes all variables to be macro definitions and processes them as such. *Make* processes environment variables before any makefile and after the internal rules; thus, macro assignments in a makefile override environment variables. The -e option overrides the macro assignments in a makefile with the environment.

The MAKEFLAGS environment variable may contain any legal input option (except -f, -p, and -d) defined for the command line. Further, upon invocation, *make* creates MAKEFLAGS if it is not in the environment, puts the current options into it, and passes it on to invocations of commands. Thus, MAKEFLAGS always contains the current input options. This proves very useful for *supermakes*. In fact, as noted above, when the -n option is used, the command $(MAKE) is executed anyway. Therefore, one can perform a make -n recursively on a whole software system to see what would have been executed, because the -n is put in MAKEFLAGS and passed to further invocations of $(MAKE). This is one way of debugging all of the makefiles for a software project without actually making changes to any files.

Macros

Entries of the form *string1* = *string2* are macro definitions. *String2* is defined as all characters up to a comment character or an

unescaped newline. Subsequent appearances of $(*string1* [:*subst1* =[*subst2*]]) are replaced by *string2*. The parentheses are optional if a single character macro name is used and there is no substitute sequence. The optional :*subst1* =*subst2* is a substitute sequence. If it is specified, all non-overlapping occurrences of *subst1* in the named macro are replaced by *subst2*. Strings (for the purposes of this type of substitution) are delimited by blanks, tabs, new-line characters, and beginnings of lines. An example of the use of the substitute sequence is shown under *Libraries*.

Internal Macros

The five internally maintained macros are useful for writing rules for building targets.

$* The macro $* stands for the file name part of the current dependent with the suffix deleted. *Make* evaluates $* only for inference rules.

$@ The $@ macro stands for the full target name of the current target. *Make* evaluates $@ only for explicitly named dependencies.

$< The $< macro (only evaluated for inference rules or the .DEFAULT rule) is the module which is out-of-date with respect to the target (i.e., the generated dependent file name). Thus, in the .c.o rule, the $< macro would evaluate to the .c file. An example for making optimized .o files from .c files is:

```
.c.o:
    cc -c -O $*.c
```

or:

```
.c.o:
    cc -c -O $<
```

$? The $? macro (evaluated when explicit rules from the makefile are evaluated) is the list of prerequisites that are out-of-date with respect to the target; essentially, those modules which must be rebuilt.

$% The $% macro is only evaluated when the target is an archive library member of the form lib(file.o). In this case, $@ evaluates to lib and $% evaluates to the library member, file.o.

Each macro, except $?, has an alternative form. An upper case D or F appended to any of the four macros changes the meaning to *directory part* for D and *file part* for F. Thus, $(@D) refers to the directory part of the string $@. If there is no directory part, ./ is generated.

Suffixes

Certain names (for instance, those ending with .o) have inferable prerequisites such as .c, .s, etc. If no update commands for such a file appear in *makefile*, and if an inferable prerequisite exists, *make* compiles that prerequisite to create the target. In this case,

make has inference rules which allow building files from other files by examining the suffixes and determining an appropriate inference rule to use. The default inference rules are:

```
.c .c~ .sh .sh~ .c.o .c~.o .c~.c .s.o .s~.o .y.o .y~.o
.l.o .l~.o .y.c .y~.c .l.c .c.a .c~.a .s~.a .h~.h
```

The source file **rules.c** contains the internal rules for *make*. These rules can be locally modified. To print out the rules compiled into the *make* in a form suitable for recompilation, the following command is used:

```
make -fp - 2>/dev/null </dev/null
```

The only peculiarity in this output is the **(null)** string which *printf*(3S) prints when handed a null string.

A tilde in the above rules refers to an SCCS file (see *sccsfile*(4)). Thus, the rule **.c~.o** transforms an SCCS C source file into an object file (**.o**). Because the **s.** of the SCCS files is a prefix, it is incompatible with the suffix point-of-view taken by *make*. The tilde is a way of changing any file reference into an SCCS file reference.

A rule with only one suffix (i.e. **.c:**) defines how to build *x* from *x*.c. In effect, the other suffix is null. This is useful for building targets from only one source file (e.g., shell procedures, simple C programs).

Additional suffixes are given as the dependency list for .SUFFIXES. Order is significant; the first possible name for which both a file and a rule exist is inferred as a prerequisite. The default list is:

```
.SUFFIXES: .o .c .y .l .s
```

Here again, the above command for printing the internal rules displays the list of suffixes implemented. Multiple suffix lists accumulate; **.SUFFIXES:** with no dependencies clears the list of suffixes.

Inference Rules

The first example can be specified more briefly:

```
pgm: a.o b.o
    cc a.o b.o -o pgm
a.o b.o: incl.h
```

This abbreviation can be made because *make* has a set of internal rules for building files. The user may add rules to this list by simply putting them in the *makefile*.

The default inference rules use certain macros to permit the inclusion of optional matter in any resulting commands. For example, **CFLAGS**, **LFLAGS**, and **YFLAGS** are used for compiler options to *cc*(1), *lex*(1), and *yacc*(1) respectively. Again, the command suggested for examining the current rules (see *suffixes*) is recommended.

The inference of prerequisites can be controlled. The rule to create a file with suffix **.o** from a file with suffix **.c** is specified as an entry with **.c.o:** as the target and no dependents. Shell commands associated with the target define the rule for making a **.o** file from a **.c** file. Any target that has no slashes in it and starts with a dot is identified as a rule and not a true target.

Libraries

If a target or dependency name contains parentheses, *make* assumes that the file is an archive library, the string within parentheses referring to a member within the library. For example, **lib(file.o)** and **$(LIB)(file.o)** both refer to an archive library which contains **file.o**. (This assumes the LIB macro has been previously defined.) The expression

$(LIB)(file1.o file2.o)

is not legal. Rules pertaining to archive libraries have the form *.XX* **.a** where the *XX* is the suffix from which the archive member is to be made. An unfortunate byproduct of the current implementation requires the *XX* to be different from the suffix of the archive member. Thus, one cannot have **lib(file.o)** depend upon **file.o** explicitly. The most common use of the archive interface follows. Here, we assume the source files are all C type source:

```
lib:
    lib(file1.o) lib(file2.o) lib(file3.o)
    @echo lib is now up to date
.c.a:
    $(CC) -c $(CFLAGS) $<
    ar rv $@ $*.o
    rm -f $*.o
```

In fact, the **.c.a** rule listed above is built into *make* and is unnecessary in this example. A more interesting, but more limited example of an archive library maintenance construction follows:

```
lib:
    lib(file1.o) lib(file2.o) lib(file3.o)
    $(CC) -c $(CFLAGS) $(?:.o=.c)
    ar rv lib $?
    rm $?  @echo lib is now up to date
.c.a:;
```

Here the substitution mode of the macro expansions is used. The **$?** list is the set of object file names (inside lib) whose C source files are out-of-date. The substitution mode translates the **.o** to **.c**. (One cannot transform to **.c~**.) Note also, the disabling of the **.c.a:** rule, which would have created each object file, one by one. This particular construct speeds up archive library maintenance considerably. This type of construct becomes very cumbersome if the archive library contains a mix of assembly programs and C programs.

FILES

[Mm]akefile and s.[Mm]akefile

SEE ALSO

cc(1), cd(1). lex(1), sh(1), yacc(1).
A Program for Maintaining Computer Programs (make) and *Augmented Version of make* in the Support Tools Guide.

RESTRICTIONS

Some commands return non-zero status inappropriately; use **-i** to overcome the difficulty.

Filenames with the characters =, :, or @ do not work.

Commands that are directly executed by the shell, notably *cd(1)*, are ineffectual across new-lines in *make*.

The syntax **(lib(file1.o file2.o file3.o)** is not valid. You cannot build **lib(file.o)** from **file.o**.

The macro **$(a:.o=.c~)** does not work.

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NAME

makekey - generate encryption key

SYNOPSIS

/usr/lib/makekey

DESCRIPTION

Makekey improves the usefulness of encryption schemes depending on a key by increasing the amount of time required to search the key space. It reads 10 bytes from its standard input, and writes 13 bytes on its standard output. The output depends on the input in a way intended to be difficult to compute (i.e., to require a substantial fraction of a second).

The first eight input bytes (the *input key*) can be arbitrary ASCII characters. The last two (the *salt*) are best chosen from the set of digits, ., /, and upper- and lower-case letters. The salt characters are repeated as the first two characters of the output. The remaining 11 output characters are chosen from the same set as the salt and constitute the *output key*.

The transformation performed is essentially the following: the salt is used to select one of 4,096 cryptographic machines all based on the National Bureau of Standards DES algorithm, but broken in 4,096 different ways. Using the *input key* as key, a constant string is fed into the machine and recirculated a number of times. The 64 bits that come out are distributed into the 66 *output key* bits in the result.

Makekey is intended for programs that perform encryption (e.g., *ed*(1) and *crypt*(1)). Usually, its input and output are pipes.

SEE ALSO

crypt(1), ed(1), passwd(4).

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NAME

man - print entries in this manual

SYNOPSIS

man [options] [section] titles

DESCRIPTION

Man is an online help system and is available if your system administrator installed the manual files on your system. *Man* locates and prints an entry of this manual, the *Programmer Reference Manual* or the *Superuser Reference Manual* named *title* in the specified *section*. The *title* is entered in lower case. The *section* number may not have a letter suffix. If no *section* is specified, all manuals are searched for *title* and all occurrences of it are printed. *Section* may be changed before each *title*.

OPTIONS

Man examines the environment variable **$TERM** (see *environ*(5)) and attempts to select options that adapt the output to the terminal being used. The -T*term* option overrides the value of **$TERM**; in particular, one should use **-Tlpr** when sending the output of *man* to a line printer.

-T*term*
: Print the entry as appropriate for terminal type *term*. For a list of the recognized values of *term*, type **help term2**. The default value of *term* is **450**.

-w Print on the standard output only the *path names* of the entries, relative to **/usr/catman**, or to the current directory for **-d** option.

-d Search the current directory rather than **/usr/catman**; requires the full file name (**e.g., cu.1c**, rather than just **cu**).

-c Invoke *col*(1); note that *col*(1) is invoked automatically by *man* unless *term* is one of **300, 300s, 450, 37, 4000a, 382, 4014, tek, 1620,** or **X**.

EXAMPLE

To display the entry for the *man* command, enter

```
man 1 man
```

FILES

/usr/catman/?_man/man[1-8]/* preformatted manual entries

WARNING

Man prints manual entries that were formatted by *nroff*(1).

Entries are originally formatted with terminal type 32, and are printed using the correct terminal filters as derived from the -T*term* and $TERM settings. Typesetting or other non-standard printing of manual entries may require installation of Documenter's Workbench.

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NAME

mcs - manipulate the object file comment section

SYNOPSIS

mcs
[options] object-files

DESCRIPTION

This command is available on the 5000/30/35/50/55 Release 2.00 only. The **mcs** command manipulates the comment section, named **".comment"** , in an object file. It is used to add to, delete, print, and compress the contents of the comment section. **Mcs** must be given one or more of the options specified below. It takes each of the options given and applies them in order to the **object-files** file list.

If an object file is an archive, the file is treated as a set of individual object files. For example, if the **-a** option is specified, the **string** is appended to the comment section of each archive element.

OPTIONS

Options may be used in any order, in any combination, and may appear anywhere in the command line.

-a *string"*
The **-a** option appends **string** to the comment section of the **object-files** .

-c The **-c** option compresses the contents of the comment section. All duplicate entries are removed. The ordering of the remaining entries is not disturbed.

-d The **-d** option deletes the contents of the comment section from the object file. The object file comment section header is also removed.

-n "name"
The **-n** option specifies the name of the section to access. By default, **mcs** deals with the section named **".comment"** . This option can be used to specify another section.

-p The **-p** option prints the contents of the comment section on the standard output. If more than one object file name is specified, each entry printed is tagged by the name of the file from which it was extracted, using the format **filename:string.**

EXAMPLES

mcs -p *file* # Print file's comment section.

mcs -a *string file* # Append string to file's comment section

FILES

/usr/tmp/mcs*	temporary files
/usr/tmp/*	temporary files
/usr/tmp	the usual temporary file directory, but can be redefined by setting the environment variable TMPDIR (see **tempnam ()** in **tmpnam (3S)**).

SEE ALSO

cpp(1), a.out(4).

WARNINGS

Mcs can not add new sections or delete existing sections to executable objects configured for paging (see a.out (4)).

NAME

mesg - permit or deny messages

SYNOPSIS

mesg [n] [y]

DESCRIPTION

Mesg permits or denys messages to be received by your terminal from another user via *write*(1).

Mesg with argument **n** forbids messages via *write*(1) by revoking non-user write permission on the terminal of the user. *Mesg* with argument **y** reinstates permission. *Mesg* with no argument reports the current state without changing it.

FILES

/dev/tty*

SEE ALSO

write(1).

DIAGNOSTICS

The exit status is 0 is messages are permitted, 1 if they are denied, or 2 if an error occurred.

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NAME

mkdir - make a directory

SYNOPSIS

mkdir dirname ...

DESCRIPTION

Mkdir creates specified directories. Standard entries . (dot) for the directory itself and .. (dotdot) for its parent are made automatically.

Mkdir typically creates directories in mode 777 which are readable, writable, and searchable by the owner, group, and everyone. *Mkdir* requires write permission in the parent directory.

EXAMPLE

To make *may*, *june*, and *july* directories in the current directory enter

```
mkdir may june july
```

SEE ALSO

sh(1), rm(1), umask(1).

DIAGNOSTICS

Exit code is 0 if all directories are successfully made or non-zero if and error occurred.

[This page left blank.]

NAME

mklost+found - make a lost+found directory for fsck

SYNOPSIS

/etc/mklost+found

DESCRIPTION

Not on 7000/40.

A directory *lost+found* is created in the current directory and a number of empty files are created therein and then removed so that there are empty slots for *fsck*(1).

This command should be run immediately after first mounting and changing directory to a newly created file system.

For small file systems, it is sufficient (and much faster) to simply make a lost+found directory. Up to 30 files can be recovered in it.

SEE ALSO

fsck(1)

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NAME

mkstr - create an error message file by massaging C source

SYNOPSIS

mkstr [-] messagefile prefix file ...

DESCRIPTION

5000 Series Systems only.

Mkstr creates files of error messages. Its use can make programs with large numbers of error diagnostics much smaller, and reduce system overhead in running the program because the error messages do not have to be constantly swapped in and out.

Mkstr processes each of the specified *files*, placing a massaged version of the input file in a file whose name consists of the specified *prefix* and the original name. A typical usage of *mkstr* would be

```
mkstr pistrings xx *.c
```

This command would place all the error messages from the C source files in the current directory into the file *pistrings* and place processed copies of the source for these files into files whose names are prefixed with *xx*.

To process the error messages in the source to the message file *mkstr* keys on the string

```
error("
```

in the input stream. Each time it occurs, the C string starting at the double quote is placed in the message file followed by a null character and a new-line character; the null character terminates the message so it can be easily used when retrieved, the new-line character makes it possible to sensibly *cat* the error message file to see its contents. The altered copy of the input file then contains a *lseek* pointer into the file which can be used to retrieve the message, i.e.:

```
char  efilname[] = "/usr/lib/pi_strings";
int efil = -1;

error(a1, a2, a3, a4)
{
    char buf[256];

    if (efil < 0) {
        efil = open(efilname, 0);
        if (efil < 0) {
oops:
                perror(efilname);
                exit(1);
        }
    }
    if (lseek(efil, (long) a1, 0) || read(efil, buf, 256) <= 0)
```

```
            goto oops;
        printf(buf, a2, a3, a4);
    }
```

OPTIONS

The optional - places the error messages at the end of the specified message file for recompiling part of a large *mkstr* ed program.

SEE ALSO

lseek(2), xstr(1)

NAME

mm, osdd, checkmm - print/check documents formatted with the MM macros

SYNOPSIS

mm [options] [files]

osdd [options] [files]

checkmm [files]

DESCRIPTION

Not on 7000/40.

Mm can be used to type out documents using *nroff* and the MM text-formatting macro package. It has options to specify preprocessing by *tbl*(1) and/or *neqn* (see *eqn*(1)) and postprocessing by various terminal-oriented output filters. The proper pipelines and the required arguments and flags for *nroff* and MM are generated, depending on the options selected.

Mm reads the standard input when - is specified instead of any file names. (Mentioning other files together with - leads to disaster.) This option allows *mm* to be used as a filter, e.g.:

```
cat report | mm -
```

Osdd is equivalent to the command **mm -mosd**. For more information about the OSDD adapter macro package, see *mosd*(5).

Checkmm is a program for checking the contents of the named *files* for errors in the use of the Memorandum Macros, missing or unbalanced *neqn* delimiters, and **.EQ/.EN** pairs. Note: The user need not use the *checkeq* program (see *eqn*(1)). Appropriate messages are produced. The program skips all directories, and if no file name is given, standard input is read.

OPTIONS

Any other arguments or options (e.g., -rC3) other than those below are passed to *nroff* or to MM, as appropriate. Such options can occur in any order, but they must appear before the *files* arguments. If no arguments are given, *mm* prints a list of its options.

-T*term* Specifies the type of output terminal; for a list of recognized values for *term*, type **help term2**. If this option is *not* used, *mm* uses the value of the shell variable **$TERM** from the environment (see *profile*(4) and *environ*(5)) as the value of *term*, if **$TERM** is set; otherwise, *mm* uses **450** as the value of *term*. If several terminal types are specified, the last one takes precedence.

-12 Produces the document in 12-pitch. May be used when **$TERM** is set to one of **300**, **300s**, **450**, and **1620**. (The pitch switch on the DASI 300 and 300s terminals must be manually set to 12 if this option is used.)

-c Invokes *col*(1); note that *col*(1) is invoked automatically by *mm* unless *term* is one of **300**, **300s**, **450**, **37**, **4000a**, **382**,

4014, tek, 1620, and X.

-e Invokes *neqn*; also causes *neqn* to read the /usr/pub/eqnchar file (see *eqnchar*(5)).

-t Invokes *tbl*(1).

-E Invokes the -e option of *nroff*.

-y Uses the non-compacted version of the macros (see *mm*(5)).

EXAMPLE

Assuming that the shell variable $TERM is set in the environment to 450, the two command lines below are equivalent:

```
mm -t -rC3 -12 chapter*
tbl chapter* | nroff -cm -T450-12 -h -rC3
```

HINTS

1. *Mm* invokes *nroff* with the -h option. With this option, *nroff* assumes that the terminal has tabs set every 8 character positions.
2. Use the *-olist* option of *nroff* to specify ranges of pages to be output. Note, however, that *mm*, if invoked with one or more of the -e, -t, and - options, *together* with the *-olist* option of *nroff* may cause a harmless *broken pipe* diagnostic if the last page of the document is not specified in *list*.
3. If you use the -s option of *nroff* (to stop between pages of output), use line-feed (rather than return or new-line) to restart the output. The -s option of *nroff* does not work with the -c option of *mm*, or if *mm* automatically invokes *col*(1) (see -c option above).
4. If you mistake the kind of terminal the output from *mm* will be printed on, you get (often subtle) garbage; however, if you are redirecting output into a file, use the -T37 option, and then use the appropriate terminal filter when you actually print that file.

SEE ALSO

col(1), env(1), eqn(1), greek(1), mmt(1), nroff(1), tbl(1), profile(4), mm(5), mosd(5), term(5).

DIAGNOSTICS

mm *mm: no input file*
No arguments are readable files and *mm* is not used as a filter.

checkmm *Cannot open filename*
Unreadable file(s). The remaining output of the program is diagnostic of the source file.

NAME

mmt, mvt - typeset documents, viewgraphs, and slides

SYNOPSIS

mmt [options] [files]

mvt [options] [files]

DESCRIPTION

Not on 7000/40.

Mmt and *mvt* commands are very similar to *mm*(1), except that they both typeset their input via *troff*(1), as opposed to formatting it via *nroff*(1). *Mmt* uses the MM macro package, while *mvt* uses the Macro Package for View Graphs and Slides. These two commands have options to specify preprocessing by *tbl*(1) and/or *pic*(1) and/or *eqn*(1). The proper pipelines and the required arguments and options for *troff*(1) and for the macro packages are generated, depending on the options selected.

These commands read the standard input when - is specified instead of any file names.

Mvt is just a link to *mmt*.

OPTIONS

Options are given below. Any other arguments or options (e.g., -rC3) are passed to *troff*(1) or to the macro package, as appropriate. Such options can occur in any order, but they must appear before the *files* arguments. If no arguments are given, these commands print a list of their options.

-e Invoke *eqn*(1) and cause *eqn* to read the /usr/pub/eqnchar file (see *eqnchar*(5)).

-t Invoke *tbl*(1).

-p Invoke *pic*(1).

-Taps
Create output for an Autologic APS-5 phototypesetter and send it to the default destination at this installation.

-T*dest*
Create output for *troff* device *dest* (see *troff*(1)). The output is sent through the appropriate postprocessor (see *daps*(1)).

-Tcat
Use *otroff*(1) to generate output for an on-line Wang CAT phototypesetter.

-D4014
Direct the output to a TEKTRONIX 4014 terminal via the *tc*(1) filter.

-Dtek
Same as -D4014.

-Dil0
Direct the output to the local Imagen Imprint-10 laser printer.

-a Invoke the -a option of *troff*(1).

-y Cause *mmt* to use the non-compacted version of the macros. This is the default except when using -Tcat.

-z Invoke no output filter to process or redirect the output of *troff*(1).

HINT

Use the -o*list* option of *troff*(1) to specify ranges of pages to be output. Note, however, that these commands, if invoked with one or more of the -e, -t, and - options, *together* with the -o*list* option of *troff*(1) may cause a harmless broken pipe diagnostic if the last page of the document is not specified in *list*.

SEE ALSO

daps(1), env(1), eqn(1), mm(1), nroff(1), pic(1), tbl(1), tc(1), profile(4), environ(5), mm(5), mv(5).

DIAGNOSTICS

"m[mv]t: no input file" if none of the arguments is a readable file and the command is not used as a filter.

NAME

more, page - file perusal filter for crt viewing

SYNOPSIS

more [-cdflsu] [*-n*] [*+linenumber*] [*+/pattern*] [name ...]

page *more options*

DESCRIPTION

More is a filter which allows examination of a continuous text one screenful at a time on a soft-copy terminal.

More normally pauses after each screenful, printing --More-- at the bottom of the screen. If the user then presses a carriage return, *more* displays one more line. If the user presses the space bar, *more* displays another screenful.

Other possibile responses are enumerated in COMMAND CHARACTERS.

If *more* is reading from a file, rather than a pipe, then a percentage is displayed along with the --More-- prompt. This gives the fraction of the file (in characters, not lines) that has been read so far.

If the standard output is not a teletype, then *more* acts just like *cat*, except that a header is printed before each file (if there is more than one).

Page.

If the program is invoked as *page*, then the screen is cleared before each screenful is printed (but only if a full screenful is being printed), and *k* - 1 rather than *k* - 2 lines are printed in each screenful, where *k* is the number of lines the terminal can display.

Window size.

More looks in the file */etc/termcap* to determine terminal characteristics, and to determine the default window size. On a terminal capable of displaying 24 lines, the default window size is 22 lines.

Environment.

More looks in the environment variable *MORE* to pre-set any flags desired. For example, if you prefer to view files using the *-c* mode of operation, or the *sh* command sequence *MORE='-c' ; export MORE* would cause all invocations of *more*, including invocations by programs such as *man* and *msgs*, to use this mode. Normally, the user places the command sequence which sets up the *MORE* environment variable in the *.profile* file.

COMMAND CHARACTERS

Other sequences which may be typed when *more* pauses, and their effects, are described below (*i* is an optional integer argument, defaulting to 1).

The commands take effect immediately; that is, it is not necessary to press a carriage return. Up to the time when the command character itself is given, the user may press the line kill character to cancel the numerical argument being formed. In addition, the user

may press the erase character to redisplay the --More--(xx%) message.

i <space>
: Display *i* more lines, (or another screenful if no argument is given).

^D
: Display 11 more lines (a *scroll*). If *i* is given, then the scroll size is set to *i* .

d
: Same as ^D (control-D).

i z
: Same as typing a space except that *i* , if present, becomes the new window size.

i s
: Skip *i* lines and print a screenful of lines.

i f
: Skip *i* screenfuls and print a screenful of lines.

q
: Exit from *more*.

Q
: Exit from *more*.

=
: Display the current line number.

v
: Start up the editor *vi* at the current line.

h
: Help command; give a description of all the *more* commands.

i /expr
: Search for the *i* -th occurrence of the regular expression *expr*.

  If there are less than *i* occurrences of *expr* , and the input is a file (rather than a pipe), then the position in the file remains unchanged. Otherwise, a screenful is displayed, starting two lines before the place where the expression was found.

  The user may use erase and kill characters to edit the regular expression. Erasing back past the first column cancels the search command.

i n
: Search for the *i* -th occurrence of the last regular expression entered.

'
: (single quote) Go to the point from which the last search started. If no search has been performed in the current file, this command goes back to the beginning of the file.

!*cmd*
: Invoke a shell with the command *cmd*. The characters % and ! in *cmd* are replaced with the current file name and the previous shell command respectively. If there is no current file name, % is not expanded. The sequences % and ! are replaced by % and ! respectively.

i :n
: Skip to the *i* -th next file given in the command line (skips to last file if *n* is not sensible).

i :p
: Skip to the *i* -th previous file given in the command line. If this command is given in the middle of printing out a file, then *more* goes back to the beginning of the file. If *i* doesn't make sense, *more* skips back to the first file. If

more is not reading from a file, the bell is rung and nothing else happens.

:f Display the current file name and line number.

:q Same as q.

:Q Same as Q.

. (dot) Repeat the previous command.

At any time when output is being sent to the terminal, the user can press the quit key (normally control-\). *More* stops sending output, and displays the usual --More-- prompt. The user may then enter one of the above commands in the normal manner. Unfortunately, some output is lost when this is done, because any characters waiting in the output queue of the terminal are flushed when the quit signal occurs.

OPTIONS

The command line options are:

-*n* Use a window *n* lines long (where *n* is an integer) instead of the default window size.

-c Print each page by beginning at the top of the screen and erasing each line just before printing over it. This avoids scrolling the screen, making it easier to read while *more* is writing.

This option will be ignored if the terminal does not have the ability to clear to the end of a line.

-d Prompt the user with the message

Hit space to continue, rubout to abort

at the end of each screenful.

-f Count logical, rather than screen lines. That is, do not fold long lines.

This option is recommended if *nroff* output is being piped through *ul*, since the latter may generate escape sequences. These escape sequences contain characters which would ordinarily occupy screen positions, but which do not print when they are sent to the terminal as part of an escape sequence. Thus *more* may think that lines are longer than they actually are, and fold lines erroneously.

-l Do not treat ^L (form feed) specially.

If this option is not given, *more* pauses after any line that contains a ^L, as if the end of a screenful had been reached. Also, if a file begins with a form feed, the screen will be cleared before the file is printed.

-s Squeeze multiple blank lines from the output, producing only one blank line.

Especially helpful when viewing *nroff* output, this option maximizes the useful information present on the screen.

-u Do not attempt to underline on the terminal.

Normally, *more* handles underlining such as produced by *nroff* in a manner appropriate to the particular terminal: if the terminal can perform underlining or has a stand-out mode, *more* generates appropriate escape sequences to enable underlining or stand-out mode for underlined information in the source file.

+linenumber
Start at *linenumber*.

+/pattern
Start two lines before the line containing the regular expression *pattern*.

EXAMPLE

A sample usage of *more* in previewing *nroff* output would be

```
nroff -ms +2 doc.n | more -s
```

FILES

/etc/termcap	Terminal data base
/usr/lib/more.help	Help file

SEE ALSO

man(1), sh(1), environ(5)

RESTRICTIONS

When performing *more*, the user may not redirect *stderr* to any terminal (*/dev/tty*). To do so causes *more* to abort after displaying the first screen.

NAME

newform - change the format of a text file

SYNOPSIS

newform [-s] [-i tabspec] [-o tabspec] [-b n] [-e n] [-p n] [-a n] [-f] [-c char] [-l n] [files]

DESCRIPTION

Newform **reads lines from the named** ***files*****, or the standard input if no input file is named, and reproduces the lines on the standard output. Lines are reformatted in accordance with command line options in effect.**

OPTIONS

Except for -s, command line options may appear in any order, may be repeated, and may be intermingled with the optional *files*. Command line options are processed in the order specified. For example, -e15 -l60 yields results different from -l60 -e15. Options are applied to all *files* on the command line.

-i*tabspec*

(Input tab specification) Expands tabs to spaces, according to the tab specifications given. *Tabspec* recognizes all tab specification forms described in *tabs*(1). In addition, *tabspec* may be --, in which *newform* assumes that the tab specification is to be found in the first line read from the standard input (see *fspec*(4)). If no *tabspec* is given, *tabspec* defaults to -8. A *tabspec* of -0 expects no tabs; if any are found, they are treated as -1. The value for *tabspec* can not be greater than 46.

Newform does not prompt the user if a *tabspec* is to be read from the standard input (by use of -i-- or -o--).

-o*tabspec*

(Output tab specification) Replaces spaces by tabs, according to the tab specifications given. The tab specifications are the same as for -i*tabspec*. If no *tabspec* is given, *tabspec* defaults to -8. A *tabspec* of -0 means that no spaces are converted to tabs on output.

-l*n*

Sets the effective line length to *n* characters. If *n* is not entered, -l defaults to 72. If -l is not specified, the line length is assumed to be 80 characters. Tabs and backspaces are considered to be one character (use -i to expand tabs to spaces).

-ln must be used in conjunction with and precede one of the following options:

-bn or -en if the effective line length is less than the existing line length.

-pn or -an if the effective line length is greater than the existing line length.

-b*n* Truncates *n* characters from the beginning of the line when the line length is greater than the effective line length (see -l*n*). If -b is not specified, or if n is omitted, *newform* truncates the number of characters necessary to obtain the effective line length.

-e*n* Same as -b*n* except that characters are truncated from the end of the line.

-c*k* Changes the prefix/append character to *k*. Default character for *k* is a space. (See -p*n*.)

-p*n* Prefixes *n* characters (see -c*k*) to the beginning of a line when the line length is less than the effective line length. If -p is not specified, *newform* prefixes the number of characters necessary to obtain the effective line length.

-a*n* Same as -p*n* except characters are appended to the end of a line. (See also -c*k*.)

-f Writes the tab specification format line on the standard output before any other lines are output. The tab specification format line corresponds to the format specified in the *last* -o option. If no -o option has been specified, the tab specification format line contains the default specification of -8.

-s Removes leading characters on each line up to the first tab and places up to 8 of the removed characters at the end of the line. If more than 8 characters (not counting the first tab) are removed, the eighth character is replaced by a * and any characters to the right of it are discarded. The first tab is always discarded.

The characters removed are saved internally until all other options specified are applied to that line. The characters are then added at the end of the processed line. An error message and program exit occurs if this option is used on a file without a tab on each line.

EXAMPLES

To convert a file with leading digits, one or more tabs, and text on each line, to a file beginning with the text, all tabs after the first expanded to spaces, padded with spaces out to column 72 (or truncated to column 72), and the leading digits placed starting at column 73, the command would be:

```
newform -s -i -l -a -e file-name
```

The -b option can be used to delete the sequence numbers from a COBOL program as follows:

```
newform -l1 -b7 file-name
```

The -l1 must be used to set the effective line length shorter than any existing line in the file so that the -b option is activated.

DIAGNOSTICS

All diagnostics are fatal.

usage: . . .	*Newform* was called with a bad option.
not -s format	There was no tab on one line.
cannot open file	Self explanatory.
internal line too long	A line exceeds 512 characters after being expanded in the internal work buffer.
tabspec in error	A tab specification is incorrectly formatted, or specified tab stops are not ascending.
tabspec indirection illegal	A *tabspec* read from a file (or standard input) may not contain a *tabspec* referencing another file (or standard input).

EXIT CODES

0 - normal execution
1 - for any error

SEE ALSO

csplit(1), tabs(1), fspec(4).

RESTRICTIONS

Newform normally only keeps track of physical characters; however, for the -i and -o options, *newform* keeps track of backspaces in order to line up tabs in the appropriate logical columns.

If the -f option is used, and the last -o option specified was -o--, and was preceded by either a -o-- or a -i--, the tab specification format line is incorrect.

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NAME

newgrp - log in to a new group

SYNOPSIS

newgrp [-] [group]

DESCRIPTION

Newgrp changes a user's group identification. The user remains logged in and the current directory is unchanged, but calculations of access permissions to files are performed with respect to the new real and effective group IDs. The user is always given a new shell, replacing the current shell, by *newgrp*, regardless of whether it terminated successfully or due to an error condition (i.e., unknown group).

Exported variables retain their values after invoking *newgrp*; however, all unexported variables are either reset to their default value or set to null. System variables (such as PS1, PS2, PATH, MAIL, and HOME), unless exported by the system or explicitly exported by the user, are reset to default values. For example, a user has a primary prompt string (PS1) other than $ (default) and has not exported PS1. After an invocation of *newgrp* , successful or not, their PS1 is now set to the default prompt string $. Note that the shell command *export* (see *sh*(1)) is the method to export variables so that they retain their assigned value when invoking new shells.

With no arguments, *newgrp* changes the group identification back to the group specified in the user's password file entry.

If the first argument to *newgrp* is a -, the environment is changed to what would be expected if the user actually logged in again.

A password is demanded if the group has a password and the user does not, or if the group has a password and the user is not listed in /etc/group as being a member of that group.

FILES

/etc/group	system's group file
/etc/passwd	system's password file

SEE ALSO

login(1), sh(1), group(4), passwd(4), environ(5).

RESTRICTIONS

There is no convenient way to enter a password into /etc/group. Use of group passwords is not encouraged, because, by their very nature, they encourage poor security practices. Group passwords may disappear in the future.

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NAME

news - print news items

SYNOPSIS

news [-a] [-n] [-s] [items]

DESCRIPTION

News is used to keep the user informed of current events. By convention, these events are described by files in the directory /usr/news.

When invoked without arguments, *news* prints the contents of all current files in /usr/news, most recent first, with each preceded by an appropriate header. *News* stores the *currency* time as the modification date of a file named .news_time in the home directory of the user (the identity of this directory is determined by the environment variable $HOME); only files more recent than this currency time are considered *current*.

Items are specific news items that are to be printed.

If a *delete* is pressed during the printing of a news item, printing stops and the next item is started. Another *delete* within one second of the first causes the program to terminate.

OPTIONS

If any of the options below are used, *news* does not change the stored time. The -s option may be appropriate for a user's .profile file or the system's /etc/profile.

-a Prints all items, regardless of *currency*.

-n Reports only the names of the *current* items.

-s Reports only how many *current* items exist.

FILES

/etc/profile
/usr/news/*
$HOME/.news_time

SEE ALSO

profile(4), environ(5).

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NAME

nice - run a command at low priority

SYNOPSIS

nice [-increment] command [arguments]

DESCRIPTION

Nice executes *command* with a lower CPU scheduling priority. If the *increment* argument (in the range 1-19) is given, it is used; if not, an increment of 10 is assumed.

An *increment* larger than 19 is equivalent to 19.

The super-user may run commands with priority higher than normal by using a negative increment, e.g., --10.

SEE ALSO

nohup(1), nice(2).

DIAGNOSTICS

Nice returns the exit status of the subject command.

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NAME

nl - line numbering filter

SYNOPSIS

nl [-htype] [-btype] [-ftype] [-vstart#] [-iincr] [-p] [-lnum] [-ssep] [-wwidth] [-nformat] [-ddelim] file

DESCRIPTION

Nl reads lines from the named *file* or the standard input if no *file* is named and reproduces the lines on the standard output. Lines are numbered on the left in accordance with the command options in effect.

Nl views the text it reads in terms of logical pages. Line numbering is reset at the start of each logical page. A logical page consists of a header, a body, and a footer section. Empty sections are valid. Different line numbering options are independently available for header, body, and footer (e.g. no numbering of header and footer lines while numbering blank lines only in the body).

The start of logical page sections are signaled by input lines containing nothing but the following delimiter character(s):

Line contents	*Start of*
\:\:\:	header
\:\:	body
\:	footer

Unless optioned otherwise, *nl* assumes the text being read is in a single logical page body.

OPTIONS

Command options may appear in any order and may be intermingled with an optional file name. Only one file may be named. The options are:

-b*type* Number the logical page body lines according to *type*. Recognized *types* and their meaning are:

a	number all lines
t	number lines with printable text only
n	no line numbering
p*string*	number only lines that match the regular expression *string*

Type for logical page body defaults to t.

-h*type* Number the logical page header according to *type* (see -b). Default *type* is n.

-f*type* Number the logical page footer according to *type*. (See -b). Default *type* is n.

-p Do not restart numbering at logical page delimiters.

-v*start#*
Number logical page lines with *start#* as the initial value.

Default *start#* is 1.

-i*incr* Number logical page lines with *incr* as the increment value. Default *incr* is 1.

-s*sep* Separate the line number and the corresponding text line with the chararacter *sep*. Default *sep* is a tab.

-w*width* Use *width* number of characters for the line number. Default *width* is 6.

-n*format*
Use *format* as the line numbering format. Recognized values are:

ln left justified, leading zeroes supressed
rn right justified, leading zeroes supressed
rz right justified, leading zeroes kept.

Default *format* is **rn** (right justified).

-l*num* Consider *num* blank lines as one. For example, -l2 results in only the second adjacent blank line being numbered (if the appropriate -ha, -ba, and/or -fa option is set). Default *num* is 1.

-d*xx* Change the delimiter characters for the start of a logical page section from the default characters (\:) to two user specified characters. If only one character is entered, the second character remains the default character (:). No space should appear between the -d and the delimiter characters. To enter a backslash, use two backslashes.

EXAMPLE

The command:

```
nl -v10 -i10 -d!+ file1
```

numbers file1 starting at line number 10 with an increment of ten. The logical page delimiters are !+.

SEE ALSO

pr(1).

NAME

nm - print name list of common object file

SYNOPSIS

nm
[-o] [-x] [-h] [-v] [-n] [-e] [-f] [-u] [-V] [-T] filenames

DESCRIPTION

The **nm** command displays the symbol table of each common object file **filename** . **Filename** may be a relocatable or absolute common object file; or it may be an archive of relocatable or absolute common object files. For each symbol, the following information is printed:

Name The name of the symbol.

Value Its value expressed as an offset or an address depending on its storage class.

Class Its storage class.

Type Its type and derived type. If the symbol is an instance of a structure or of a union, the structure or union tag is given following the type (e.g., struct-tag). If the symbol is an array, the array dimensions are given following the type (e.g., **char** [n] [m]). Note that the object file must have been compiled with the **-g** option of **cc (1)** for this information to be output.

Size Its size in bytes, if available. Note that the object file must have been compiled with the **-g** option of the **cc (1)** command for this information to be output.

Line The source line number at which it is defined, if available. Note that the object file must have been compiled with the **-g** option of the **cc (1)** command for this information to be output.

Section For storage classes static and external, the object file section containing the symbol (e.g., text, data or bss).

OPTIONS

The output of **nm** may be controlled using the following options. Options may be used in any order, either singly or in combination, and may appear anywhere in the command line.

-o Print the value and size of a symbol in octal instead of decimal.

-x Print the value and size of a symbol in hexadecimal instead of decimal.

-h Suppress the output header data.

-v Sort external symbols by value before printing them.

-n Sort external symbols by name before printing them.

-e Print only static and external symbols.

-f Produce full output, including redundant symbols (.text, .data and .bss) normally suppressed.

-u Print only undefined symbols.

-V Display the version of **nm** command executing on standard error output.

-p produces easily parsed, terse output. Each symbol name is preceeded by its value (blanks if undefined) and one of the letters *U* (undefined), *A* (absolute), *T* (text segment symbol), *D* (data segment symbol), *S* (user defined segment symbol), *R* (register symbol), *F* (file symbol), or *C* (common symbol). If the symbol is local (non-external), the type letter appears as a lowercase letter. (This option is applicable to 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00 only.)

-V displays the version of the *nm* command executing on standard error output. (This option is applicable to 5000/35 and 5000/55 Release 2.00 only.)

-T By default, **nm** prints the entire name of the symbols listed. Because object files can have symbols names with an arbitrary number of characters, a name that is longer than the width of the column set aside for names overflows its column, forcing every column after the name to be misaligned. The -T option causes **nm** to truncate every name which would otherwise overflow its column and place an asterisk as the last character in the displayed name to mark it as truncated.

EXAMPLE

This command prints the static and external symbols in **file** , with external symbols sorted by value:

```
nm file -e -v
```

This command does the same:

```
nm -ve file
```

FILES

/usr/tmp/nm??????

WARNINGS

When all the symbols are printed, they must be printed in the order they appear in the symbol table in order to preserve the scoping information. Therefore, the -v and -n options should be used only in conjunction with the -e option.

SEE ALSO

as(1), cc(1), ld(1), a.out(4), ar(4), and tmpname(3s).

DIAGNOSTICS

NAME

nohup - run a command immune to hangups and quits

SYNOPSIS

nohup command [arguments]

DESCRIPTION

Nohup executes *command* with hangups and quits ignored.

If you log off (hangup) while a command is executing in the background, the command terminates. Using *nohup* to execute a background command causes the command to continue execution if you log off.

EXAMPLE

It is frequently desirable to apply *nohup* to pipelines or lists of commands. This can be done only by placing pipelines and command lists in a single file, called a shell procedure. One can then issue:

```
nohup sh file
```

and the *nohup* applies to everything in *file*. If the shell procedure *file* is to be executed often, then the need to type *sh* can be eliminated by giving *file* execute permission. Add an ampersand and the contents of *file* are run in the background with interrupts also ignored (see *sh*(1)).

```
nohup file &
```

An example of what the contents of *file* could be is:

```
tbl ofile ¦ eqn ¦ nroff > nfile
```

In the following command format, *nohup* applies only to command 1.

```
nohup command1; command2
```

The following command format is syntactically incorrect.

```
nohup (command1; command2)
```

If output is not redirected by the user, both standard output and standard error are sent to **nohup.out**. If **nohup.out** is not writable in the current directory, output is redirected to **$HOME/nohup.out**. Be careful of where standard error is redirected. On the 5000/20/30/40/50, for example, the following command may put error messages on tape making it unreadable.

```
nohup cpio -o <list >/dev/rmt/0yy&
```

This command puts the error messages into file *errors*.

```
nohup cpio -o <list >/dev/rmt/0yy 2>errors&
```

SEE ALSO

chmod(1), nice(1), sh(1), signal(2).

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NAME

nroff, troff - format or typeset text

SYNOPSIS

nroff [options] [files]

troff [options] [files]

DESCRIPTION

Not on 7000 Series Systems.

Nroff formats text contained in *files* (standard input by default) for printing on typewriter-like devices and line printers; similarly, *troff* formats text for a Wang Laboratories, Inc., C/A/T phototypesetter.

OPTIONS

An argument consisting of a minus (-) is taken to be a file name corresponding to the standard input. The *options*, which may appear in any order, but must appear before the *files*, are:

- **-o***list* Print only pages whose page numbers appear in the *list* of numbers and ranges, separated by commas. A range *N-M* means pages *N* through *M*; an initial *-N* means from the beginning to page *N*; and a final *N-* means from *N* to the end. (See *RESTRICTIONS* below.)
- **-n***N* Number first generated page *N*.
- **-s***N* Stop every *N* pages. *Nroff* halts *after* every *N* pages (default *N*=1) to allow paper loading or changing, and resumes upon receipt of a line-feed or new-line (new-lines do not work in pipelines, e.g., with *mm*(1)). This option does not work if the output of *nroff* is piped through *col*(1). *Troff* stops the phototypesetter every *N* pages, produces a trailer to allow changing cassettes, and resumes when the typesetter start button is pressed. When *nroff* (*troff*) halts between pages, an ASCII BEL (in *troff*, the message page stop) is sent to the terminal.
- **-r***aN* Set register *a* (which must have a one-character name) to *N*.
- **-i** Read standard input after *files* are exhausted.
- **-q** Invoke the simultaneous input-output mode of the .rd request.
- **-z** Print only messages generated by .tm (terminal message) requests.
- **-m***name* Prepend to the input *files* the non-compacted (ASCII text) macro file **/usr/lib/tmac/tmac.***name* .
- **-c***name* Prepend to the input *files* the compacted macro files **/usr/lib/macros/cmp.[nt].[dt].***name* and **/usr/lib/macros/ucmp.[nt].***name* .
- **-k***name* Compact the macros used in this invocation of *nroff* / *troff*, placing the output in files [dt].*name* in the current directory.

Nroff only:

- **-T***name* Prepare output for specified terminal. Known *name*s are **37** for the (default) TELETYPE® Model 37 terminal, **tn300**

for the GE TermiNet 300 (or any terminal without half-line capability), **300s** for the DASI 300s, **300** for the DASI 300, **450** for the DASI 450, **lp** for a (generic) ASCII line printer, **382** for the DTC-382, **4000A** for the Trendata 4000A, **832** for the Anderson Jacobson 832, **X** for a (generic) EBCDIC printer, **2631** for the Hewlett Packard 2631 line printer, **6411** for the NCR 6411 printer, **6416** for the NCR 6416 printer, and **6455** for the NCR 6455 printer.

-e Produce equally-spaced words in adjusted lines, using the full resolution of the particular terminal.

-h Use output tabs during horizontal spacing to speed output and reduce output character count. Tab settings are assumed to be every 8 nominal character widths.

-u*n* Set the emboldening factor (number of character overstrikes) for the third font position (bold) to *n*, or to zero if *n* is missing.

Troff only:

-t Direct output to the standard output instead of the phototypesetter.

-f Refrain from feeding out paper and stopping phototypesetter at the end of the run.

-w Wait until phototypesetter is available, if it is currently busy.

-b Report whether the phototypesetter is busy or available. No text processing is done.

-a Send a printable ASCII approximation of the results to the standard output.

-p*N* Print all characters in point size *N* while retaining all prescribed spacings and motions, to reduce phototypesetter elapsed time.

-T*cat* Use font-width tables for Wang CAT phototypesetter. This device is both the default and the only choice.

FILES

/usr/lib/suftab	suffix hyphenation tables
/tmp/ta$#	temporary file
/usr/lib/tmac/tmac.*	standard macro files and pointers
/usr/lib/macros/*	standard macro files
/usr/lib/term/*	terminal driving tables for *nroff*
/usr/lib/font/*	font width tables for *troff*

SEE ALSO

col(1), eqn(1), greek(1), mm(1), mmt(1), tbl(1), troff(1), mm(5).

RESTRICTIONS

Nroff / troff internally supports Eastern Standard Time; as a result, depending on the time of the year and on your local time zone, the date that *nroff / troff* generates may be off by one day from your idea of what the date is.

When *nroff / troff* is used with the *-olist* option inside a pipeline (e.g., with *eqn*(1), or *tbl*(1)), it may cause a harmless broken pipe diagnostic if the last page of the document is not specified in

list.

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NAME

od - octal dump

SYNOPSIS

od [-bcdosx] [file] [[+]offset[.][b]]

DESCRIPTION

Od dumps *file* in one or more formats as selected by the first argument. If no options are specified, **-o** is assumed.

The *file* argument specifies which file is to be dumped. If no file argument is specified, the standard input is used.

The *offset* argument specifies the offset (in octal bytes) in the file where dumping is to commence. This argument is normally interpreted as octal bytes. If . is appended, the offset is interpreted in decimal. If b is appended, the offset is interpreted in blocks of 512 bytes. If the file argument is omitted, the *offset* argument must be preceded by +.

A '*' will appear instead of the file offset, as long as the line is identical to the previous line (7000 Series only).

Dumping continues until end-of-file.

OPTIONS

-b Interpret bytes in octal.

-c Interpret bytes in ASCII. Certain non-graphic characters appear as C escapes: null=\0, backspace=\b, form-feed=\f, new-line=\n, return=\r, tab=\t; others appear as 3-digit octal numbers.

-d Interpret words in unsigned decimal.

-o Interpret words in octal.

-s Interpret 16-bit words in signed decimal.

-x Interpret words in hex.

SEE ALSO

dump(1).

RESTRICTIONS

Offset argument can not exceed the value 2^{31} minus 1.

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NAME

pack, pcat, unpack - compress and expand files

SYNOPSIS

pack [-] [-f] name . . .

pcat name . . .

unpack name . . .

DESCRIPTION

Pack attempts to compress the specified files. Packed files can be restored to their original form using *unpack*(1) or *pcat*(1).

Wherever possible, each input file *name* is replaced by a packed file *name*.z with the same access modes, access and modified dates, and owner as those of *name*. If *pack* is successful, *name* is removed. The -f option forces packing of *name*. This is useful for causing an entire directory to be packed even if some files do not benefit.

If the - argument is used, an internal flag is set which causes the number of times each byte is used, its relative frequency, and the code for the byte to be output on the standard output. Additional occurrences of - in place of *name* set and reset the internal flag.

Pack uses Huffman (minimum redundancy) codes on a byte-by-byte basis. The amount of compression obtained depends on the size of the input file and the character frequency distribution. Because a decoding tree forms the first part of each .z file, it is usually not worthwhile to pack files smaller than three blocks, unless the character frequency distribution is very skewed, which may occur with printer plots or pictures. Typically, *pack* reduces text files to 60-75% of their original size. Load modules, which use a larger character set and have a more uniform distribution of characters, show little compression, the packed versions being about 90% of the original size.

Pack returns the number of files that it failed to compress.

No packing occurs if:

the file appears to be already packed;
the file name has more than 12 characters;
the file has links;
the file is a directory;
the file cannot be opened;
no disk storage blocks are saved by packing;
a file called *name*.z already exists;
the .z file cannot be created;
an I/O error occurred during processing.

The last segment of the file name must contain no more than 12 characters to allow space for the appended .z extension. Directories cannot be compressed.

Pcat does for packed files what *cat*(1) does for ordinary files, except that *pcat* can not be used as a filter. The specified files are unpacked and written to the standard output. Thus to view a packed file named *name*.z use:

pcat name.z

or just:

pcat name

To make an unpacked copy, say *nnn*, of a packed file named *name*.z (without destroying *name*.z) use the command:

pcat name >nnn

Pcat returns the number of files it was unable to unpack. Failure may occur if:

the file name (exclusive of the .z) has more than 12 characters;
the file cannot be opened;
the file does not appear to be the output of *pack*.

Unpack expands files created by *pack*. For each file *name* specified in the command, a search is made for a file called *name*.z (or just *name*, if *name* ends in .z). If this file appears to be a packed file, it is replaced by its expanded version. The new file has the .z suffix stripped from its name, and has the same access modes, access and modification dates, and owner as those of the packed file.

Unpack returns a value that is the number of files it was unable to unpack. Failure may occur for the same reasons that it may in *pcat*, as well as for the following:

a file with the unpacked name already exists;
if the unpacked file cannot be created.

SEE ALSO

cat(1).

NAME

packsf, unpacksf - compress and uncompress sparse file

SYNOPSIS

packsf <input_file> compressed_file
unpacksf <compressed_file> original_file

DESCRIPTION

5000/20, 5000/30, 5000/40, and 5000/50 only.

Packsf compresses a sparse file, a file that has a large ratio of zeros to nonzero data, into a formatted file that takes less space. The compressed file can be used to recreate the original file.

If the original file is mostly nonzero, other utilities provide better compression.

The compressed file is an array of variable length records. The format of the records is:

```
S 2 /* Maximum size is 1024 */
struct record {
    int r_faddr;     /* File address */
    int r_len;       /* Length of the data */
    unsigned char r_buffer[1016];
}; E
```

Each record represents a region of nonzero data in the original file.
R_faddr holds the file offset, from 0, of the nonzero region and *r_len* gives the length of the region.
R_buffer holds the data.

If two nonzero regions are separated by less than 9 zeros the zeros are not compressed.

Unpacksf reverses the compression and restores the original file. *Unpacks* reads records from the compressed file and executes them as commands of the form:

SEEK TO r.r_faddr AND WRITE r.r_len BYTES FROM r.r_buffer

Preceeding the array of data records in the compressed file there is a magic number. The presence of the magic number permits *packsf* to reject requests to pack files that have already been packed by *packsf*.

OPTIONS

packfs Options

-i supresses magic number checking on input files.

-o supresses magic number prefixes on output files.

-io supresses magic number processing on both input and output files.

unpacksf Options

-i suppresses magic number checking on input files.

SEE ALSO

pack(1).

DIAGNOSTICS

unpack: unexpected EOF *Unpacksf* was performed on a file that was not previously packed.

NAME

passwd - change login password

SYNOPSIS

passwd [name]

DESCRIPTION

The *passwd* command changes or installs a password associated with the login *name*. Ordinary users may change only the password which corresponds to their login *name*.

Passwd prompts ordinary users for their old password, if any. It then prompts for the new password twice. The first time the new password is entered *passwd* checks to see if the old password has aged sufficiently. If aging is insufficient the new password is rejected and *passwd* terminates; see *passwd*(4).

Assuming aging is sufficient, a check is made to insure that the new password meets construction requirements. When the new password is entered a second time the two copies of the new password are compared. If the two copies are not identical the cycle of prompting for the new password is repeated for at most two more times.

Passwords must be constructed to meet the following requirements:

Each password must have at least six characters. Only the first eight characters are significant.

Each password must contain at least two alphabetic characters and at least one numeric or special character. In this case, alphabetic means upper and lower case letters.

Each password must differ from the user's login *name* and any reverse or circular shift of that login *name*. For comparison purposes, an upper case letter and its corresponding lower case letter are equivalent.

New passwords must differ from the old by at least three characters. For comparison purposes, an upper case letter and its corresponding lower case letter are equivalent.

One whose effective user ID is zero is called a superuser; see *id*(1), and *su*(1). Superusers may change any password; hence, *passwd* does not prompt superusers for the old password. Superusers are not forced to comply with password aging and password construction requirements. A superuser can create a null password by entering a carriage return in response to the prompt for a new password.

FILES

/etc/passwd

SEE ALSO

login(1), id(1), su(1), crypt(3C), passwd(4), dpasswd(1M).

[This page left blank.]

NAME

paste - merge same lines of several files or subsequent lines of one file

SYNOPSIS

paste file1 file2 . . .
paste -dlist file1 file2 . . .
paste -s [-dlist] file1 file2 . . .

DESCRIPTION

In the first two command forms, *paste* concatenates corresponding lines of the given input files *file1*, *file2*, etc. It treats each file as a column or columns of a table and pastes them together horizontally (parallel merging). *Paste* is the horizontal counterpart of *cat*(1) which concatenates vertically, i.e., one file after the other.

In the last command form above, *paste* combines subsequent lines of the input file (serial merging).

In all cases, lines are connected with the *tab* character, or with characters from an optionally specified *list*. Output is to the standard output, so *paste* can be used as the start of a pipe, or as a filter, if - is used in place of a file name.

OPTIONS

-d*list*

Replace the *tab* character by one or more alternate characters specified in *list*. The list is used circularly, i. e. when exhausted, it is reused. In parallel merging (i. e. no -s option), the lines from the last file are always terminated with a new-line character, not from the *list*. The list may contain the special escape sequences:

\n	new-line
\t	tab
\\	backslash
\0	empty string, not a null character

Quoting may be necessary, if characters have special meaning to the shell (e.g. to get one backslash, use -*d* "\\\\").

Without this option, the new-line characters of each but the last file (or last line in case of the -s option) are replaced by a *tab* character.

-s Merge subsequent lines rather than one from each input file. Use *tab* for concatenation, unless the -d option is used. The very last character of the file is a new-line.

- May be used in place of any file name, to read a line from the standard input. *Paste* does not prompt.

NOTE

pr -t -m. . . works similarly, but creates extra blanks, tabs and

new-lines for a nice page layout.

EXAMPLES

ls ¦ paste -d" " -	list directory in one column
ls ¦ paste - - - -	list directory in four columns
paste -s -d"\t\n" file	combine pairs of lines into lines

SEE ALSO

grep(1), cut(1), pr(1).

DIAGNOSTICS

line too long	Output lines are restricted to 511 characters.
too many files	Except for -s option, no more than 12 input files may be specified (64 for the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00).

NAME

pcdsk - PC-DOS to UNIX file transfer

SYNOPSIS

pcdsk

DESCRIPTION

5000/20, 5000/30, 5000/35, 5000/40, 5000/50, and 5000/55 Release 2.00.00 only.

Pcdsk transfers files between a PC-DOS (or MS-DOS) floppy disk and the UNIX file system and provides directory listing functions.

Pcdsk handles 5.25 inch floppy disks formatted for PC-DOS version 2.1 which are single or double sided, have eight or nine sectors per track, and are formatted 48 tracks per inch.

The PC-DOS floppy disk must be installed in the top, left, or only floppy disk drive. The superuser must make a special file (see *wd*(7)) using *mknod*(1M) before *pcdsk* can be executed.

Note: The superuser must invoke *pcnodes* from the command line without any parameters before *pcdsk* can be used.

To specify a pathname for a *pcdsk* copy operation, use a UNIX-style pathname although either / or \ may be used to separate pathname parts. The metacharacters * and ? are recognized to have their UNIX meaning in pathnames. No escape character such as \ is recognized.

COMMANDS

cat

List a UNIX file. This command is identical to the UNIX *cat*(1) command; all *cat* options are accepted. *Pcdsk* passes this command to the shell for execution.

dir

List the directory of the PC-DOS floppy disk. The directory is displayed in the following format:

 # filename other_info

where # is the file size in bytes, filename is the name of the file, and other_info indicates if the file is a hidden file, system file, or a directory.

exit

Terminate *pcdsk*.

help

Display the *pcdsk* commands and command descriptions.

ls List a UNIX directory. This command is identical to the UNIX *ls*(1) command; all *ls* options are accepted. *Pcdsk* passes this command to the shell for execution.

mtu

Copy files from the PC-DOS floppy disk to the UNIX file system. After this command is entered, *pcdsk* prompts for the PC-DOS source pathname and the UNIX destination pathname. Metacharacters (wildcards) may be entered in the PC-DOS pathname,

but may not be entered in the UNIX destination pathname.

sh Invoke the UNIX shell. To exit the shell and return to *pcdsk*, enter a control-d.

utm
Copy files from the UNIX file system to the PC-DOS floppy disk. After this command is entered, *pcdsk* prompts for the UNIX source pathname and the PC-DOS destination pathname. Metacharacters (wildcards) may be entered in the UNIX pathname, but may not be entered in the PC-DOS destination pathname.

!*command*
Escape to the shell and execute *command*.

control-d
Terminate *pcdsk*. This is the same as the **exit** command.

EXAMPLES

If the PC-DOS source pathname and the UNIX destination pathname in a copy operation are specified as:

From pcdos files: /PCSUBDIR/PCFILE
To UNIX files: usubdir/ufile

the PCFILE file is copied to the ufile file. The PC-DOS pathname specification is from the PC-DOS root directory. The UNIX pathname specification is from the current working directory.

If the PC-DOS source pathname and the UNIX destination pathname in a copy operation are specified as:

From pcdos files: PCSUBDIR/PCFILE
To UNIX files: /usr/acct/thompson/usubdir/ufile

the PCFILE file is copied to the ufile file. The PC-DOS pathname specification is from the PC-DOS root directory even though a / is not specified. The UNIX pathname specification is from the root directory because / is the first character specified in the pathname.

If the PC-DOS source pathname and the UNIX destination pathname in a copy operation are specified as:

From pcdos files: /PCSUB*/PCFILE.??
To UNIX files: usubdir

then starting at the PC-DOS root directory, all files which are named PCFILE. with any two character file name extension in any directory which has a name starting with PCSUB are copied to the usubdir directory which is a subdirectory of the current working directory.

SEE ALSO

mknod(1M), wd(7).

RESTRICTIONS

When a file is copied to a PC-DOS floppy disk, the date and time are not put in the directory entry.

The [and] metacharacters do not work.

Pcdsk does not create a PC-DOS floppy disk directory nor does it format a floppy disk.

Pcdsk is compatible only with the Mass Storage Controller, the SCSI Mass Storage Controller, or the 5.25" Disk Controller subsystems. (This restriction applies to the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00 only.)

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NAME

pg - file perusal filter for screen terminals

SYNOPSIS

pg [*-number*] [**-p string**] [**-cefns**] [*+linenumber*] [*+/pattern/*] [files...]

DESCRIPTION

The **pg** command is a filter which allows the examination of **files** one screenful at a time on a terminal. The file name - or no file name indicates that **pg** should read from the standard input. Each screenful is followed by a prompt. If the user types a carriage return, another page is displayed; other possibilities are enumerated below.

This command is different from previous paginators in that it allows you to back up and review something that has already passed. The method for doing this is explained below.

OPTIONS

The command line options are:

-number
: The number of lines in the window that **pg** is to use instead of the default number. On a terminal containing 24 lines, the default window size is 23.

-p *string"*
: Use **string** as the prompt. If the prompt string contains a "%d", the first occurrence of "%d" in the prompt is replaced by the current page number when the prompt is issued. The default prompt string is " : ".

-c
: Clear the screen and home the cursor before displaying each page. This option is ignored if **clear_screen** is not defined for this terminal type in the **terminfo (4)** data base.

-e
: Do not pause at the end of each file.

-f
: Do not split lines. Normally, **pg** splits lines longer than the screen width, but some sequences of characters in the text being displayed (e.g., escape sequences for underlining) generate undesirable results.

-n
: Cause an automatic end of command as soon as a command letter is entered. Normally, commands must be terminated by a newline.

-r
: does not permit shell execution (see the *!command* command).

-s
: Print all messages and prompts in standout mode (usually inverse video).

+ linenumber
: Start up at **linenumber** .

+/ pattern /
: Start up at the first line containing the regular expression pattern.

COMMANDS

At any time the prompt is displayed, the user may enter one of the **pg** commands. When output is being sent to the terminal, the user can press the quit key (normally control-\) or the interrupt

(break) key to cause **pg** to stop sending output and display the prompt. Some output is lost when this is done because characters in the terminal output queue are flushed when the quit signal occurs.

The commands that may be entered when **pg** pauses can be divided into three categories: those causing further perusal, those that search, and those that modify the perusal environment.

Further Perusal Commands

Commands which cause further perusal normally take a preceding **address** , an optionally signed number indicating the point from which further text should be displayed. This **address** is interpreted in either pages or lines depending on the command. A signed **address** specifies a point relative to the current page or line, and an unsigned **address** specifies an address relative to the beginning of the file. Each command has a default address that is used if none is provided. The perusal commands and their defaults are:

(+1)*<newline>* or *<blank>*
: Display one page. The address is specified in pages.

(+1) **l**
: Scroll the screen, forward or backward, the number of lines specified if the **address** is signed. Print a screenful beginning at the specified line if the **address** is unsigned.

(+1) **d** or ^D
: Scroll half a screen forward or backward.

The following perusal commands take no **address** .

Redisplay the current page of text.

$ Display the last windowful in the file. Use with caution when the input is a pipe.

Search Commands

The following commands are available for searching for text patterns in the text. The regular expressions described in **ed (1)** are available. They must always be terminated by a *<newline>* even if the **-n** option is specified.

i/pattern/
: Search forward for the **i** th (default **i** =1) occurrence of **pattern** . Searching begins immediately after the current page and continues to the end of the current file without wrap-around.

*i^pattern^*
i?pattern?
: Search backwards for the **i** th (default **i** =1) occurrence of **pattern** . Searching begins immediately before the current page and continues to the beginning of the current file without wrap-around. The ^ notation is useful for ADDS 100 terminals which do not properly handle the ?.

After searching, **pg** normally displays the line found at the top of the screen. This can be modified by appending **m** or **b** to the search command to leave the line found in the middle or at the

bottom of the window from now on. The suffix t can be used to restore the original situation.

Modify Environment Commands

Modify the environment of perusal with the following commands: skips *i* screenfuls and displays a screenful of lines.

if Skip i screenfuls and display a screenful of lines.

in Begin perusing the i th next file in the command line. The i is an unsigned number with a default value of 1.

ip Begin perusing the i th previous file in the command line. The i is an unsigned number with a default value of 1.

iw Display another window of text. If i is present, set the window size to i .

iz Same as pressing a newline/return except that *i*, if present, becomes the new window size.

s *filename*
Save the input in the named file. Only the current file being perused is saved. The white space between the s and filename is optional. This command must always be terminated by a <*newline*> even if the -n option is specified.

h Help by displaying an abbreviated summary of available commands.

q or Q
Quit pg .

!*command*
Command is passed to the shell whose name is taken from the SHELL environment variable. If this is not available, the default shell is used. This command must always be terminated by a <*newline*> even if the -n option is specified.

EXAMPLE

A sample usage of pg in reading system news is:

```
news | pg -p "(Page %d):"
```

NOTES

While waiting for terminal input, pg responds to BREAK , DEL , and "^ by terminating execution. Between prompts, however, these signals interrupt pg 's current task and place the user in prompt mode. These should be used with caution when input is being read from a pipe because an interrupt is likely to terminate the other commands in the pipeline.

Users of more (1) will find that the z and f commands are available, and that the terminal /, ^, or ? may be omitted from the searching commands.

In order to determine terminal attributes, pg scans the terminfo (4) data base for the terminal type specified by the environment variable TERM . If TERM is not defined, the terminal type dumb is assumed.

If the standard output is not a terminal, then pg acts just like cat (1), except that a header is printed before each file (if there is more than one).

FILES

/usr/lib/terminfo/*	terminal information data base
/tmp/pg*	temporary file if pipe input

SEE ALSO

crypt(1), ed(1), grep(1), more(1), pr(1), terminfo(4).

RESTRICTIONS

If terminal tabs are not set every eight positions, undesirable results may occur.

When using pg as a filter with another command that changes the terminal I/O options (e.g., crypt (1)), terminal settings may not be restored correctly.

NAME

pr - print files

SYNOPSIS

pr [options] [files]

DESCRIPTION

Pr prints the named files separating the listing into pages. Each page is headed by the page number, a date and time, and the name of the file, unless options specify otherwise. *Pr* is typically used to paginate files for output to a printer. *Pr* prints the named files on the standard output. If the standard output is associated with a terminal, error messages are withheld until *pr* has completed printing. If *file* is -, or if no files are specified, the standard input is assumed.

Columns are of equal width separated by at least one space; lines which do not fit are truncated, unless the **-s** option is used.

The width of an output line is 72 character positions for equal width multi-column output unless the **-w** option is used.

The length of an output page is 66 lines unless the **-l** option is used.

Pr advances to a new page using a sequence of line-feeds unless the **-f** option is used.

OPTIONS

The *options* may appear singly or be combined in any order.

+*k* Begin printing with page *k*; the default is 1.

-*k* Produce *k*-column output; the default is 1. The options **-e** and **-i** are assumed for multi-column output.

-a Print multi-column output across the page. The *-k* must be specified for more than one column.

-d Double-space the output.

-e*ck*

Expand *input* tabs to character positions *k*+1, 2**k* +1, 3**k* +1, etc. If *k* is 0 or is omitted, *pr* assumes tab settings at every eighth position. *Pr* expands tab characters in the input into the appropriate number of spaces. The *c* (any non-digit character) designates the input tab character. If *c* is not specified, the tab character is used.

-f Use the form-feed character for new pages; the default is to use a sequence of line feeds. Pause before beginning the first page if the standard output is associated with a terminal.

-h Use the next argument as the header to be printed instead of the file name.

-i*ck*

Replace white space in output wherever possible by inserting tabs to character positions *k*+1, 2**k* +1, 3**k* +1, etc. If *k* is 0 or is omitted, *pr* assumes tab settings at every eighth position. The *c* (any non-digit character) designates the output tab character. If *c* is not specified, the tab character is used.

-l*k* Set the length of a page to *k* lines; the default is 66.

-m Merge and print all files simultaneously, one per column. This option overrides the *-k* and **-a** options.

-n*ck*
Provide *k*-digit line numbering; the default for *k* is 5. The number occupies the first *k*+1 character positions of each column of normal output or each line of **-m** output. The *c* (any non-digit character) separates the line number from whatever follows. If *c* is not specified, a tab character is used.

-o*k*
Offset each line by *k* character positions. The number of character positions per line is the sum of the width and offset.

-p Pause before beginning each page if the output is directed to a terminal. *Pr* rings the bell at the terminal and waits for a carriage return.

-r Print no diagnostic reports on failure to open files.

-s*c* Separate columns by the single character *c* instead of by the appropriate number of spaces. The default for *c* is a tab. Do not truncate lines.

-t Print neither the five line identifying header nor the five line trailer normally supplied for each page. Quit printing after the last line of each file without spacing to the end of the page.

-w*k*
Set the width of a line to *k* character positions; the default is 72 for equal-width multi-column output, no limit otherwise. The **-k** should be specified as something other than 1. If used with the **-m** option, the specified width must be greater than the number of files to be merged; for example, merging three files requires a minimum width of 4. If the **-w** option causes truncation, the **-s** option may not work.

EXAMPLES

Print **file1** and **file2** as a double-spaced, three-column listing headed by **file list** and pipe the listing to a printer:

```
pr -3dh "file list" file1 file2 ¦ print
```

Write **file1** on **file2**, expanding tabs to columns 10, 19, 28, 37, . . . :

```
pr -e9 -t <file1 >file2
```

FILES

/dev/tty* to suspend messages

SEE ALSO

cat(1), pg(1).

NAME

print, lpr - line printer spooler

SYNOPSIS

print [options] files
lpr [options] files

DESCRIPTION

This command is applicable to the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00 only. The *print* or *lpr* command spools the named file(s) for printing. The command creates an entry in the spool queue for each file listed on the input command line. The command also places a copy of the file to be printed in the spooler directory under a unique file name. After completion of the copy process, the command informs the shell to start the despooler which prints the file. The file created by the spooler for printing is deleted from the system upon completion of the print sequence.

The command does not control pagination, headers, or any other part of the output. All control characters and formatting data must be placed in the file prior to invoking *print* or *lpr*.

If no files are named, the command reads from standard input.

OPTIONS

The options may appear in any order.

-b Do not print a banner page consisting of user name, date, filename and the contents of **/etc/lpmsg**. The default is to print the banner.

-cp nnn
Print *nnn* copies of this file. The range for *nnn* is 1 through 999. The default is 1.

-fm xxxxx
Use *xxxxx* as the forms name; the forms name is any 1-5 alphanumeric characters. The forms name specified here must agree with the forms name of the form specified as installed in the printer for printing to occur. See *spool*(1). The default is the standard print forms name 00000.

-ln nn
Print *nn* number of lines per inch. Standard values are 6 and 8 lines per inch. The default is 6 lines per inch. This data is used by the printer operator to setup for special forms control and is not automatically used by the spooler.

-pr nn
Set *nn* as the priority for this print request. The range for nn is 0 through 15.

-pt lp*nn*
Redirect print output to the specified line printer. This option overides the default terminal/printer routing. The range for *nn* is 00 through the maximum number of printers allowed on the system.

EXAMPLES

To paginate and print report on the printer designated as lp01 without a banner, enter

```
pr report | print -b -pt lp01
```

To print a previously formatted file of paychecks on a form designated as **paych**, enter

```
print -b -fm payck payfile
```

If the **payck** form is not designated as installed on the printer, the *payfile* is held in a wait state. After the **payck** form is designated as installed by using *spool*(1), *payfile* is printed.

MAPPING

Print provides mapping for up to ten device classes. Device class 0 maps tabs to appropriate spaces, etc. Device class 1 maps one to one. Device classes 2 through 9 may be defined by the user. The user must be the superuser, an analyst, or C programmer. See */usr/spool/lpd/oemdir/README* for information on defining device classes 2 through 9.

FILES

/usr/spool/lpd*	spool area
/usr/spool/lpd/lpd	despooler
/bin/print	spooler
/bin/lpr	spooler
/bin/spool	spool queue manager
/usr/spool/lpd/spooldev	spool device table manager
/usr/spool/lpd/??spldev	spool device table
/usr/spool/lpd/oemdir	user defined printer mapping
/usr/spool/lpd/??splque	spool queue
/usr/spool/lpd/sf*	spooled files
/etc/lpmsg	line printer message file

SEE ALSO

spooldev(1M), spool(1).

RESTRICTION

The *print* command queues a file and informs the shell to start the despooler. If no despooler is active and if the shell is terminated before the despooler is started, the files queued remain on the queue in a wait state. The files are printed during the next run of the despooler (i.e. the next print or spool *-start* command).

Files which contain formatting functions or various font styles may need to be sent through a preprocessor before being sent to the line printer spooler.

NAME

prof - display profile data

SYNOPSIS

prof [-tcan] [-ox] [-g] [-z] [-h] [-s] [-m mdata] [prog]

DESCRIPTION

Prof interprets a profile file produced by the *monitor*(3C) function. The symbol table in the object file *prog* (**a.out** by default) is read and correlated with a profile file (**mon.out** by default). For each external text symbol the percentage of time spent executing between the address of that symbol and the address of the next is printed, together with the number of times that function was called and the average number of milliseconds per call.

A program creates a profile file if it has been loaded with the **-p** option of *cc*(1). This option to the *cc* command arranges for calls to *monitor*(3C) at the beginning and end of execution. It is the call to *monitor* at the end of execution that causes a profile file to be written. The number of calls to a function is tallied if the **-p** option was used when the file containing the function was compiled.

The name of the file created by a profiled program is controlled by the environment variable PROFDIR. If PROFDIR does not exist, **mon.out** is produced in the directory current when the program terminates. If PROFDIR = string, "string/pid.progname" is produced, where *progname* consists of argv[0] with any path prefix removed, and *pid* is the program process id. If PROFDIR = nothing, no profiling output is produced.

A single function may be split into subfunctions for profiling by means of the MARK macro (see *prof*(5)).

OPTIONS

The mutually exclusive options **t**, **c**, **a**, and **n** determine the type of sorting of the output lines:

-t Sort by decreasing percentage of total time (default).

-c Sort by decreasing number of calls.

-a Sort by increasing symbol address.

-n Sort lexically by symbol name.

The mutually exclusive options **o** and **x** specify the printing of the address of each symbol monitored:

-o Print each symbol address in octal along with the symbol name.

-x Print each symbol address in hexadecimal along with the symbol name.

The following options may be used in any combination:

-g Include non-global symbols (static functions).

-z Include all symbols in the profile range (see *monitor*(3C)), even if associated with zero number of calls and zero time.

-h Suppress the heading normally printed on the report. This is useful if the report is to be processed further.

-s Print a summary of several of the monitoring parameters and statistics on the standard error output.

-m mdata
Use file *mdata* instead of **mon.out** as the input profile file.

FILES

mon.out for profile
a.out for namelist

SEE ALSO

cc(1), exit(2), profil(2), monitor(3C), prof(5).

WARNING

The times reported in successive identical runs may show variances of 20% or more because of varying cache-hit ratios due to sharing of the cache with other processes. Even if a program seems to be the only one using the machine, hidden background or asynchronous processes may affect the data. In rare cases, the clock ticks initiating recording of the program counter may be in rhythm with loops in a program, grossly distorting measurements.

Call counts are always recorded precisely, however.

RESTRICTIONS

Only programs that call *exit*(2) or return from *main* cause a profile file to be produced unless a final call to monitor is explicitly coded.

The use of the -p option of cc(1) to invoke profiling imposes a limit of 600 functions that may have call counters established during program execution. For more counters you must call *monitor*(3C) directly. If this limit is exceeded, other data is overwritten and the **mon.out** file is corrupted. The number of call counters used is reported automatically by the *prof* command whenever the number exceeds 5/6 of the maximum.

NAME

prs - print an SCCS file

SYNOPSIS

prs [-d[dataspec]] [-r[SID]] [-e] [-l] [-c[date-time]] [-a] files

DESCRIPTION

Prs prints, on the standard output, parts or all of an SCCS file (see *sccsfile*(4)) in a user-supplied format. If a directory is named, *prs* behaves as though each file in the directory were specified as a named file, except that non-SCCS files (last component of the path name does not begin with s.), and unreadable files are silently ignored. If a name of - is given, the standard input is read; each line of the standard input is taken to be the name of an SCCS file or directory to be processed; non-SCCS files and unreadable files are silently ignored.

Arguments to *prs*, which may appear in any order, consist of options and file names.

OPTIONS

All the described options apply independently to each named file:

-d[*dataspec*]
: Used to specify the output data specification. The *dataspec* is a string consisting of SCCS file *data keywords* (see *DATA KEYWORDS*) interspersed with optional user supplied text.

-r[*SID*]
: Used to specify the SCCS *ID*entification (SID) string of a delta for which information is desired. If no SID is specified, the SID of the most recently created delta is assumed.

-e
: Requests information for all deltas created *earlier* than and including the delta designated via the -r option or the date given by the -c option.

-l
: Requests information for all deltas created *later* than and including the delta designated via the -r option or the date given by the -c option.

-c[*date-time*]
: Cutoff date-time, in the form:

  YY[MM[DD[HH[MM[SS]]]]]

  Units omitted from the date-time default to their maximum possible values; that is, -c7502 is equivalent to -c750228235959. Any number of non-numeric characters may separate the various two-digit pieces of the *cutoff* date in the form: -c77/2/2 9:22:25.

-a
: Requests printing of information for both removed, i.e., delta type = *R*, (see *rmdel*(1))

and existing, i.e., delta type = *D*, deltas. If the -a option is not specified, information for existing deltas only is provided.

DATA KEYWORDS

Data keywords specify which parts of an SCCS file are to be retrieved and output. All parts of an SCCS file (see *sccsfile*(4)) have an associated data keyword. There is no limit on the number of times a data keyword may appear in a *dataspec*.

The information printed by *prs* consists of: (1) the user-supplied text and (2) appropriate values (extracted from the SCCS file) substituted for the recognized data keywords in the order of appearance in the *dataspec*. The format of a data keyword value is either *Simple* (S), in which keyword substitution is direct, or *Multi-line* (M), in which keyword substitution is followed by a carriage return.

User-supplied text is any text other than recognized data keywords. A tab is specified by \t and carriage return/new-line is specified by \n. The default data keywords are:

":Dt:\t:DL:\nMRs:\n:MR:COMMENTS:\n:C:"

TABLE 1. SCCS Files Data Keywords

Keyword	*Data Item*	*File Section*	*Value*	*Format*
:Dt:	Delta information	Delta Table	See below*	S
:DL:	Delta line statistics	"	:Li:/:Ld:/:Lu:	S
:Li:	Lines inserted by Delta	"	nnnnn	S
:Ld:	Lines deleted by Delta	"	nnnnn	S
:Lu:	Lines unchanged by Delta	"	nnnnn	S
:DT:	Delta type	"	*D* or *R*	S
:I:	SCCS ID string (SID)	"	:R:.:L:.:B:.:S:	S
:R:	Release number	"	nnnn	S
:L:	Level number	"	nnnn	S
:B:	Branch number	"	nnnn	S
:S:	Sequence number	"	nnnn	S
:D:	Date Delta created	"	:Dy:/:Dm:/:Dd:	S
:Dy:	Year Delta created	"	nn	S
:Dm:	Month Delta created	"	nn	S
:Dd:	Day Delta created	"	nn	S
:T:	Time Delta created	"	:Th:::Tm:::Ts:	S
:Th:	Hour Delta created	"	nn	S
:Tm:	Minutes Delta created	"	nn	S
:Ts:	Seconds Delta created	"	nn	S
:P:	Programmer who created Delta	"	logname	S
:DS:	Delta sequence number	"	nnnn	S
:DP:	Predecessor Delta seq-no.	"	nnnn	S
:DI:	Seq-no. of deltas incl., excl., ignored	"	:Dn:/:Dx:/:Dg:	S
:Dn:	Deltas included (seq #)	"	:DS: :DS: ...	S
:Dx:	Deltas excluded (seq #)	"	:DS: :DS: ...	S
:Dg:	Deltas ignored (seq #)	"	:DS: :DS: ...	S
:MR:	MR numbers for delta	"	text	M
:C:	Comments for delta	"	text	M
:UN:	User names	User Names	text	M
:FL:	Flag list	Flags	text	M
:Y:	Module type flag	"	text	S
:MF:	MR validation flag	"	*yes* or *no*	S
:MP:	MR validation pgm name	"	text	S
:KF:	Keyword error/warning flag	"	*yes* or *no*	S
:KV:	Keyword validation string	"	text	S
:BF:	Branch flag	"	*yes* or *no*	S
:J:	Joint edit flag	"	*yes* or *no*	S
:LK:	Locked releases	"	:R: ...	S
:Q:	User defined keyword	"	text	S
:M:	Module name	"	text	S
:FB:	Floor boundary	"	:R:	S
:CB:	Ceiling boundary	"	:R:	S
:Ds:	Default SID	"	:I:	S
:ND:	Null delta flag	"	*yes* or *no*	S
:FD:	File descriptive text	Comments	text	M
:BD:	Body	Body	text	M
:GB:	Gotten body	"	text	M
:W:	A form of *what*(1) string	N/A	:Z::M:\t:I:	S
:A:	A form of *what*(1) string	N/A	:Z::Y: :M: :I::Z:	S
:Z:	*what*(1) string delimiter	N/A	@(#)	S
:F:	SCCS file name	N/A	text	S
:PN:	SCCS file path name	N/A	text	S

* :Dt: = :DT: :I: :D: :T: :P: :DS: :DP:

EXAMPLES

prs -d"Users and/or user IDs for :F: are:\n:UN:" s.file

may produce on the standard output:

```
Users and/or user IDs for s.file are:
xyz
131
abc
```

prs -d"Newest delta for pgm :M:: :I: Created :D: By :P:" -r s.file

may produce on the standard output:

```
Newest delta for pgm main.c: 3.7 Created 77/12/1 By cas
```

As a *special case:*

prs s.file

may produce on the standard output:

```
D 1.1 77/12/1 00:00:00 cas 1 000000/00000/00000
MRs:
bl78-12345
bl79-54321
COMMENTS:
this is the comment line for s.file initial delta
```

for each delta table entry of the "D" type. The only option allowed to be used with the *special case* is the -a option.

FILES

/tmp/pr?????

SEE ALSO

admin(1), delta(1), get(1), help(1), sccsfile(4).
Source Code Control System User Guide in the Support Tools Guide.

DIAGNOSTICS

Use *help*(1) for explanations.

NAME

ps - report process status

SYNOPSIS

ps [options]

DESCRIPTION

Ps prints certain information about active processes. Without *options*, information is printed about processes associated with the current terminal. The output consists of a short listing containing only the process ID, terminal identifier, cumulative execution time, and the command name. Otherwise, the information that is displayed is controlled by the selection of *options*.

OPTIONS

Options using lists as arguments can have the list specified in one of two forms: a list of identifiers separated from one another by a comma, or a list of identifiers enclosed in double quotes and separated from one another by a comma and/or one or more spaces.

The *options* are:

-e Print information about all processes.

-d Print information about all processes, except process group leaders.

-a Print information about all processes, except process group leaders and processes not associated with a terminal.

-f Generate a *full* listing. (See below for meaning of columns in a full listing).

-l Generate a *long* listing. See below.

-c *corefile* Use the file *corefile* in place of /dev/mem. (Not available on 5000/20/30/40/50.)

-s *swapdev* Use the file *swapdev* in place of /dev/swap. This is useful when examining a *corefile*; a *swapdev* of /dev/null causes the user block to be zeroed out.

-n *namelist* The argument is taken as the name of an alternate system *namelist* file in place of /unix or /syst.

-t *termlist* Restrict listing to data about the processes associated with the terminals given in *termlist*. Terminal identifiers may be specified in one of two forms: the device file name (e.g., tty04) or if the device file name starts with tty, just the digit identifier (e.g., 04).

-p *proclist* Restrict listing to data about processes whose process ID numbers are given in *proclist*.

-u *uidlist* Restrict listing to data about processes whose user ID numbers or login names are given in *uidlist*. In the listing, the numerical user ID is printed unless the -f option is used, in which case the login name is printed.

-g *grplist* Restrict listing to data about processes whose process group leaders are given in *grplist*.

OUTPUT DESCRIPTION

The column headings and the meaning of the columns in a *ps* listing are given below; the letters f and l indicate the option (*full* or *long*) that causes the corresponding heading to appear; **all** means that the heading always appears. Note that these two options determine only what information is provided for a process; they do *not* determine which processes are listed.

5000 Series Systems

F (1) Flags (octal and additive) associated with the process:

- 0 swapped;
- 1 in core;
- 2 system process;
- 4 locked-in core (e.g., for physical I/O);
- 10 being swapped;
- 20 being traced by another process;
- 40 another tracing flag;
- 100 text pointer valid;
- 3B 20 computer: swapin segment expansion;
- 200 3B 20 computer: process is child (during fork swap); VAX-11/780: process is partially swapped.

7000 Series Systems

F (1) Flags (hexadecimal and additive) associated with the process:

- 1 in core;
- 2 swapper or pager process;
- 4 process being swapped out;
- 8 save area flag;
- 10 process is being traced;
- 20 another tracing flag;
- 40 user settable lock in core;
- 80 process in page wait state;
- 100 another flag to prevent swap out;
- 200 delayed unlock of pages;
- 400 working on exiting;
- 800 doing physical i/o;
- 1000 process resulted from vfork();
- 2000 another vfork() flag;
- 4000 no vm, parent in a vfork();
- 8000 init data space on demand from inode;
- 10000 system detected anamolous vm behaviour;
- 20000 user warned of anamolous vm behaviour;
- 40000 timing out during sleep;
- 80000 detached inherited by init;
- 100000 using old signal mechanism;

5000 Series Systems

S (l) The state of the process:
- 0 non-existent;
- S sleeping;
- W waiting;
- R running;
- I intermediate;
- Z terminated;
- T stopped;
- X growing.

7000 Series System

STAT (f,l) state of the process:
the state is given by a sequence of three letters, e.g. "RWN". The first letter indicates the runnability of the process: R for runnable processes, r for processes running on Slave (6/32MP only), T for stopped processes, P for processes in page wait, D for those in disk (or other short term) waits, S for those sleeping for less than about 20 seconds, and I for idle (sleeping longer than about 20 seconds) processes. The second letter indicates whether a process is swapped out, showing W if it is, or a blank if it is loaded (in-core); a process which has specified a soft limit on memory requirements and which is exceeding that limit shows >; such a process is (necessarily) not swapped. The third letter indicates whether a process is running with altered CPU scheduling priority (nice); if the process priority is reduced, an N is shown, if the process priority has been artificially raised then a '<' is shown; processes running without special treatment have just a blank.

(Unless otherwise noted, the following features apply to the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00 and the 7000 Series only.)

UID (f,l)
The user ID number of the process owner; the login name is printed under the -f option.

PID (all)
The process ID of the process; it is possible to kill a process if you know this datum.

PPID (f,l)
The process ID of the parent process.

C (f,l)
Processor utilization for scheduling.

PRI (l)
The priority of the process; higher numbers mean lower priority.

NI (l)
Nice value; used in priority computation.

ADDR (l)
The memory address of the process if resident; otherwise, the disk address.

SZ (l)
The size in blocks of the core image of the process.

RSS (l)
The real memory (resident set) size in blocks of the core image of the process. Not all machines display this column. (Available with the 7000 Series only.)

WCHAN (l)
The event for which the process is waiting or sleeping; if blank, the process is running.

STIME (f)
Starting time of the process.

TTY (all)
The controlling terminal for the process.

TIME (all)
The cumulative execution time for the process.

CMD (all)
The command name; the full command name and its arguments are printed under the -f option.

A process that has exited and has a parent, but has not yet been waited for by the parent, is marked <defunct>.

Under the -f option, *ps* tries to determine the command name and arguments given when the process was created by examining memory or the swap area. Failing this, the command name, as it would appear without the -f option, is printed in square brackets.

FILES

/unix	system namelist
/syst	system namelist (5000/60/80/90 only)
/dev/mem	memory
/dev/swap	the default swap device
/etc/passwd	supplies UID information
/etc/ps_data	internal data structure
/dev	searched to find terminal (tty) names

SEE ALSO

acctcom(1), kill(1), nice(1).

RESTRICTIONS

Things can change while *ps* is running; the picture it gives is only a close approximation to reality. Some data printed for defunct processes are irrelevant.

If the */etc/ps_data/* file is not current (i.e. after a kernel remake), *ps* gives invalid results. To make */etc/ps_data* current, remove it and run *ps* again. (This paragraph is applicable to the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00 only.)

NAME

ptx - permuted index

SYNOPSIS

ptx [options] [input [output]]

DESCRIPTION

Ptx generates the file *output* that can be processed with a text formatter to produce a permuted index of file *input* (standard input and output default). *Ptx* has three phases:

1. Do the permutation generating one line for each keyword in an input line.
2. Rotate the keyword to the front and sort the permuted file.
3. Rotate the sorted lines so the keyword comes at the middle of each line.

Ptx output is in the form:

.xx "tail" "before keyword" "keyword and after" "head"

where **.xx** is assumed to be an *nroff*(1) or *troff*(1) macro provided by the user or provided by the *mptx*(5) macro package. The *before keyword* and *keyword and after* fields incorporate as much of the line as fits around the keyword when it is printed. *Tail* and *head*, at least one of which is always the empty string, are wrapped-around pieces small enough to fit in the unused space at the opposite end of the line.

OPTIONS

If the **-i** and **-o** options are missing, *ptx* uses **/usr/lib/eign** as the *ignore* file.

-f Fold upper and lower case letters for sorting.

-t Prepare the output for the phototypesetter.

-w *n* Use *n* as the length of the output line. The default line length is 72 characters for *nroff* and 100 for *troff*.

-g *n* Use *n* as the number of characters that *ptx* reserves in its calculations for each gap among the four parts of the line as finally printed. The default gap is 3.

-o *file* Use as keywords only the words given in *file*.

-i *file* Do not use as keywords any words given in *file*.

-b *file* Use the characters in *file* to separate words. Tab, newline, and space characters are *always* used as break characters.

-r Assume any leading non-blank characters of each input line to be a reference identifier (as to a page or chapter) separate from the text of the line. Attach that identifier as a fifth field on each output line.

FILES

/bin/sort

/usr/lib/eign
/usr/lib/tmac/tmac.ptx

SEE ALSO

nroff(1), troff(1), mm(5), mptx(5).

RESTRICTIONS

Line length counts do not account for overstriking or proportional spacing.

Lines that contain tildes (~) are not processed correctly because *ptx* uses that character internally.

NAME

pwd - working directory name

SYNOPSIS

pwd

DESCRIPTION

Pwd prints the path name of the working (current) directory.

SEE ALSO

cd(1).

DIAGNOSTICS

The messages

Cannot open . .
Read error in . .

indicate possible file system trouble and should be referred to the system administrator.

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NAME

ratfor - rational Fortran dialect

SYNOPSIS

ratfor [options] [files]

DESCRIPTION

Ratfor converts a rational dialect of Fortran into ordinary Fortran. *Ratfor* provides control flow constructs essentially identical to those in C:

statement grouping:
{ statement; statement; statement }

decision-making:
if (condition) statement [**else** statement]
switch (integer value) {
case integer: statement
...
[**default**:] statement
}

loops:
while (condition) statement
for (expression; condition; expression) statement
do limits statement
repeat statement [**until** (condition)]
break
next

and some syntactic features to make programs easier to read and write:

free form input:
multiple statements/line; automatic continuation

comments:
this is a comment.

translation of relationals:
>, >=, etc., become .GT., .GE., etc.

return expression to caller from function:
return (expression)

define:
define *name replacement*

include:
include *file*

Ratfor is best used with *f77*(1).

OPTIONS

-h Turns quoted strings into **27H** constructs.

-C Copies comments to the output and attempts to format them neatly.

-6x
Specifies *x* as the continuation character and places it in column

6. Ratfor normally marks continuation lines with an & in column 1.

SEE ALSO

efl(1), f77(1).
Ratfor in the Programming Guide.

NAME

regcmp - regular expression compile

SYNOPSIS

regcmp [-] files

DESCRIPTION

Regcmp, in most cases, precludes the need for calling *regcmp*(3X) from C programs. This reduces both execution time and program size.

The command *regcmp* compiles the regular expressions in *file* and places the output in *file*.i. If the - option is used, *regcmp* places the output in *file*.c. The format of entries in *file* is a name (C variable) followed by one or more blanks followed by a regular expression enclosed in double quotes. The output of *regcmp* is C source code. Compiled regular expressions are represented as **extern char** vectors. *File*.i files may thus be *included* into C programs, or *file*.c files may be compiled and later loaded. In the C program which uses the *regcmp* output, *regex*(*abc* ,*line*) applies the regular expression named *abc* to *line*.

EXAMPLES

```
name    "([A-Za-z][A-Za-z0-9 ]*)$0"

telno   "\({0,1}([2-9][01][1-9])$0\){0,1} *"
        "([2-9][0-9]{2})$1[ -]{0,1}"
        "([0-9]{4})$2"
```

In the C program that uses the *regcmp* output,

```
regex(telno, line, area, exch, rest)
```

applies the regular expression named *telno* to *line*.

SEE ALSO

regcmp(3X).

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NAME

rev - reverse lines of a file

SYNOPSIS

rev [file] ...

DESCRIPTION

Rev copies the named files to the standard output, reversing the order of characters in every line. If no file is specified, the standard input is copied.

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NAME

rm, rmdir - remove files or directories

SYNOPSIS

rm [-fri] file ...

rmdir dir ...

DESCRIPTION

Rm removes the entries for one or more files from a directory. If an entry was the last link to the file, the file is destroyed. Removal of a file requires write permission in its directory, but neither read nor write permission on the file itself.

If a file has no write permission and the standard input is a terminal, the file permissions permissions are printed and a line is read from the standard input. If that line begins with **y** the file is deleted, otherwise the file remains. *Rm* or *rmdir* does not take this precaution if the **-f** option is given or if the standard input is not a terminal.

If a designated file is a directory, an error message is printed unless the option **-r** is used.

Rmdir removes entries for the named directories which must be empty.

OPTIONS

-f Remove files without verification from standard input (see DESCRIPTION above).

-r Recursively delete the entire contents of the specified directory and the directory itself.

-i Inquire whether to delete each file and, if the **-r** option is also used, whether to examine each directory.

EXAMPLES

To remove all files in the current directory which have file names beginning with **ch**, enter

```
rm ch*
```

Be careful using metacharacters (wildcards) so that you do not destroy files you mean to keep.

To remove the **oldstuff** directory and all files and subdirectories contained in the **oldstuff** directory, enter

```
rm -r oldstuff
```

To remove the **oldstuff** directory and all files and subdirectories contained in the **oldstuff** directory verifying each file removal, enter

```
rm -ir oldstuff
```

SEE ALSO

unlink(2).

NOTE

The file . . (dotdot) cannot be removed.

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NAME

rmdel - remove a delta from an SCCS file

SYNOPSIS

rmdel -rSID files

DESCRIPTION

Rmdel removes the delta specified by the *SID* from each named SCCS file. The delta to be removed must be the newest (most recent) delta in its branch in the delta chain of each named SCCS file.

In addition, the delta specified must *not* be that of a version being edited for the purpose of making a delta; that is, if a *p-file* (see *get*(1)) exists for the named SCCS file, the delta specified must *not* appear in any entry of the *p-file*.

If a directory is named, *rmdel* behaves as though each file in the directory were specified as a named file, except that non-SCCS files (last component of the path name does not begin with s.) and unreadable files are silently ignored. If a name of - is given, *rmdel* reads the standard input; each line of the standard input is taken to be the name of an SCCS file to be processed; non-SCCS files and unreadable files are silently ignored.

The exact permissions necessary to remove a delta are documented in the *Source Code Control System User Guide*. Simply stated, they are

- if you make a delta you can remove it
- if you own the file and directory you can remove a delta

FILES

x.file See *delta*(1)
z.file See *delta*(1)

SEE ALSO

delta(1), get(1), help(1), prs(1), sccsfile(4).
Source Code Control System User Guide in the Support Tools Guide.

DIAGNOSTICS

Use *help*(1) for explanations.

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NAME

rz, rb - XMODEM, YMODEM, ZMODEM (batch) file receive

SYNOPSIS

rz [- **+1abDpqtuv**]
rb [- **+1abDqtuv**]
rz [- **1abcqtuv**] *file*
[-][**v**] **rzCOMMAND**

DESCRIPTION

This command is applicable to the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00 only.

The **rz** and the **rb** commands uses the XMODEM, YMODEM, or ZMODEM error correcting protocol to receive files over a serial port from a variety of programs running under PC-DOS, CP/M, UNIX, and other operating systems.

The first form of **rz** (Receive ZMODEM) receives files with the ZMODEM batch protocol. If the sending program does not support ZMODEM, **rz** steps down to YMODEM protocol after 50 seconds. This delay can be eliminated by calling the program as **rb**.

When receiving with XMODEM or YMODEM, **rz** accepts either standard 128 byte sectors or 1024 byte sectors. The user should determine when the longer block length actually improves throughput without causing problems.

If extended file information (file length, etc.) is received, the file length controls the number of bytes written to the output dataset (YMODEM only), and the modify time and file mode (if non zero) are set accordingly.

If no extended file information is received, slashes in the pathname are changed to underscore, and any trailing period in the pathname is eliminated. This conversion is useful for files received from CP/M systems. With YMODEM, each file name is converted to lower case unless it contains one or more lower case letters.

The second form of **rz** receives a single *file* with XMODEM protocol. The user must supply the file name to both sending and receiving programs.

The third form of **rz** is invoked as **rzCOMMAND** (with an optional leading - as generated by login(1)). For each received file, **rz** pipes the file to "COMMAND filename" where filename is the name of the transmitted file with the file contents as standard input.

Each file transfer is acknowledged when COMMAND exits with 0 status. A non zero exit status terminates the transfers.

A typical use for this form is **rzrmail** which calls **rmail**(1) to post mail to the user specified by the transmitted file name. For example, sending the file "caf" from a PC-DOS system to **rzrmail** on a UNIX system would result in the contents of the DOS file "caf" being mailed to user "caf".

On some UNIX systems, the login directory must contain a link to COMMAND as login sets SHELL=rsh which does not permit absolute pathnames. If invoked with a leading **v**, **rz** reports progress to */tmps/rzlog*. The following entry in */etc/passwd* works for UNIX systems:

rzrmail::100:100::/usr/spool/uucppublic:/usr/bin/rzrmail

If the SHELL environment variable includes **rsh** or **rksh** (restricted shell), **rz** does not accept absolute pathnames or references to a parent directory, does not modify an existing file, and removes any files received in error.

If **rz** is invoked with *stdout* and *stderr* to different datasets, verbose is set to 2, causing frame by frame progress reports to *stderr*. This may be disabled with the *q* option.

ZMODEM CAPABILITIES

Rz supports incoming ZMODEM binary (-b), ASCII (-a), protect (-p), and append (-+) requests, and ZMODEM command execution.

OPTIONS

+ Append received data to any existing file of the same name.

1 Use file descriptor 1 for **ioctls** and **reads** (UNIX only). By default, file descriptor 0 is used. This option permits **rz** to be used with the **cu** ~? command. If the calling program has spawned a separate process to read characters from the modem, that process must be disabled for **rz** to operate properly.

a Convert files to UNIX conventions by stripping carriage returns and all characters beginning with the first Control Z (CP/M end of file).

b Binary file transfer override. Do not convert to ASCII.

c Request 16 bit CRC. XMODEM file transfers default to 8 bit checksum. YMODEM and ZMODEM normally use 16 bit CRC.

D (ZMODEM) Output file data to */dev/null*; for testing.

p (ZMODEM) Protect: skip file if destination file exists.

q Quiet suppresses verbosity.

t*tim*

Change timeout to *tim* tenths of seconds.

u Make received pathnames lower case.

v Verbose causes a list of file names to be appended to */tmp/rzlog*. More v's generate more output.

EXAMPLES

To download a file via XMODEM protocol while logged onto a bulletin board using **cu**, first issue the bulletin board command to begin the download then enter:

~?rz -1b filename

This sequence is the equivalent of the built-in **cu** command:

~%dnld filename

To receive a file by way of XMODEM protocol while logged onto a remote system which has **cu**, enter:

```
sz -X -fqy filename
~?rz -1b filename
```

This sequence is the equivalent of the built-in **cu** command:

```
~%takex filename
```

To receive any number of files via ZMODEM protocol while logged onto a remote system which has **cu**, enter:

```
sz -fqy files ....
~?rz -1b
```

This sequence is the equivalent of the built-in **cu** command:

```
~%takez filename
```

FILES

/tmp/rzlog stores debugging output generated with -vv option.

NOTES

The UNIX "ulimit" parameter must be set high enough to permit large file transfers.

The TTY input buffering on some systems may not allow long blocks or streaming input, especially at high baud rates.

SEE ALSO

cu(1c), sz(1), ulimit(2).

RESTRICTIONS

Pathnames are restricted to 127 characters. In XMODEM single file mode, the pathname given on the command line is still processed as described above. The ASCII option's CR/LF to NL translation merely deletes CR's.

Some versions of UNIX **cu**(1) do not operate properly with this program.

Improperly specified options and failing file transfers may leave the terminal in an unpredictable state.

ZMODEM CAPABILITIES

Rz supports incoming ZMODEM binary (-b), ASCII (-a), protect (-p), and append (-+) requests, and ZMODEM command execution.

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NAME

sact - print current SCCS file editing activity

SYNOPSIS

sact files

DESCRIPTION

Sact informs the user of any impending deltas to a named SCCS file. This situation occurs when *get*(1) with the -e option has been previously executed without a subsequent execution of *delta*(1). If *file* is a directory, *sact* behaves as though each file in the directory were specified as a named file, except that non-SCCS files and unreadable files are silently ignored. If a name of - is given, *sact* reads the standard input assuming each line is the name of an SCCS file to be processed.

The output for each named file consists of five fields separated by spaces.

Field 1	the SID of a delta that currently exists in the SCCS file to which changes will be made to make the new delta.
Field 2	the SID of the new delta to be created.
Field 3	the logname of the user who will make the delta (i.e. the user who executed a *get* for editing).
Field 4	the date that get -e was executed.
Field 5	the time that get -e was executed.

SEE ALSO

delta(1), get(1), unget(1).

DIAGNOSTICS

Use *help*(1) for explanations.

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NAME

sag - system activity graph

SYNOPSIS

sag [options]

DESCRIPTION

Not on 7000/40.

Sag graphically displays the system activity data stored in a binary data file by a previous *sar*(1) run. Any of the *sar* data items may be plotted singly, or in combination; as cross plots, or versus time. Simple arithmetic combinations of data may be specified. *Sag* invokes *sar* and finds the desired data by string-matching the data column header (run *sar* to see what data is available).

OPTIONS

These *options* are passed through to *sar*:

-s *time* Select data later than *time* in the form hh [:mm]. Default is 08:00.

-e *time* Select data up to *time*. Default is 18:00.

-i *sec* Select data at intervals as close as possible to *sec* seconds.

-f *file* Use *file* as the data source for *sar*. Default is the current daily data file **/usr/adm/sa/sadd**.

Other *options*:

-T *term*

Produce output suitable for terminal *term*. See *tplot*(1G) for known terminals. If *term* is **vpr**, output is processed by **vpr -p** and queued to a Versatec printer. Default for *term* is **$TERM**.

-x *spec*

x axis specification with *spec* in the form described under *AXIS SPECIFICATION*.

Sag permits a single *spec* for the x axis. If unspecified, *time* is used.

-y *spec*

y axis specification with *spec* in the form described under *AXIS SPECIFICATION*. Up to 5 *specs* separated by ; may be given for the y axis. The **-y** default is:

-y "%usr 0 100; %usr + %sys 0 100; %usr + %sys + %wio 0 100"

AXIS SPECIFICATION

An axis specification is in the form

"name [op name] . . . [lo hi]"

Name is either an integer value, or a string that matches a column header in the *sar* report, with an optional device name in square brackets, e.g., **r+w/s[dsk-1]**.

Op is + - * or / surrounded by blanks. Up to five names may be specified. Parentheses are not recognized.

Contrary to custom, + and - have precedence over * and /. Evaluation is left to right. Thus *sag* evaluates A / A + B * 100 as (A/(A+B))*100, and A + B / C + D as (A+B)/(C+D).

Lo and *hi* are optional numeric scale limits. If unspecified, they are deduced from the data.

Enclose the -x and -y arguments in double quotes if blanks or \<CR> are included in the specification.

EXAMPLES

To see CPU utilization for today:

```
sag
```

To see activity over 15 minutes of all disk drives:

```
TS=`date +%H:%M`
sar -o tempfile 60 15
TE=`date +%H:%M`
sag -f tempfile -s $TS -e $TE -y "r+w/s[dsk]"
```

FILES

/usr/adm/sa/sa*dd* daily data file for day *dd*.

SEE ALSO

sar(1), tplot(1G).

NAME

sar - system activity reporter

SYNOPSIS

sar [-ubdycwaqvmA] [-o file] t [n]
sar [-ubdycwaqvmA] [-s time] [-e time] [-i sec] [-f file]

DESCRIPTION

Sar, using the first syntax, samples cumulative activity counters in the operating system at *n* intervals of *t* seconds. The default value of *n* is 1. If the -o option is specified, *sar* save the samples in *file* in binary format.

Using the second syntax, with no sampling interval specified, *sar* extracts data from a previously recorded *file*, either the one specified aby the -f option or, if -f is not used, the standard system activity daily data file **/usr/adm/sa/sa***dd* for the current date *dd*. The starting and ending times of the report can be bounded via the -s and -e *time* arguments of the form *hh*[:*mm*[:*ss*]]. The -i option selects records a t *sec* second intervals. Otherwise, all intervals found in the data file are reported.

OPTIONS

The following options, valid in both usages of *sar*, specify the subsets of data to be printed. Listed under each option are column meanings. If no options are specified, the -u option is assumed.

-u Report CPU utilization:

%usr - Portion of time running is user mode,

%wio - Portion of time idle with some process waiting for block I/O.

%idle - Portion of time otherwise idle.

-b Report buffer activity:

bread/s, brwrit/s - Transfers per second of data between system buffers and disk or other block devices.

lread/s, lwrit/s - Accesses of system buffers.

%rcache, %wcache - Cache match ratios, e.g., 1 - *bread/lread*.

pread/s, pwrit/s - Transfers via raw device mechanism.

-d Report activity for each block device, e.g., disk or tape drive:

%busy - Portion of time device was busy servicing a transfer request. (5000/60/80/90 only, not available on 5000/20/30/40/50.)

avque - Average number of requests outstanding during *%busy*. (5000/60/80/90 only, not available on 5000/20/30/40/50.)

r+w/s - Number of data transfers to or from a device.

blks/s - Number of bytes transferred to or from a device in 512-byte units.

avwait - Average time is ms. that transfer requests wait idly on queue. (5000/60/80/90 only, not available on 5000/20/30/40/50.)

avserv - Average time to be serviced (which for disks includes seek, rotational latency and data transfer times). (5000/60/80/90 only, not available on 5000/20/30/40/50.)

-y Report TTY device activity:

fawch/s - Input character rate.

canch/s - INput character rate processed by canon.

outch/s - Output character rate.

rcvin/s - Receive interrupt rates.

xmtin/s - Transmit interrupt rates.

mdmin/s - Modem interrupt rates.

-c Report system calls:

scall/s - System calls of all types.

sread/s, swrit/s, fork/s, exec/s - Specific system calls. *rchar/s, wchar/s* - Characters transferred by read and write system calls.

-w Report system swapping and switching activity:

swpin/s, swpot/s - Number of transfers for swapins (including initial loading of some programs) and swapouts.

bswin/s, bswor/s - Number of 512-byte units transferred for swapins (including initial loading of some programs) and swapouts.

pswch/s - Process switches.

-a Report use of file access system routines: how many times per second the *iget/s, namei/s, dirblk/s* routines were called.

-q Report average queue length while occupied, and percent (%) of time occupied:

runq-sz, %runocc - Run queue of executable processes in memory.

swpq-sz, *%swpocc* - Swap queue of processes swapped out but ready to run.

-v Report status of text, process, inode and file tables:

text-sz, *proc-sz*, *indo-sz* - Entries/size for each table, evaluated one at sampling point.

text-ov, *proc-ov*, *file-ov* - Overflows occurring between sampling points.

-m Report message and semaphore activities:

msg/s, *sea/s* - Primitives per second.

-A Report all data. Equivalent to **-udqbwcayvm**.

EXAMPLES

To see CPU activity so far for today, enter:

```
sar
```

To watch CPU activity evolve for 10 minutes and save data, enter:

```
sar -o temp 60 10
```

FILES

/usr/adm/sa/sa*dd* daily data file

RESTRICTIONS

The -d option does not work.

SEE ALSO

sag(1G), sar(1M)

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NAME

sccsdiff - compare two versions of an SCCS file

SYNOPSIS

sccsdiff -rSID1 -rSID2 [-p] [-sn] files

DESCRIPTION

Sccsdiff compares two versions of an SCCS file and generates the differences between the two versions. Any number of SCCS files may be specified, but options apply to all files.

OPTIONS

-r*SID1* -r*SID2*

Specifies *SID1* and *SID2* as the deltas of an SCCS file that are to be compared. *Sccsdiff* passes versions to *bdiff*(1) in the order given.

-p Pipes output for each file through *pr*(1).

-s*n*

Denotes *n* as the file segment size that *bdiff* passes to *diff*(1). This is useful when *diff* fails due to a high system load.

FILES

/tmp/get????? Temporary files

SEE ALSO

bdiff(1), get(1), help(1), pr(1).
Source Code Control System in the *Support Tools Guide*.

DIAGNOSTICS

The message

file: No differences

is printed if the two versions are the same.

Use *help*(1) for explanations.

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NAME

script - make typescript of terminal session

SYNOPSIS

script [-a] [file]

DESCRIPTION

7000 Series System only.

Script makes a typescript of everything printed on your terminal. The typescript is written to *file*, or appended to *file* if the -a option is given. It can be sent to the line printer later with *lpr*. If no file name is given, the typescript is saved in the file *typescript*.

The script ends when the forked shell exists.

This program is useful when using a CRT and a hard-copy record of the dialog is desired, as for a student handing in a program that was developed on a CRT when hard-copy terminals are in short supply. *Script* counts on the existence of psuedo terminals: */dev/ptyp?*. If they do not exist, use MAKEDEV in /dev to create them: MAKEDEV pty?.

RESTRICTIONS

Script places everything in the log file. This is not what the naive user expects.

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NAME

sdb - symbolic debugger

SYNOPSIS

sdb [-w] [-W] [objfil [corfil [directory-list]]]

DESCRIPTION

Sdb is a symbolic debugger that can be used with C and F77 programs. It may be used to examine their object files and core files and to provide a controlled environment for their execution.

Objfil is normally an executable program file which has been compiled with the **-g** (debug) option; if it has not been compiled with the **-g** option, or if it is not an executable file, the symbolic capabilities of *sdb* are limited, but the file can still be examined and the program debugged. The default for *objfil* is **a.out**. *Corfil* is assumed to be a core image file produced after executing *objfil*; the default for *corfil* is **core**. The core file need not be present. A - in place of *corfil* forces *sdb* to ignore any core image file. The colon separated list of directories (*directory-list*) is used to locate the source files used to build *objfil*.

It is useful to know that at any time there is a *current line* and *current file*. If *corfil* exists then they are initially set to the line and file containing the source statement at which the process terminated. Otherwise, they are set to the first line in *main*( ). The current line and file may be changed with the source file examination commands.

By default, warnings are provided if the source files used in producing *objfil* cannot be found or are newer than *objfil*. This checking feature and the accompanying warnings may be disabled by the use of the -W option.

Names of variables are written just as they are in C or F77. Note that names in C are of arbitrary length; *sdb* does not truncate names. Variables local to a procedure may be accessed using the form *procedure*:*variable*. If no procedure name is given, the procedure containing the current line is used by default.

It is also possible to refer to structure members as *variable*.*member*, pointers to structure members as *variable*->*member*, and array elements as *variable*[*number*]. Pointers may be dereferenced by using the form *pointer*[0]. Combinations of these forms may also be used. F77 common variables may be referenced by using the name of the common block instead of the structure name. Blank common variables may be named by the form .*variable*. A number may be used in place of a structure variable name, in which case the number is viewed as the address of the structure, and the template used for the structure is that of the last structure referenced by *sdb*. An unqualified structure variable may also be used with various commands. Generally, *sdb* interprets a structure as a set of variables. Thus, *sdb* displays the values of all the elements of a structure when it is requested to display a structure. An exception to this interpretation occurs when displaying variable addresses. An entire structure does

have an address, and it is this value *sdb* displays, not the addresses of individual elements.

Elements of a multidimensional array may be referenced as *variable*[*number*][**number** or as *variable*[*number*,*number*,...]. In place of *number*, the form *number*;*number* may be used to indicate a range of values, * may be used to indicate all valid values for that subscript, or subscripts may be omitted entirely if they are the last subscripts and the full range of values is desired. As with structures, *sdb* displays all the values of an array or of the section of an array if trailing subscripts are omitted. It displays only the address of the array itself or of the section specified by the user if subscripts are omitted. A multidimensional parameter in an F77 program cannot be displayed as an array, but it is actually a pointer, whose value is the location of the array. The array itself can be accessed symbolically from the calling function.

A particular instance of a variable on the stack may be referenced by using the form *procedure*:*variable*,*number*. All the variations mentioned in naming variables may be used. *Number* is the occurrence of the specified procedure on the stack, counting the top, or most current, as the first. If no procedure is specified, the procedure currently executing is used by default.

It is also possible to specify a variable by its address. All forms of integer constants which are valid in C may be used, so that addresses may be input in decimal, octal or hexadecimal.

Line numbers in the source program are referred to as *file-name*:*number* or *procedure*:*number*. In either case the number is relative to the beginning of the file. If no procedure or file name is given, the current file is used by default. If no number is given, the first line of the named procedure or file is used.

While a process is running under *sdb*, all addresses refer to the executing program; otherwise they refer to *objfil* or *corfil*. An initial argument of -w permits overwriting locations in *objfil*.

Individual processor general registers may be named instead of variables by using the register name with a % prepended. The x command displays the current values of all the general registers. The contents of these registers can be displayed or modified.

Note that the hardware floating point registers of the 68881 math coprocessor are also available to be used as the 68020 general registers when the 68881 math coprocessor installed. These registers are named %fp0 through %fp7.

OPTIONS

-w Permit overwriting locations in *objfil*.

-W Disable warnings.

ADDRESSES

The address in a file associated with a written address is determined by a mapping associated with that file. Each mapping is represented by two triples (*b1*, *e1*, *f1*) and (*b2*, *e2*, *f2*) and the

file address corresponding to a written *address* is calculated as follows:

b1 => *file address=address+f1-b1*
otherwise

b2 => *file address=address+f2-b2*

otherwise, the requested *address* is not valid. In some cases (e.g., for programs with separated I and D space) the two segments for a file may overlap.

The initial setting of both mappings is suitable for normal **a.out** and core files. If either file is not of the kind expected then, for that file, *b1* is set to 0, *e1* is set to the maximum file size, and *f1* is set to 0; in this way the whole file can be examined with no address translation.

In order for *sdb* to be used on large files, all appropriate values are kept as signed 32-bit integers. The **M** command can be used to display or change the current values for the address maps.

COMMANDS

The commands for examining data in the program are:

t Print a stack trace of the terminated or halted program.

T Print the top line of the stack trace.

variable/clm

Print the value of *variable* according to length *l* and format *m*. A numeric count *c* indicates that a region of memory, beginning at the address implied by *variable*, is to be displayed. The length specifiers are:

- **b** one byte
- **h** two bytes (half word)
- **l** four bytes (long word)

Valid values for *m* are:

- **c** Character
- **d** Decimal
- **u** Decimal, unsigned
- **o** Octal
- **x** Hexadecimal
- **f** 32-bit single precision floating point
- **g** 64-bit double precision floating point
- **s** Assume *variable* is a string pointer and print characters starting at the address pointed to by the variable.
- **a** Print characters starting at the variable address. This format may not be used with register variables.
- **p** Pointer to procedure
- **i** Disassemble machine-language instruction with addresses printed numerically and symbolically.
- **I** Disassemble machine-language instructions with addresses just printed numerically.

The length specifiers are only effective with the formats **c**, **d**, **u**, **o** and **x**. Any of the specifiers, *c*, *l*, and *m*, may be omitted.

If all are omitted, *sdb* choses a length and a format suitable for the variable type as declared in the program. If *m* is specified, then this format is used for displaying the variable. A length specifier determines the output length of the value to be displayed, sometimes resulting in truncation. A count specifier *c* tells *sdb* to display that many units of memory, beginning at the address of *variable*. The number of bytes in one such unit of memory is determined by the length specifier *l*, or if no length is given, by the size associated with the *variable*. If a count specifier is used for the **s** or **a** command, then that many characters are printed. Otherwise successive characters are printed until either a null byte is reached or 128 characters are printed. The last variable may be redisplayed with the command **./**.

The *sh*(1) metacharacters * and ? may be used within procedure and variable names, providing a limited form of pattern matching. If no procedure name is given, variables local to the current procedure and global variables are matched; if a procedure name is specified then only variables local to that procedure are matched. To match only global variables, the form *:pattern* is used.

linenumber?*lm*
variable:?*lm*
Print the value at the address from **a.out** or I space given by *linenumber* or *variable* (procedure name), according to the format *lm*. The default format is "i".

variable=*lm*
linenumber=*lm*
number=*lm*
Print the address of *variable* or *linenumber*, or the value of *number*, in the format specified by *lm*. If no format is given, then **ix** is used. The last variant of this command provides a convenient way to convert between decimal, octal and hexadecimal.

variable!*value*
Set *variable* to the given *value*. The value may be a number, a character constant or a variable. The value must be well defined; expressions which produce more than one value, such as structures, are not allowed. Character constants are denoted *'character*. Numbers are viewed as integers unless a decimal point or exponent is used. In this case, they are treated as having the type double. Registers are viewed as integers. The *variable* may be an expression which indicates more than one variable, such as an array or structure name. If the address of a variable is given, it is regarded as the address of a variable of type *int*. C conventions are used in any type conversions necessary to perform the indicated assignment.

x Print the machine registers and the current machine-language instruction.

X Print the current machine-language instruction.

The commands for examining source files are:

fp?
Print floating point register where ? is 0-7 (5000/90 only).

e *procedure*

e *file-name*

e *directory/*

e *directory file-name*
The first two forms set the current file to the file containing *procedure* or to *file-name*. The current line is set to the first line in the named procedure or file. Source files are assumed to be in *directory*. The default is the current working directory. The latter two forms change the value of *directory*. If no procedure, file name, or directory is given, the current procedure name and file name are reported.

/regular expression/
Search forward from the current line for a line containing a string matching *regular expression* as in *ed*(1). The trailing / may be deleted.

?regular expression?
Search backward from the current line for a line containing a string matching *regular expression* as in *ed*(1). The trailing ? may be deleted.

p Print the current line.

z Print the current line followed by the next 9 lines. Set the current line to the last line printed.

w Window. Print the 10 lines around the current line.

number
Set the current line to the given line number. Print the new current line.

count+
Advance the current line by *count* lines. Print the new current line.

count-
Retreat the current line by *count* lines. Print the new current line.

The commands for controlling the execution of the source program are:

count r *args*
count R
Run the program with the given arguments. The r command with no arguments reuses the previous arguments to the program while the R command runs the program with no arguments. An argument beginning with < or > causes redirection for the standard input or output, respectively. If *count* is

given, it specifies the number of breakpoints to be ignored.

linenumber **c** *count*
linenumber **C** *count*
Continue after a breakpoint or interrupt. If *count* is given, it specifies the breakpoint at which to stop after ignoring *count* - 1 breakpoints. **C** continues with the signal which caused the program to stop reactivated and **c** ignores it. If a line number is specified then a temporary breakpoint is placed at the line and execution is continued. The breakpoint is deleted when the command finishes.

linenumber **g** *count*
Continue after a breakpoint with execution resumed at the given line. If *count* is given, it specifies the number of breakpoints to be ignored.

s *count*
S *count*
Single step the program through *count* lines. If no count is given then the program is run for one line. **S** is equivalent to **s** except it steps through procedure calls.

i
I Single step by one machine-language instruction. **I** steps with the signal which caused the program to stop reactivated and **i** ignores it.

variable$**m** *count*
address:**m** *count*
Single step (as with **s**) until the specified location is modified with a new value. If *count* is omitted, it is effectively infinity. *Variable* must be accessible from the current procedure. Because this command is done by software, it can be very slow.

level **v**
Toggle verbose mode, for use when single stepping with **S**, **s** or **m**. If *level* is omitted, then just the current source file and/or subroutine name is printed when either changes. If *level* is 1 or greater, each C source line is printed before it is executed; if *level* is 2 or greater, each assembler statement is also printed. A **v** turns verbose mode off if it is on for any level.

k Kill the program being debugged.

procedure(arg1,arg2,...)
procedure(arg1,arg2,...)/*m*
Execute the named procedure with the given arguments. Arguments can be integer, character or string constants or names of variables accessible from the current procedure. The second form causes the value returned by the procedure to be printed according to format *m*. If no format is given, it defaults to **d**. Note that when the procedure completes, control is returned to *sdb* by a breakpoint.

linenumber **b** *commands*
Set a breakpoint at the given line. If a procedure name without

a line number is given (e.g., "proc:"), a breakpoint is placed at the first line in the procedure even if it was not compiled with the **-g** option. If no *linenumber* is given, a breakpoint is placed at the current line. If no *commands* are given, execution stops just before the breakpoint and control is returned to *sdb*. Otherwise the *commands* are executed when the breakpoint is encountered and execution continues. Multiple commands are specified by separating them with semicolons. If **k** is used as a command to execute at a breakpoint, control returns to *sdb*, instead of continuing execution.

B Print a list of the currently active breakpoints.

linenumber **d**
Delete a breakpoint at the given line. If no *linenumber* is given then the breakpoints are deleted interactively. Each breakpoint location is printed and a line is read from the standard input. If the line begins with a **y** or **d** then the breakpoint is deleted.

D Delete all breakpoints.

l Print the last executed line.

linenumber **a**
Announce. If *linenumber* is of the form *proc:number*, the command effectively does a *linenumber* **b l**. If *linenumber* is of the form *proc:*, the command effectively does a *proc:* **b T**.

Miscellaneous commands:

!*command*
The command is interpreted by *sh*(1).

new-line
If the previous command printed a source line then advance the current line by one line and print the new current line. If the previous command displayed a memory location, then display the next memory location.

control-d
Scroll. Print the next 10 lines of instructions, source or data depending on which was printed last.

< *filename*
Read commands from *filename* until the end of file is reached, and then continue to accept commands from standard input. When *sdb* is told to display a variable by a command in such a file, the variable name is displayed along with the value. This command may not be nested; < may not appear as a command in a file.

M Print the address maps.

M [?/][*] *b e f*
Record new values for the address map. The arguments ? and / specify the text and data maps, respectively. The first segment, (*b1, e1, f1*), is changed unless * is specified, in which case the second segment (*b1, e1, f1*), of the mapping is

changed. If fewer than three values are given, the remaining map parameters are left unchanged.

" *string*
Print the given string. The C escape sequences of the form *\character* are recognized, where *character* is a nonnumeric character.

q Exit the debugger.

The following commands also exist and are intended only for debugging the debugger:

V Print the version number.
Q Print a list of procedures and files being debugged.
Y Toggle debug output.

FILES

a.out
core

SEE ALSO

cc(1), f77(1), sh(1), a.out(4), core(4).
Symbolic Debugging Program - "sdb" in the Programming Guide.

WARNINGS

When *sdb* prints the value of an external variable for which there is no debugging information, a warning is printed before the value. The value is assumed to be **int** (integer).

Data which are stored in text sections are indistinguishable from functions.

Line number information in optimized functions is unreliable, and some information may be missing. Note that *cc*(1) disables optimization for modules compiled with the **-g** option.

RESTRICTIONS

If a procedure is called when the program is *not* stopped at a breakpoint (such as when a core image is being debugged), all variables are initialized before the procedure is started. This makes it impossible to use a procedure which formats data from a core image.

The default type for printing F77 parameters is incorrect. Their address is printed instead of their value.

Tracebacks containing F77 subprograms with multiple entry points may print too many arguments in the wrong order, but their values are correct.

The range of an F77 array subscript is assumed to be *1* to *n*, where *n* is the dimension corresponding to that subscript. This is only significant when the user omits a subscript or uses * to indicate the full range. There is no problem in general with arrays having subscripts whose lower bounds are not 1.

the -g option. If no *linenumber* is given, a breakpoint is placed at the current line. If no *commands* are given, execution stops just before the breakpoint and control is returned to *sdb*. Otherwise the *commands* are executed when the breakpoint is encountered and execution continues. Multiple commands are specified by separating them with semicolons. If **k** is used as a command to execute at a breakpoint, control returns to *sdb*, instead of continuing execution.

B Print a list of the currently active breakpoints.

linenumber **d**
Delete a breakpoint at the given line. If no *linenumber* is given then the breakpoints are deleted interactively. Each breakpoint location is printed and a line is read from the standard input. If the line begins with a **y** or **d** then the breakpoint is deleted.

D Delete all breakpoints.

l Print the last executed line.

linenumber **a**
Announce. If *linenumber* is of the form *proc*:*number*, the command effectively does a *linenumber* **b l**. If *linenumber* is of the form *proc*:, the command effectively does a *proc*: **b T**.

Miscellaneous commands:

!*command*
The command is interpreted by *sh*(1).

new-line
If the previous command printed a source line then advance the current line by one line and print the new current line. If the previous command displayed a memory location, then display the next memory location.

control-d
Scroll. Print the next 10 lines of instructions, source or data depending on which was printed last.

< *filename*
Read commands from *filename* until the end of file is reached, and then continue to accept commands from standard input. When *sdb* is told to display a variable by a command in such a file, the variable name is displayed along with the value. This command may not be nested; **<** may not appear as a command in a file.

M Print the address maps.

M [?/][*] *b e f*
Record new values for the address map. The arguments **?** and **/** specify the text and data maps, respectively. The first segment, (*b1*, *e1*, *f1*), is changed unless * is specified, in which case the second segment (*b1*, *e1*, *f1*), of the mapping is changed. If fewer than three values are given, the remaining map parameters are left unchanged.

" *string*
Print the given string. The C escape sequences of the form *\character* are recognized, where *character* is a nonnumeric character.

q Exit the debugger.

The following commands also exist and are intended only for debugging the debugger:

V Print the version number.
Q Print a list of procedures and files being debugged.
Y Toggle debug output.

FILES
a.out
core

SEE ALSO
cc(1), f77(1), sh(1), a.out(4), core(4).
Symbolic Debugging Program - "sdb" in the Programming Guide.

WARNINGS
When *sdb* prints the value of an external variable for which there is no debugging information, a warning is printed before the value. The value is assumed to be **int** (integer).

Data which are stored in text sections are indistinguishable from functions.

Line number information in optimized functions is unreliable, and some information may be missing. Note that *cc*(1) disables optimization for modules compiled with the **-g** option.

RESTRICTIONS
If a procedure is called when the program is *not* stopped at a breakpoint (such as when a core image is being debugged), all variables are initialized before the procedure is started. This makes it impossible to use a procedure which formats data from a core image.

The default type for printing F77 parameters is incorrect. Their address is printed instead of their value.

Tracebacks containing F77 subprograms with multiple entry points may print too many arguments in the wrong order, but their values are correct.

The range of an F77 array subscript is assumed to be *1* to *n*, where *n* is the dimension corresponding to that subscript. This is only significant when the user omits a subscript or uses * to indicate the full range. There is no problem in general with arrays having subscripts whose lower bounds are not 1.

NAME

sdiff - side-by-side difference program

SYNOPSIS

sdiff [options ...] file1 file2

DESCRIPTION

Sdiff uses the output of *diff*(1) to produce a side-by-side listing of two files indicating those lines that are different. Each line of the two files is printed with a blank gutter between them if the lines are identical, a < in the gutter if the line only exists in *file1*, a > in the gutter if the line only exists in *file2*, and a ¦ for lines that are different.

For example:

```
x     ¦     y
a           a
b     <
c     <
d           d
      >     c
```

OPTIONS

-w *n* Use the next argument, *n*, as the width of the output line. The default line length is 130 characters.

-l Only print the left side of any lines that are identical.

-s Do not print identical lines.

-o *output*

Use the next argument, *output*, as the name of a third file that is created as a user controlled merging of *file1* and *file2*.

Sdiff copies identical lines of *file1* and *file2* to *output*. *Sdiff* prints sets of differences, as produced by *diff*(1); where a set of differences share a common gutter character.

After printing each set of differences, *sdiff* prints the user with a % and waits for one of the following user-typed commands:

l	append the left column to the output file
r	append the right column to the output file
s	turn on silent mode; do not print identical lines
v	turn off silent mode
e l	call the editor with the left column
e r	call the editor with the right column
e b	call the editor with the concatenation of left and right
e	call the editor with a zero length file

q exit from the program

On exit from the editor, the resulting file is concatenated on the end of the *output* file.

SEE ALSO

diff(1), ed(1).

NAME

sed - stream editor

SYNOPSIS

sed [-n] [-e script] [-f sfile] [files]

DESCRIPTION

Sed copies the named *files* (standard input default) to the standard output, edited according to a script of commands.

A script consists of editing commands, one per line, of the following form:

[address [, address]] function [arguments]

Address, *function*, and *argument* are described below.

In normal operation, *sed* cyclically copies a line of input into a pattern space (an internal *edit buffer*) and applies in sequence all commands whose *addresses* apply to the lines within the *edit buffer*. Editing commands can be applied only to non-selected pattern spaces by use of the negation function ! (below). At the end of the script, *sed* copies the pattern space to the standard output and deletes the pattern space. Some of the commands use an internal *temporary buffer* to save all or part of the *edit buffer* for subsequent retrieval.

OPTIONS

The following options can be specified several times.

-f *sfile* Takes the script from *sfile*.

-e *script*

Specifies *script* as the script. If there is just one **-e** option and no **-f** option, the **-e** may be omitted. Script should be surrounded by quotes to isolate it from the shell.

-n Suppresses the default output.

ADDRESS

An *address* is either a decimal number that counts input lines cumulatively across files, a **$** that addresses the last line of input, or a context address. A context address is a */regular expression /* in the style of *ed*(1), with the following differences:

The construction **\?***regular expression***?**, where ? is any character, is identical to */regular expression /*. Note that in the context address **\xabc\xdefx**, the second **x** stands for itself, so that the regular expression is **abcxdef**.

The escape sequence **\n** matches a new-line *embedded* in the pattern space.

A period **.** matches any character except the *terminal* new-line of the pattern space.

A command line with no addresses selects every pattern space.

A command line with one address selects each pattern space that matches the address.

A command line with two addresses selects the inclusive range from the first pattern space that matches the first address through the next pattern space that matches the second. If the second address is a number less than or equal to the line number first selected, only one line is selected. Thereafter the process is repeated, looking again for the first address.

FUNCTION

In the following list of functions the maximum number of permissible addresses for each function is indicated in the parentheses preceding each function.

(1) a\
text Append. Place *text* on the output before reading the next input line (see *text* below).

(2) b *label*
Branch to the : command bearing the *label*. If *label* is not specified, branch to the end of the script.

(2) c\
text Change. Delete the edit buffer. With 0 or 1 address or at the end of a 2-address range, place *text* on the output (see *text* below). Start the next cycle.

(2) d Delete the edit buffer. Start the next cycle.

(2) D Delete the initial segment of the edit buffer through the first new-line. Start the next cycle; do not copy a new line into the pattern space if any lines remain in the pattern space.

(2) g Replace the contents of the edit buffer by the contents of the temporary buffer.

(2) G Append the contents of the temporary buffer to the edit buffer.

(2) h Replace the contents of the temporary buffer by the contents of the edit buffer.

(2) H Append the contents of the edit buffer to the temporary buffer.

(1) i\
text Insert. Place *text* on the standard output. (see *text* below)

(2) l List the edit buffer on the standard output in an unambiguous form. Spell non-printing characters in two-digit ASCII and fold long lines.

(2) n Copy the edit buffer to the standard output. Replace the edit buffer with the next line of input.

(2) N Append the next line of input to the edit buffer with an embedded new-line. (The current line number changes.)

(2) p Print. Copy the edit buffer to the standard output.

(2) P Copy the initial segment of the edit buffer through the first new-line to the standard output.

(1) q Quit. Branch to the end of the script. Do not start a new cycle.

(2) r *rfile*
Read the contents of *rfile*. Place the contents of *rfile* on the output before reading the next input line. (see *rfile* below)

(2) s/*regular expression /replacement /flags*
Substitute the *replacement* string for instances of the *regular expression* in the edit buffer. Any character may be used instead of /. For a fuller description see *ed*(1). *Flags* is zero or more of:

n n = 1-512. Substitute for just the n th occurrence of the *regular* expression.

g Global. Substitute for all nonoverlapping instances of the *regular expression* rather than just the first one.

p Print the edit buffer if a replacement was made.

w *wfile*
Write. Append the edit buffer to *wfile* if a replacement was made. (see *wfile* below)

(2) t *label*
Test. Branch to the : command bearing the *label* if any substitutions have been made since the most recent reading of an input line or execution of a t. If *label* is empty, branch to the end of the script.

(2) w *wfile*
Write. Append the edit buffer to *wfile*. (see *wfile* below)

(2) x Exchange the contents of the pattern and temporary buffers.

(2) y/*string1 /string2 /*
Transform. Replace all occurrences of characters in *string1* with the corresponding character in *string2*. The lengths of *string1* and *string2* must be equal.

(2)! *function*
Apply the *function* (or group, if *function* is {) only to lines *not* selected by the address(es).

(0) : *label*
Specify a *label* to which b and t commands may branch.

(1) = Place the current line number on the standard output as a line.

(2) { Execute the following commands through a matching } only when the edit buffer is selected.

(0) An empty command is ignored.

(0) # If a # is the first character on the first line of a script file, the entire line is treated as a comment unless the character following the # is an **n**. If an **n** follows the #, the default output is suppressed and the rest of the line after the #n is ignored. A script file must contain at least one non-comment line.

ARGUMENT

text One or more lines of text; each line must end with a backslash to escape the new-line, except the last line. Backslashes within text are escape characters, and may be used to retain initial tabs and blanks that *sed* usually strips from every script line.

rfile Read file; this argument must be the last one in the command line and exactly one blank must separate it from its *function*.

wfile Write file; this argument must be the last one in the command line and exactly one blank must separate it from its *function*. *Sed* creates each *wfile* (up to ten distinct *wfiles*) before processing.

SEE ALSO

awk(1), ed(1), grep(1).

NAME

set_tape - change the logical tape size for tape device

SYNOPSIS

set_tape [-s] tape_device bytes

DESCRIPTION

5000/30 and 5000/50 only.

Set_tape changes the logical size, in bytes, for *tape_device* to *bytes*. This is used when tape cartridges that have a lower or higher capacity than the default value of 40960000 bytes are used. The default value is that of a DC450A cartridge tape.

OPTION

- s Do not send output to standard output (silent)

EXAMPLE

To set the logical size of **/dev/rtp** to 13.56 megabytes (DC150A cartridge tape), insert a tape in the cartridge tape drive and use the command:

```
set_tape /dev/rtp 13650000
```

The output will be:

```
Old tape capacity = 4096000
New tape capacity = 13650000
```

SEE ALSO

tape_size(1)

RESTRICTIONS

Set_tape works only when a tape cartridge is mounted in the drive. The logical size is set to the default, 40960000 bytes, when the system is booted.

[This page left blank.]

NAME

setalign - set / unset alignment emulation

SYNOPSIS

setalign [-yn] [-f ffile] arg ...

DESCRIPTION

7000 Series Systems only.

Setalign will set or unset the alignment emulation capability in an executable file.

The **-y** option will set the alignment emulation by changing the magic number that is stored in the header of the file. When this condition is set, once the file is executed and encountered any alignment fault, the operating system will handle it correctly as the alignment fault does not exist.

The **-n** option will unset the alignment emulation. In this case, the process will get an illegal instruction and generate a core dump when the file encountered an alignment fault.

The **-f** option is given, the next argument is taken to be a file containing the names of the files to be examined.

Setalign will return the alignment emulation status if **-y** or **-n** is not specified.

SEE ALSO

ld(1).

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NAME

/local/bin/setlp - set parameters for a line printer type device (parallel)

SYNOPSIS

setlp [- options]

DESCRIPTION

5000/60, 5000/80, and 5000/90 only.

setlp sets line printer options for the standard input device. Without arguments, it reports the current settings of the of the device. With the -g option, the current settings are reported in a form (ascii) that can be used as an argument to another setlp command.

Options:

-i number indent every line on the printout 'number' characters.

-c number print 'number' columns truncating anything left.

-d number wait for an acknowledge signal for 'number' units (1 units equals approximately 10-20 microseconds).
The default is 100 units.

-l number print 'number' lines per page.

nocr (-nocr) do not map (-map) NL to NL-CR on output.

cap (-cap) map (do not map) lower case alphabetics to uppercase alphabetics on output.

EXAMPLE

To change the indent for the parallel port 0 printer from the default of 4 to 0.

```
setlp -i0 < /dev/gcp/lp/c0
```

FILES

/dev/gcp/lp/

SEE ALSO

lp(7) ioctl(2)

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NAME

set_tape - change the logical tape size for tape device

SYNOPSIS

set_tape [-s] tape_device bytes

DESCRIPTION

5000/30, 5000/35, 5000/50, and 5000/55 only.

Set_tape changes the logical size, in bytes, for *tape_device* to *bytes*. This is used when tape cartridges that have a lower or higher capacity than the default value of 40960000 bytes are used. The default value is that of a DC450A cartridge tape.

OPTION

-s Do not send output to standard output (silent)

EXAMPLE

To set the logical size of **/dev/rtp** for a DC150A cartridge tape, insert a tape in the cartridge tape drive and use the command:

```
set_tape /dev/rtp 13200000
```

The output will be:

```
Old tape capacity = 40960000
New tape capacity = 13200000
```

SEE ALSO

tape_size(1)

RESTRICTIONS

Set_tape works only when a tape cartridge is mounted in the drive. The logical size is set to the default, 40960000 bytes, when the system is booted.

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NAME

setulimit - set a user file size limit

SYNOPSIS

setulimit *size*
exec setulimit *size*

DESCRIPTION

Setulimit allows the user to change the file size limit. *Size* is the number of 1024-byte blocks.

Using *setulimit* without *exec* puts the user into a new shell in which the new size limit operates. The user may use Control-D to return to the login shell, where the standard default limit of two megabytes applies. Using *setulimit* with *exec* changes the limit and overlays the existing shell; only one process will be used, instead of two. Any errors that cause setulimit to exit will cause the program to logout.

Care should be taken when using *setulimit* within the shell script. If *setulimit* without *exec* is used in a shell script, the entries following the *setulimit* are not processed until the new shell is exited. If the *setulimit* with *exec* is used in a shell script, the entries following the *setulimit* command are never processed.

The maximum number of 1024-byte blocks allowed by setulimit is determined by the value contained in the file /etc/SETULIMITMAX. Only the superuser can modify this file.

EXAMPLE

To change the file size limit to 10240 blocks, and to enter a new shell, enter:

```
setulimit 10240
```

FILES

/etc/SETULIMITMAX	Maximum number of 1024-byte blocks allowed by setulimit(1). Must be greater than 1. If /etc/SETULIMITMAX does not exist or is not readable, the default is 2048-byte block size.

DIAGNOSTICS

The following message indicates an incorrect *size* value:

Usage: setulimit NNN - where NNN is greater than 1 and less than or equal to [system maximum set by superuser]

The following message indicates the ulimit call failed:

Size change failed, setuid incorrect

The following message indicates an invalid value for /etc/SETULIMITMAX:

Invalid value() in /etc/SETULIMITMAX.

WARNING

Using *setulimit* without *exec* causes local variables defined in the parent not to be defined in the new shell.

Care should be taken when using *setulimit* within the shell script. If *setulimit* without *exec* is used in a shell script, the entries following the *setulimit* are not processed until the new shell is exited. If the *setulimit* with *exec* is used in a shell script, the entries following the *setulimit* command are never processed.

NAME

sh, rsh - shell, the standard/restricted command programming language

SYNOPSIS

sh [-acefhiknrstuvx] [args]
rsh [-acefhiknrstuvx] [args]

DESCRIPTION

Sh is a command programming language that executes commands read from a terminal or a file. *Rsh* is a restricted version of the standard command interpreter *sh*; it is used to set up login names and execution environments whose capabilities are more controlled than those of the standard shell. See *Invocation* below for the meaning of arguments to the shell.

Definitions

A *blank* is a tab or a space. A *name* is a sequence of letters, digits, or underscores beginning with a letter or underscore. A *parameter* is a name, a digit, or any of the characters *, @, #, ?, -, $, and !.

Commands

A *simple-command* is a sequence of non-blank *words* separated by *blanks*. The first word specifies the name of the command to be executed. Except as specified below, the remaining words are passed as arguments to the invoked command. The command name is passed as argument 0 (see *exec*(2)). The *value* of a simple-command is its exit status if it terminates normally, or (octal) 200+*status* if it terminates abnormally (see *signal*(2) for a list of status values).

A *pipeline* is a sequence of one or more *commands* separated by ¦ (or, for historical compatibility, by ^). The standard output of each command but the last is connected by a *pipe*(2) to the standard input of the next command. Each command is run as a separate process; the shell waits for the last command to terminate. The exit status of a pipeline is the exit status of the last command.

A *list* is a sequence of one or more pipelines separated by ;, &, &&, or ¦ ¦, and optionally terminated by ; or &. Of these four symbols, ; and & have equal precedence, which is lower than that of && and ¦ ¦. The symbols && and ¦ ¦ also have equal precedence. An arbitrary number of new-lines may appear in a *list*, instead of semicolons, to delimit commands.

The separators affect execution as follows:

; Sequentially execute the preceding pipeline.

& Asynchronously execute the preceding pipeline; that is, the shell does not wait for the pipeline to finish execution before proceeding to execute the next command.

&& Execute the following *list* only if the preceding pipeline returns a zero exit status.

|| Execute the following *list* only if the preceding pipeline returns a non-zero exit status.

A *command* is either a simple-command or one of the following. Unless otherwise stated, the value returned by a command is that of the last simple-command executed in the command.

for *name* [**in** *word* . . .] **do** *list* **done**
Each time a **for** command is executed, *name* is set to the next *word* taken from the **in** *word* list. If **in** *word* . . . is omitted, then the **for** command executes the **do** *list* once for each positional parameter that is set (see *Parameter Substitution* below). Execution ends when there are no more words in the list.

case *word* **in** [*pattern* [| *pattern*] . . .) *list* ;;] . . . **esac**
A **case** command executes the *list* associated with the first *pattern* that matches *word*. The form of the patterns is the same as that used for file-name generation (see *File Name Generation*) except that a slash, a leading dot, or a dot immediately following a slash need not be matched explicitly.

if *list* **then** *list* [**elif** *list* **then** *list*] . . . [**else** *list*] **fi**
The *list* following **if** is executed and, if it returns a zero exit status, the *list* following the first **then** is executed. Otherwise, the *list* following **elif** is executed and, if its value is zero, the *list* following the next **then** is executed. Failing that, the **else** *list* is executed. If no **else** *list* or **then** *list* is executed, then the **if** command returns a zero exit status.

while *list* **do** *list* **done**
A **while** command repeatedly executes the **while** *list* and, if the exit status of the last command in the list is zero, executes the **do** *list*; otherwise the loop terminates. If no commands in the **do** *list* are executed, then the **while** command returns a zero exit status; **until** may be used in place of **while** to negate the loop termination test.

(*list*)
Execute *list* in a sub-shell.

{*list*;}
Simply execute *list*.

name ( ) {*list*;}
Define a function which is referenced by *name*. The body of the function is the *list* of commands between { and }. Execution of functions is described below (see *Execution*).

The following words are only recognized as the first word of a command and when not quoted:

if then else elif fi case esac for while until do done { }

Comments

A word beginning with # causes that word and all the following characters up to a new-line to be ignored.

Command Substitution

The standard output from a command enclosed in a pair of grave accents (` `) may be used as part or all of a word; trailing new-lines are removed.

Parameter Substitution

The character **$** is used to introduce substitutable *parameters*. There are two types of parameters, positional and keyword. If *parameter* is a digit, it is a positional parameter. Positional parameters may be assigned values by **set**. Keyword parameters (also known as variables) may be assigned values by:

name=*value* [*name*=*value*] . . .

Pattern-matching is not performed on *value*. There cannot be a function and a variable with the same *name*.

${*parameter***}**
The value, if any, of the parameter is substituted. The braces are required only when *parameter* is followed by a letter, digit, or underscore that is not to be interpreted as part of its name. If *parameter* is * or @, all the positional parameters, starting with $1, are substituted (separated by spaces). Parameter $0 is set from argument zero when the shell is invoked.

${*parameter***:-***word***}**
If *parameter* is set and is non-null, substitute its value; otherwise substitute *word*.

${*parameter***:=***word***}**
If *parameter* is not set or is null set it to *word*; the value of the parameter is substituted. Positional parameters may not be assigned to in this way.

${*parameter***:?***word***}**
If *parameter* is set and is non-null, substitute its value; otherwise, print *word* and exit from the shell. If *word* is omitted, the message *parameter null or not set* is printed.

${*parameter***:+***word***}**
If *parameter* is set and is non-null, substitute *word*; otherwise substitute nothing.

In the above, *word* is not evaluated unless it is to be used as the substituted string, so that, in the following example, **pwd** is executed only if **d** is not set or is null:

```
echo ${d:-`pwd`}
```

If the colon (:) is omitted from the above expressions, the shell only checks whether *parameter* is set or not.

The following parameters are automatically set by the shell:

The number of positional parameters in decimal.
- Options supplied to the shell on invocation or by the **set** command.
? The decimal value returned by the last synchronously executed command.
$ The process number of this shell.
! The process number of the last background command invoked.

The following parameters are used by the shell:

HOME
The default argument (home directory) for the *cd*(1)

command.

PATH
The search path for commands (see *Execution* below). The user may not change PATH if executing under *rsh*.

CDPATH
The search path for the *cd*(1) command.

MAIL
If this parameter is set to the name of a mail file *and* the MAILPATH parameter is not set, the shell informs the user of the arrival of mail in the specified file.

MAILCHECK
This parameter specifies how often (in seconds) the shell checks for the arrival of mail in the files specified by the MAILPATH or MAIL parameters. The default value is 600 seconds (10 minutes). If set to 0, the shell checks before each prompt.

MAILPATH
A colon (:) separated list of file names. If this parameter is set, the shell informs the user of the arrival of mail in any of the specified files. Each file name can be followed by % and a message that will be printed when the modification time changes. The default message is *you have mail*.

PS1
Primary prompt string, by default $.

PS2
Secondary prompt string, by default > .

IFS
Internal field separators, normally space, tab, and newline.

SHACCT
If this parameter is set to the name of a file writable by the user, the shell writes an accounting record in the file for each shell procedure executed. Accounting routines such as *acctcom*(1) and *acctcms*(1M) can be used to analyze the data collected.

SHELL
When the shell is invoked, it scans the environment (see *Environment* below) for this name. If it is found and there is an r in the file name part of its value, the shell becomes a restricted shell.

The shell gives default values to PATH, PS1, PS2, MAILCHECK and IFS. HOME and MAIL are set by *login*(1).

Blank Interpretation
After parameter and command substitution, the results of substitution are scanned for internal field separator characters (those found in IFS) and split into distinct arguments where such characters are found. Explicit null arguments ("" or '') are retained. Implicit null arguments (those resulting from *parameters* that have no values) are removed.

File Name Generation

Following substitution, each command *word* is scanned for the characters *, ?, and [. If one of these characters appears the word is regarded as a *pattern*. The word is replaced with alphabetically sorted file names that match the pattern. If no file name is found that matches the pattern, the word is left unchanged. The character . at the start of a file name or immediately following a /, as well as the character / itself, must be matched explicitly.

* Matches any string, including the null string.

? Matches any single character.

[. . .]
Matches any one of the enclosed characters. A pair of characters separated by - matches any character lexically between the pair, inclusive. If the first character following the opening [is a ! any character not enclosed is matched.

Quoting

The following characters have a special meaning to the shell and cause termination of a word unless quoted:

; & ( ) | ^ < > new-line space tab

A character may be *quoted* (i.e., made to stand for itself) by preceding it with a \ . The pair **\new-line** is ignored. All characters enclosed between a pair of single quote marks (''), except a single quote, are quoted. Inside double quote marks (""), parameter and command substitution occurs and \ quotes the characters \ , ` , " , and $. "$*" is equivalent to "$1 $2 . . .", whereas "$@" is equivalent to "$1" "$2" . . . .

Prompting

When used interactively, the shell prompts with the value of PS1 before reading a command. If at any time a new-line is typed and further input is needed to complete a command, the secondary prompt, the value of PS2, is issued.

Input/Output

Before a command is executed, its input and output may be redirected using a special notation interpreted by the shell. The following may appear anywhere in a simple-command or may precede or follow a *command* and are *not* passed on to the invoked command; substitution occurs before *word* or *digit* is used:

<word
: Use file *word* as standard input (file descriptor 0).

>word
: Use file *word* as standard output (file descriptor 1). If the file does not exist it is created; otherwise, it is truncated to zero length.

>>word
: Use file *word* as standard output. If the file exists output is appended to it after first seeking to the end-of-file; otherwise, the file is created.

<< [-]word
: Use the shell input (read up to a line that is the same as *word*, or to an end-of-file) as the standard input. If any character of *word* is quoted, no interpretation is placed upon the input characters; otherwise,

parameter and command substitution occurs, (unescaped) \new-line is ignored, and \ must be used to quote the characters \, $, ‘ , and the first character of *word*. If - is appended to << , all leading tabs are stripped from *word* and from shell input.

<&digit Use the file associated with file descriptor *digit* as standard input. Similarly for the standard output using >&digit.

<&- Close the standard input. Similarly for the standard output using >&-.

If any of the above is preceded by a digit, the file descriptor which is associated with the file is that specified by the digit (instead of the default 0 or 1). For example:

. . . 2>&1

associates file descriptor 2 with the file currently associated with file descriptor 1.

The order in which redirections are specified is significant. The shell evaluates redirections left-to-right. For example:

. . . 1>*xxx* 2>&1

first associates file descriptor 1 with file *xxx*. It associates file descriptor 2 with the file associated with file descriptor 1 (i.e. *xxx*). If the order of redirections were reversed, file descriptor 2 would be associated with the terminal (assuming file descriptor 1 had been) and file descriptor 1 would be associated with file *xxx*.

If a command is followed by & the default standard input for the command is the empty file /dev/null. Otherwise, the environment for the execution of a command contains the file descriptors of the invoking shell as modified by input/output specifications.

Redirection of output is not allowed in the restricted shell.

Environment

The *environment* (see *environ*(5)) is a list of name-value pairs that is passed to an executed program in the same way as a normal argument list. The shell interacts with the environment in several ways. On invocation, the shell scans the environment and creates a parameter for each name found giving it the corresponding value. If the user modifies the value of any of these parameters or creates new parameters, none of these affects the environment unless the **export** command is used to bind the shell parameter to the environment (see also *Invocation* -a). A parameter may be removed from the environment with the **unset** command. The environment seen by any executed command is thus composed of any unmodified name-value pairs originally inherited by the shell, minus any pairs removed by **unset**, plus any modifications or additions, all of which must be noted in **export** commands.

The environment for any *simple-command* may be augmented by prefixing it with one or more assignments to parameters. Thus:

```
TERM=450 cmd                    and
(export TERM; TERM=450; cmd)
```

are equivalent as far as the execution of *cmd* is concerned.

If the **-k** option is set, *all* keyword arguments are placed in the environment, even if they occur after the command name. The following first prints a=b c but then only c after the set -k:

```
echo a=b c
set -k
echo a=b c
```

Signals
The INTERRUPT and QUIT signals for an invoked command are ignored if the command is followed by &; otherwise signals have the values inherited by the shell from its parent, with the exception of signal 11 (memory fault) (but see also the **trap** command below).

Execution
Each time a command is executed, the above substitutions are carried out. If the command name matches one of the *Special Commands* listed below, it is executed in the shell process. If the command name does not match a *Special Command*, but matches the name of a defined function, the function is executed in the shell process (note how this differs from the execution of shell procedures). The positional parameters **$1**, **$2**, ... are set to the arguments of the function. If the command name matches neither a *Special Command* nor the name of a defined function, a new process is created and an attempt is made to execute the command via *exec*(2).

The shell parameter **PATH** defines the search path for the directory containing the command. Alternative directory names are separated by a colon (:). The default path is **:/bin:/usr/bin** specifying the current directory, **/bin**, and **/usr/bin**, in that order. Note that the current directory is specified by a null path name, which can appear immediately after the equal sign or between the colon delimiters anywhere else in the path list. If the command name contains a / the search path is not used; such commands are not executed by the restricted shell. Otherwise, each directory in the path is searched for an executable file. If the file has execute permission but is not an **a.out** file, it is assumed to be a file containing shell commands. A sub-shell is spawned to read it. A parenthesized command is also executed in a sub-shell.

The location in the search path where a command was found is remembered by the shell to help avoid unnecessary *exec*s later. If the command was found in a relative directory, its location must be re-determined whenever the current directory changes. The shell forgets all remembered locations whenever the PATH variable is changed or the **hash -r** command is executed (see below).

Special Commands
Input/output redirection is permitted for these commands. File descriptor 1 is the default output location.

: No effect; the command does nothing. A zero exit code is returned.

. *file*
Read and execute commands from *file* and return. The search path specified by PATH is used to find the directory containing *file*.

break [*n*]
Exit from the enclosing **for** or **while** loop, if any. If *n* is specified, break *n* levels.

continue [*n*]
Resume the next iteration of the enclosing **for** or **while** loop. If *n* is specified, resume at the *n*-th enclosing loop.

cd [*arg*]
Change the current directory to *arg*. The shell parameter HOME is the default *arg*. The shell parameter CDPATH defines the search path for the directory containing *arg*. Alternative directory names are separated by a colon (:). The default path is <null>, specifying the current directory. Note that the current directory is specified by a null path name, which can appear immediately after the equal sign or between the colon delimiters anywhere else in the path list. If *arg* begins with a /, the search path is not used. Otherwise, each directory in the path is searched for *arg*. The **cd** command may not be executed by *rsh*.

echo [*arg* . . .]
Echo arguments. See *echo*(1) for usage and description.

eval [*arg* . . .]
Read the arguments as input to the shell and execute the resulting command(s).

exec [*arg* . . .]
Execute the command specified by the arguments in place of this shell without creating a new process. Input/output arguments may appear and, if no other arguments are given, cause the shell input/output to be modified.

exit [*n*]
Exit a shell with the exit status specified by *n*. If *n* is omitted, the exit status is that of the last command executed (an end-of-file also causes the shell to exit.)

export [*name* . . .]
Mark the given *name*s for automatic export to the *environment* of subsequently-executed commands. If no arguments are given, a list of all names that are exported in this shell is printed. Function names may *not* be exported.

hash [**-r**] [*name* . . .]
For each *name*, determine and remember the location in the search path of the command specified by *name*. The **-r** option causes the shell to forget all remembered locations. If no arguments are given, information about remembered commands is presented. *Hits* is the number of times a command has been invoked by the shell process. *Cost* is a measure of the work required to locate a command in the search path. There are

certain situations which require that the stored location of a command be recalculated. Commands for which this is done are indicated by an asterisk (*) adjacent to the *hits* information. *Cost* is incremented when the recalculation is done.

newgrp [*arg* . . .]
Equivalent to **exec newgrp** *arg* . . . . See *newgrp*(1) for usage and description.

pwd
Print the current working directory. See *pwd*(1) for usage and description.

read [*name* . . .]
Read one line from the standard input and assign the first word to the first *name*, the second word to the second *name*, etc., with leftover words assigned to the last *name*. The return code is 0 unless an end-of-file is encountered.

readonly [*name* . . .]
Mark the given *names readonly;* the values of the these *names* may not be changed by subsequent assignment. If no arguments are given, a list of all *readonly* names is printed.

return [*n*]
Exit a function with the return value specified by *n*. If *n* is omitted, the return status is that of the last command executed.

set [**--aefhkntuvx** [*arg* . . .]]
Set options and positional parameters. See *Invocation* for a description of the options. Using + rather than - causes these options to be turned off. The current set of options may be found in $-. The remaining arguments are positional parameters and are assigned, in order, to $1, $2, ... If no arguments are given the values of all names are printed.

shift [*n*]
The positional parameters from $n+1 . . . are renamed $1 . . . . If *n* is not given, it is assumed to be 1.

test
Evaluate conditional expressions. See *test*(1) for usage and description.

times
Print the accumulated user and system times for processes run from the shell.

trap [*arg*] [*n*] . . .
Read the command *arg* and execute when signal(s) *n* is received. Note that *arg* is scanned once when the trap is set and once when the trap is taken. Trap commands are executed in order of signal number. Any attempt to set a trap on a signal that was ignored on entry to the current shell is ineffective. An attempt to trap on signal 11 (memory fault) produces an error. If *arg* is absent all trap(s) *n* are reset to their original values. If *arg* is the null string this signal is ignored by the shell and by the commands it invokes. If *n* is 0 the command *arg* is executed on exit from the shell. The **trap** command with no arguments prints a list of commands associated with each signal number.

type [*name* . . .]
For each *name*, indicate how it would be interpreted if used as a command name.

ulimit [*n*]
Impose a size limit of *n* blocks on files written by child processes (files of any size may be read). With no argument, the current limit is printed.

umask [*nnn*]
Set the user file-creation mask to *nnn* (see *umask*(2)). If *nnn* is omitted, the current value of the mask is printed.

unset [*name* . . .]
For each *name*, remove the corresponding variable or function. The variables PATH, PS1, PS2, MAILCHECK and IFS cannot be unset.

wait [*n*]
Wait for the specified process and report its termination status. If *n* is not given all currently active child processes are waited for and the return code is zero.

Invocation

If the shell is invoked through *exec*(2) and the first character of argument zero is -, commands are initially read from /etc/profile and from $HOME/.profile, if such files exist. Thereafter, commands are read as described below, which is also the case when the shell is invoked as /bin/sh. The options below are interpreted by the shell on invocation. Note that unless the -c or -s option is specified, the first argument is assumed to be the name of a file containing commands, and the remaining arguments are passed as positional parameters to that command file.

-a Mark variables which are modified or created for export.

-c *string*
Read commands from *string*.

-e Exit immediately if a command exits with a non-zero exit status.

-f Disable file name generation.

-h Locate and remember function commands as functions are defined; function commands are normally located when the function is executed.

-i If the -i option is present or if the shell input and output are attached to a terminal, make this shell *interactive*. In this case TERMINATE is ignored (so that **kill 0** does not kill an interactive shell) and INTERRUPT is caught and ignored (so that wait is interruptible). In all cases, QUIT is ignored by the shell.

-k Place all keyword arguments in the environment for a command, not just those that precede the command name.

-n Read commands but do not execute them.

-r Make the shell a restricted shell.

-s If the -s option is present or if no arguments remain, read commands from the standard input. Any remaining arguments specify the positional parameters. Shell output except for *Special Commands* is written to file descriptor

2.

-t Exit after reading and executing one command.

-u Treat unset variables as an error when substituting.

-v Print shell input lines as they are read.

-x Print commands and their arguments as they are executed.

-- Do not change any of the options; useful in setting $1 to -.

Rsh Only

Rsh is used to set up login names and execution environments whose capabilities are more controlled than those of the standard shell. The actions of *rsh* are identical to those of *sh*, except that the following are disallowed:

changing directory (see *cd*(1)),
setting the value of $PATH,
specifying path or command names containing /,
redirecting output (> and >>).

The restrictions above are enforced after .profile is interpreted.

When a command to be executed is found to be a shell procedure, *rsh* invokes *sh* to execute it. Thus, it is possible to provide to the end-user shell procedures that have access to the full power of the standard shell, while imposing a limited menu of commands; this scheme assumes that the end-user does not have write and execute permissions in the same directory.

The net effect of these rules is that the writer of the .profile has complete control over user actions, by performing guaranteed setup actions and leaving the user in an appropriate directory (probably *not* the login directory).

The superuser often sets up a directory of commands (i.e., /usr/rbin) that can be safely invoked by *rsh*. Some superusers also supply *rsh* users with the restricted editor *red*.

EXIT STATUS

Errors detected by the shell, such as syntax errors, cause the shell to return a non-zero exit status. If the shell is being used non-interactively execution of the shell file is abandoned. Otherwise, the shell returns the exit status of the last command executed (see also the exit command above).

FILES

/etc/profile
$HOME/.profile
/tmp/sh*
/dev/null

SEE ALSO

acctcom(1), cd(1), echo(1), env(1), login(1), newgrp(1), pwd(1), test(1), umask(1), acctcms(1M), dup(2), exec(2), fork(2), pipe(2), signal(2), ulimit(2), umask(2), wait(2), a.out(4), profile(4), environ(5).
Shell Tutorial in the User Guide.
Shell Introduction, Using Shell Commands, Shell Programming,

and *Examples of Shell Procedures* in the Programming Guide.

WARNINGS

If a command is executed, and a command with the same name is installed in a directory in the search path before the directory where the original command was found, the shell continues to *exec*(2) the original command. Use the **hash** command to correct this situation.

If you move the current directory or one above it, **pwd** may not give the correct response. Use the **cd** command with a full path name to correct this situation.

NAME

shl - shell layer manager

SYNOPSIS

shl

DESCRIPTION

Shl allows a user to interact with more than one shell from a single terminal. The user controls these shells, known as *layers*, using the commands described below.

The *current layer* is the layer which can receive input from the keyboard. Other layers attempting to read from the keyboard are blocked. Output from multiple layers is multiplexed onto the terminal. The output of a layer may be blocked when the layer is not current by setting the **loblk** option of *stty*(1) or by issuing the **block** command of *shl*.

The *stty* control-character **swtch** (set to ^Z if NUL) is used to switch control to *shl* from a layer. *Shl* has its own prompt, >>>, to help distinguish it from a layer.

A *layer* is a shell which has been bound to a virtual tty device (/dev/sxt???). The virtual device can be manipulated like a real tty device using *stty*(1) and *ioctl*(2). Each layer has its own process group id.

A *name* is a sequence of characters delimited by a blank, tab or new-line. Only the first eight characters are significant. The *names* **(1)** through **(7)** cannot be used when creating a layer. They are used by *shl* when no name is supplied. These names may be abbreviated to just the digit.

COMMANDS

The following commands may be issued from the *shl* prompt level. Any unique prefix is accepted.

create [*name*]
Create a layer called *name* and make it the current layer. If no argument is given, a layer is created with a name of the form (#) where # is the last digit of the virtual device bound to the layer. The shell prompt variable **PS1** is set to the name of the layer followed by a space. A maximum of seven layers can be created.

block *name* [*name* . . .]
For each *name*, block the output of the corresponding layer when it is not the current layer. This is equivalent to setting the *stty* option **loblk** within the layer.

delete *name* [*name* . . .]
For each *name*, delete the corresponding layer. All processes in the process group of the layer are sent the SIGHUP signal (see *signal*(2)).

help (or ?)
Print the syntax of the *shl* commands.

layers [-l] [*name* . . .]
For each *name*, list the layer name and its process group. The

-l option produces a *ps*(1)-like listing. If no arguments are given, information is presented for all existing layers.

resume [*name*]
Make the layer referenced by *name* the current layer. If no argument is given, the last existing current layer is resumed.

toggle
Resume the layer that was current before the last current layer.

unblock *name* [*name* ...]
For each *name*, do not block the output of the corresponding layer when it is not the current layer. This is equivalent to setting the *stty* option **-loblk** within the layer.

quit
Exit *shl*. All layers are sent the SIGHUP signal.

name
Make the layer referenced by *name* the current layer.

FILES

/dev/sxt???	Virtual tty devices
$SHELL	Variable containing path name of the shell to use (default is **/bin/sh**).

SEE ALSO

sh(1), stty(1), ioctl(2), signal(2), sxt(7).

DIAGNOSTICS

When the *layers* command is issued, *shl* attempts to determine the state of the existing layers.

If a layer has only performed a shell process since it was last exited, *shl* assumes that the process is either currently performing some shell command or is waiting for input. The status displayed is:

executing or awaiting input

If a layer has a process other than its shell process performing, *shl* can not determine if the process is performing or waiting for keyboard input but the status displayed is also:

executing or awaiting input

If the current process is a process other than a shell process and the process exits, *shl* assumes that the layer's shell process is now waiting for input and therefore the status displayed is:

blocked on input

WARNINGS

Pressing the Rubout or equivalent key while at the *shl* level prompt, may cause the entire line, including the shell prompt >>>, to be erased and positions the cursor on the next line. The shell prompt is not displayed but a command can be entered on the blank line. Pressing the Return or equivalent key causes the shell

prompt >>> to be displayed.

RESTRICTIONS

Shl can not be used as a login shell.

Shl can only be invoked when the system is in the multi-user mode. If *shl* is invoked while the system is in the single-user mode, the message 'Multiplex failed (errno = xx)' is displayed.

Shl can not be invoked from a previously created shell *layer*. If *shl* is invoked from a previously created shell *layer*, the error message 'No control channels available (errno = xx)' is displayed.

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NAME

show - display current hardware configuration

SYNOPSIS

show [-l ¦ -list] [-h ¦ -help] [*pathname*]

DESCRIPTION

This command is applicable to the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00 only.

The *show* command is used to display the current hardware configuration. Invoking the *show* command without any options produces a report that displays the current hardware configuration.

Because the *show* command uses the *UNIX* environment, the appropriate device driver(s) must be configured in the kernel so that all hardware components can be retrieved.

OPTIONS

-l ¦ -list

The *-l* option lists the hardware configuration in a data format that can be used from a shellscript. Optionally, *-list* can be entered.

-h ¦ -help

The *-h* option displays HELP information. The help information includes a description of all multibus boards, their corresponding abbreviations, and their physical addresses (hexadecimal). Optionally, *-help* can be entered.

In addition, the *-h* option lists all disk device names (block and special/raw) and their corresponding major and minor numbers which is helpful if a device node must be created using the *mknod* command.

pathname

The *pathname* option indicates the "full" pathname of the operating system (kernel); the default pathname is */unix*.

EXAMPLES

```
show
show -h
show -l
show -l /unix.orig
```

SEE ALSO

mknod(1M)

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NAME

size - print section sizes of common object files

SYNOPSIS

size [-o] [-x] [-V] files

DESCRIPTION

The *size* command produces section size information for each section in the common object files. *Size* prints the size of the text, data and bss (uninitialized data) sections along with the total size of the object file. If an archive file is input to the *size* command the information for all archive members is displayed.

Size prints numbers in decimal unless either the **-o** or the **-x** option is used.

OPTIONS

-o prints numbers in octal

-x prints numbers in hexadecimal

-V prints the version information

NOTE

Both the Release 2R1 and Release 1R1 archive formats are supported permitting transparent use with archive libraries from Release 1R1 on the 5000/20/40/50.

SEE ALSO

as(1), cc(1), ld(1), a.out(4), ar(4).

DIAGNOSTICS

size: name: cannot open
name cannot be read.

size: name: bad magic
name is not an appropriate common object file.

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NAME

sleep - suspend execution for an interval

SYNOPSIS

sleep time

DESCRIPTION

Sleep suspends execution for *time* seconds. *Sleep* executes a command after a certain amount of time:

```
(sleep 105; command)&
```

or executes a command every so often:

```
while true
do
    command
    sleep 37
done
```

SEE ALSO

alarm(2), sleep(3C).

RESTRICTIONS

Time must be less than 65536 seconds. It is also recommended that *time* be greater than 1.

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NAME

sln - link files symbolically

SYNOPSIS

sln file1 [file2 ...] target
sln dir target

DESCRIPTION

5000/20, 5000/30, 5000/35, 5000/40, 5000/50, and 5000/55 only.

File1 is linked symbolically to **target** . Under no circumstance can **file1** and **target** be the same (take care when using **sh (1)** metacharacters). If **target** is a directory, then one or more files are linked to that directory.

If the **sln** command is invoked by the super-user then **file1** may be a directory.

Sln is similar to the **ln(1)** command, except for the following:

- *File1* and *target* can exist on different file systems.
- *If the target* is removed after the *sln*(1) command has been issued, then any file access attempts will result in an error.
- The files *file1*, *file2*, and *dir* must be full path names.

The **rm (1)** command must be used on all the files that were remotely linked to **target**.

SEE ALSO

ln(1), rm(1), unlink(1M), slink(2), link(1M).

RESTRICTIONS

If file1 is a directory or has subsequently been removed then the **unlink (1M)** command must be invoked to remove the symbolic link. Due to changes in path when operating on directories, linked directories may cause utilities such as *find* to return a bad status.

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NAME

sno - SNOBOL interpreter

SYNOPSIS

sno [files]

DESCRIPTION

Sno is a compiler and interpreter very similar to SNOBOL. The slight differences are listed under DIFFERENCES.

Input to *sno* is the concatenation of the named *files* and the standard input. *Sno* considers input statements, up to and including the label **end**, a program, and compiles those statements. All other statements are available to **syspit**.

DIFFERENCES

Sno has no unanchored searches. To get the same effect:

```
a ** b          unanchored search for b.
a *x* b = x c   unanchored assignment
```

Sno has no back referencing.

```
x = "abc"
a *x* x         is an unanchored search for abc.
```

Sno declares functions at compile time using the (non-unique) label **define**. Execution of a function call begins at the statement following the **define**. Functions cannot be defined at run time, and *sno* preempts the use of the name **define**. *Sno* does not provide for automatic variables other than parameters. Examples:

```
define f( )
define f(a, b, c)
```

All labels except **define** (even **end**) must have a non-empty statement.

Labels, functions and variables must all have distinct names. In particular, the non-empty statement on **end** cannot merely name a label.

If **start** is a label in the program, *sno* starts program execution there. If not, *sno* begins execution with the first executable statement; **define** is not an executable statement.

Sno has no builtin functions.

Sno does not need parentheses for arithmetic; normal precedence applies. Because of this, spaces must set off the arithmetic operators / and *.

The right side of assignments must be non-empty.

Either ' or " may be used for literal quotes.

The pseudo-variable **sysppt** is not available.

SEE ALSO

awk(1).

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NAME

sort - sort and/or merge files

SYNOPSIS

sort [**-cmu**] [**-o***output*] [**-y***kmem*] [**-z***recsz*] [**-dfiMnr**] [**-btx**] [**+***pos1* [**-***pos2*]] [*files*]

DESCRIPTION

Sort sorts lines of all the named files together and writes the result on the standard output. The standard input is read if - is used as a file name or no input files are named.

Comparisons are based on one or more sort keys extracted from each line of input. By default, there is one sort key, the entire input line, and ordering is lexicographic by bytes in machine collating sequence.

OPTION

The following options alter the default behavior:

-c Check that the input file is sorted according to the ordering rules; give no output unless the file is out of sort.

-m Merge only, the input files are already sorted.

-u Unique: suppress all but one in each set of lines having equal keys.

-o*output*

Use the argument given as the name of an output file instead of the standard output. This file may be the same as one of the inputs. There may be optional blanks between **-o** and *output*.

-y*kmem*

The amount of main memory used by the sort has a large impact on its performance. Sorting a small file in a large amount of memory is a waste. If this option is omitted, *sort* begins using a system default memory size, and continues to use more space as needed. If this option is presented with a value, *kmem*, *sort* starts using that number of kilobytes of memory, unless the administrative minimum or maximum is violated, in which case the corresponding extremum is used. Thus, **-y0** is guaranteed to start with minimum memory. By convention, **-y** (with no argument) starts with maximum memory.

-z*recsz*

The size of the longest line read is recorded in the sort phase so buffers can be allocated during the merge phase. If the sort phase is omitted via the **-c** or **-m** option, a popular system default size is used. Lines longer than the buffer size cause *sort* to terminate abnormally. Supplying the actual number of bytes in the longest line to be merged (or some larger value) prevents abnormal termination.

The following options override the default ordering rules.

-d Dictionary order: only letters, digits and blanks (spaces and tabs) are significant in comparisons.

-f Fold lower case letters into upper case.

-i Ignore characters outside the ASCII range 040-0176 in non-numeric comparisons.

-M Compare as months. The first three non-blank characters of the field are folded to upper case and compared so that JAN < FEB < . . . < DEC. Invalid fields compare low to JAN. The -M option implies the -b option (see below).

-n An initial numeric string, consisting of optional blanks, optional minus sign, and zero or more digits with optional decimal point, is sorted by arithmetic value. The -n option implies the -b option (see below). Note that the -b option is only effective when restricted sort key specifications are in effect.

-r Reverse the sense of comparisons.

When ordering options appear before restricted sort key specifications, the requested ordering rules are applied globally to all sort keys. When attached to a specific sort key (described below), the specified ordering options override all global ordering options for that key.

The notation *+pos1 -pos2* restricts a sort key to one beginning at *pos1* and ending at *pos2*. The characters at positions *pos1* and *pos2* are included in the sort key provided that *pos2* does not precede *pos1*. A missing *-pos2* means the end of the line.

Specifying *pos1* and *pos2* involves the notion of a field, a minimal sequence of characters followed by a field separator or a new-line. By default, the first blank (space or tab) of a sequence of blanks acts as the field separator. All blanks in a sequence of blanks are considered to be part of the next field; for example, all blanks at the beginning of a line are considered to be part of the first field. The treatment of field separators can be altered using the options.

-t*x* Use *x* as the field separator character; *x* is not considered to be part of a field although it may be included in a sort key. Each occurrence of *x* is significant (e.g., *xx* delimits an empty field).

-b Ignore leading blanks when determining the starting and ending positions of a restricted sort key. If the -b option is specified before the first *+pos1* argument, it is applied to all *+pos1* arguments. Otherwise, the b option may be attached independently to each *+pos1* or *-pos2* argument (see below).

Pos1 and *pos2* each have the form *m.n* optionally followed by one or more of the options **bdfinr**. A starting position specified by *+m .n* is interpreted to mean the *n*+1st character in the *m*+1st field. A missing *.n* means .0, indicating the first character of the *m*+1st field. If the b option is in effect *n* is counted from the first non-blank in the *m*+1st field; *+m* .0 b refers to the first non-blank character in the *m*+1st field.

A last position specified by *-m .n* is interpreted to mean the *n*th character including separators after the last character of the *m th* field. A missing *.n* means .0, indicating the last character of the *m*th field. If the b option is in effect *n* is counted from the last leading blank in the *m*+1st field; *-m .1* b refers to the first non-blank in the *m*+1st field.

When there are multiple sort keys, later keys are compared only after all earlier keys compare equal. Lines that otherwise compare equal are ordered with all bytes significant.

EXAMPLES

Sort the contents of *infile* with the second field as the sort key:

```
sort +1 -2 infile
```

Sort, in reverse order, the contents of *infile1* and *infile2*, placing the output in *outfile* and using the first character of the second field as the sort key:

```
sort -r -o outfile +1.0 -1.2 infile1 infile2
```

Sort, in reverse order, the contents of *infile1* and *infile2* using the first non-blank character of the second field as the sort key:

```
sort -r +1.0b -1.1b infile1 infile2
```

Print the password file (*passwd* (4)) sorted by the numeric user ID (the third colon-separated field):

```
sort -t: +2n -3 /etc/passwd
```

Print the lines of the already sorted file *infile*, suppressing all but the first occurrence of lines having the same third field (the options -um with just one input file make the choice of a unique representative from a set of equal lines predictable):

```
sort -um +2 -3 infile
```

FILES

/usr/tmp/stm???

SEE ALSO

comm(1), join(1), uniq(1).

DIAGNOSTICS

Comments and exits with non-zero status for various trouble conditions (e.g., when input lines are too long), and for disorder discovered under the -c option.

When the last line of an input file is missing a new-line character, *sort* appends one, prints a warning message, and continues.

RESTRICTIONS

Sort outputs files without truncation if the file has up to 46,380 lines of up to 1024 characters per line. *Sort* outputs files with truncation (and displays an error message) if the file exceeds 12,488 characters or 1561 lines and the line length exceed 1024 characters.

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NAME

spell, hashmake, spellin, hashcheck - find spelling errors

SYNOPSIS

spell [-v] [-b] [-x] [-l] [-i] [+local_file] [files]

/usr/lib/spell/compress (Not on the 5000/30 or 5000/50)

/usr/lib/spell/hashmake

/usr/lib/spell/spellin n

/usr/lib/spell/hashcheck spelling_list

DESCRIPTION

Spell collects words from the named *files* and looks them up in a spelling list. *Spell* prints words on the standard output that do not occur in the spelling list, and cannot be derived from words in that list by applying certain inflections, prefixes, and/or suffixes. If no *files* are named, *spell* collects words from the standard input.

Spell ignores most *troff*(1), *tbl*(1), and *eqn*(1) constructions.

Spell follows chains of included files (**.so** and **.nx** *troff*(1) requests), *unless* the names of such included files begin with **/usr/lib**.

The spelling list is based on many sources, and while it is less complete than an ordinary dictionary in some ways, it is also more effective with respect to proper names and popular technical words. Coverage of the specialized vocabularies of biology, medicine, and chemistry is light.

Pertinent auxiliary files may be specified by name arguments indicated below with their default settings (see *FILES*). *Spell* accumulates copies of all output in the history file. Since identical entries are often made in the history file because the same word is misspelled during different executions of *spell*, *compress* should be used to remove redundant entries. The compressed history file will be smaller and easier to analyze. The stop list filters out misspellings (e.g., thier=thy-y+ier) that would otherwise pass.

Three routines help maintain and check the hash lists used by *spell*:

hashmake Reads a list of words from the standard input and writes the corresponding nine-digit hash code on the standard output.

spellin n Reads *n* sorted hash codes from the standard input and writes a compressed spelling list on the standard output. Information about the hash coding is printed on standard error.

hashcheck Reads a compressed *spelling_list* and recreates the nine-digit hash codes for all the words in it; *hashcheck* writes these codes on the standard output.

OPTIONS

-v Print all words not literally in the spelling list, with plausible derivations from the words in the spelling list indicated.

-b Check British spelling, preferring *centre, colour, programme, speciality, travelled,* etc. This option also assumes that all ize suffixes should be spelled ise; this assumption is incorrect.

-x Print every plausible stem with = for each word.

-l Follow the chains of all files including those that begin with /usr/lib.

-i Ignore all chains of included files.

+local_file
Remove words found in *local_file* from the output of spell. *Local_file* is the name of a user-provided file that contains a sorted list of words, one per line. This option permits the user to specify a set of words that are correct spellings, in addition to the spelling list used by *spell*.

EXAMPLE

The following example creates the hashed spell list *hlist* and checks the result by comparing the two temporary files; they should be equal.

```
cat goodwds ¦ /usr/lib/spell/hashmake ¦ sort -u >tmp1
cat tmp1 ¦ /usr/lib/spell/spellin 'cat tmp1 ¦ wc -l' >hlist
cat hlist ¦ /usr/lib/spell/hashcheck >tmp2
diff tmp1 tmp2
```

FILES

D_SPELL=/usr/lib/spell/hlist[ab]	hashed spelling lists, American and British
S_SPELL=/usr/lib/spell/hstop	hashed stop list
H_SPELL=/usr/lib/spell/spellhist	history file
/usr/lib/spell/spellprog	program

SEE ALSO

deroff(1), eqn(1), sed(1), sort(1), tbl(1), tee(1), troff(1).

RESTRICTIONS

The coverage of the spelling list is uneven; new installations will probably wish to monitor the output for several months to gather local additions; typically, these additions are kept in a separate local file that is added to the hashed *spelling_list* by *spellin*.

NAME

spline - interpolate smooth curve

SYNOPSIS

spline [options]

DESCRIPTION

Not on 7000/40.

Spline takes pairs of numbers from the standard input as abscissas and ordinates of a function. It produces a similar set, which is approximately equally spaced and includes the input set, on the standard output. The cubic spline output (R. W. Hamming, *Numerical Methods for Scientists and Engineers*, 2nd ed., pp. 349ff) has two continuous derivatives, and sufficiently many points to look smooth when plotted, for example by *graph*(1G).

OPTIONS

-a Supply abscissas automatically (they are missing from the input); spacing is given by the next argument, or is assumed to be 1 if next argument is not a number.

-k *k* Set constant **k** to *k* (default *k* is 0) for use in the boundary value computation:

$$y_0'' = ky_1'', \quad y_n'' = ky_{n-1}''$$

-n *n* Space output points so that approximately *n* intervals occur between the lower and upper *x* limits (default n = 100).

-p Make output periodic, i.e., match derivatives at ends. First and last input values should normally agree.

-x *low* [*high*]
Denotes *low* as the lower *x* limit; denotes *high* (if given) as the upper *x* limit. Normally, these limits are calculated from the data. Automatic abscissas start at lower limit (default 0).

SEE ALSO

graph(1G).

DIAGNOSTICS

When data is not strictly monotone in *x*, *spline* reproduces the input without interpolating extra points.

RESTRICTIONS

A limit of 1,000 input points is enforced silently.

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NAME

split - split a file into pieces

SYNOPSIS

split [-n] [-b] [file [name]]

DESCRIPTION

Split reads *file* and writes it into a set of output files. The name of the first output file is *name* with aa appended, and so on lexicographically, up to zz, a maximum of 676 files. *Name* cannot be longer than 12 characters. If no output name is given, x is the default.

If no input file is given, or if - is given in its place, the standard input file is used.

OPTIONS

-n Number of pieces in each output file; the default is 1000.

-b Pieces are 512-byte blocks; the default is that pieces are lines. (5000/20/30/40/50 only)

EXAMPLE

To split the toobig file into 500 line files named smallaa, smallab, smallac, etc., enter

```
split -n 500 toobig small
```

SEE ALSO

bfs(1), csplit(1).

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NAME

spool - spool queue manager

SYNOPSIS

spool command-option secondary-option . . .

DESCRIPTION

Spool controls the spool queue after a file has been placed into the spool queue by *print*(1) or *lpr* for printing. *Spool*:

- Controls printing through the ability to purge, hold, restart, start, and stop the printer spooler system.
- Allows the user to query and modify the file entries in the spool queue.
- Allows update of certain control data by accessing the spool queue.

Only the originator of the file or the superuser may change data in the spool queue or view the spooled file.

COMMAND SYNTAX

The following table lists the *spool* command options and secondary options.

Command	Command Options	Secondary Options
spool	-help	
spool	-query	
spool	-change	-sp spool_id [-pt lpnn] [-pr xx] [-fm xxxxx]
spool	-purge	-sp spool_id [-ws tnn] [-pt lpnn] [-who xxxxxxxx]
spool	-hold	-sp spool_id [-ws tnn] [-pt lpnn] [-who xxxxxxxx]
spool	-release	-sp spool_id [-ws tnn] [-pt lpnn] [-who xxxxxxxx]
spool	-start	-pt lpnn spool
spool	-look	-sp spool_id
spool	-restart	-pt lpnn [-pg nnn]

SECONDARY OPTIONS

Secondary options have the following meanings and values:

Option	Description
-sp spool-id	Spool identification: spool-id is sf followed by six digits
-cp xxx	Number of copies: xxx is 1-999
-fm xxxxx	Form name: xxxxx is 1-5 alphanumeric characters
-pg nnnn	Page number: nnnn is 1-9999
-pr xx	Priority: xx is 0-15
-pt lpnn	Printer number: nn is 00-maximum number of printers allowed
-who xxxxxxxx	User name: xxxxxxxx is 1-8 characters
-ws tnn	Terminal number: nn is 00-15

COMMAND OPTIONS

-help

The *help* option displays the list of commands on the screen. No secondary options are used.

-query

The *query* option displays the current spool queue status. This display is screen oriented and is available to all users. No secondary options are used.

-change

The *change* option allows the user to change specified spooled file values. The entries in the spool queue can be modified by the superuser or the originating user. The various forms of this command are listed below:

spool -change -sp spool_id -pt lp02

Change the destination printer to lp02 for the file specified by spool_id.

spool -change -sp spool_id -pr nn

Change the print priority to nn for the file specified by spool_id.

spool -change -sp spool_id -cp nn

Change the number of copies to nn for the file specified by spool_id.

spool -change -sp spool_id -fm xxxxx

Change the forms name to xxxxx for the file specified by the spool_id.

-purge

The *purge* option allows the user to delete a spooled file from the spooler subsystem. This command functions only for the superuser or the originating user. The various forms of this command command are listed below:

spool -purge -sp spool-id

Purge the file specified by spool-id.

spool -purge -ws t01

Purge all files submitted from work station t01.

spool -purge -pt lp01

Purge all files queued to lp01.

spool -purge -who smith

Purge all files submitted by user smith.

-start

The *start* option starts printing on the specified printer. If the despooler is already writing to the printer, this command is ignored. The secondary option -pt indicates the printer. For example,

spool -start -pt lp01

starts printing with the first file on the spool queue for lp01.

-stop

The *stop* option stops printing on the specified printer and terminates the running despooler for the specified print device. The file which was being printed remains on the print queue and is resumed when an explicit *spool start* command is issued or a new print request is generated by the *print* or *lpr* command. The secondary option -pt indicates the printer. For example,

spool -stop -pt lp02

stops printing the file presently being printed on lp02.

-restart

The *restart* option restarts the printing of a file which is currently being printed at any page within the print file. If the specified page number is greater than the number of pages in the file, printing starts with page 1. The secondary option -pt indicates the printer. For example,

spool -restart -pt lp02

restarts printing at page 1 of the currently printing file on lp02.

The secondary option -pg indicates the page number. For example,

spool -restart -pt lp02 -pg 33

restarts printing at page 33 of the currently printing file on lp02.

-hold

The *hold* option allows a specific print file to be placed on hold by specifying the spool_id for the print file as follows:

spool -hold -sp spool_id

Also, a queue of files may be placed on hold by specifying the terminal work station, the print device, or the originating user name for the print file as shown in the following examples.

spool -hold -ws t02

Holds all files submitted from work station t02.

spool -hold -pt lp01

Holds all print files queued to be printed on lp01.

spool -hold -who smith

Holds all files originated by user smith.

-release

The *release* option allows a specific file to be released from hold and placed in a wait state by specifying the spool_id for the print file as follows:

spool -release -sp spool_id

Also, a group of print files may be released from hold and placed in a wait state by specifying the terminal work station, the destination print device, or the originator of the print file. The following examples define these options.

spool -release -ws t01

Releases all print files on hold for device t01.

spool -release -pt lp01

Releases all print files on hold for lp01.

spool -release -who smith

Releases all files on hold for user smith.

To print the released files, the *start* option of the spool command must be performed.

-look

The *look* option displays a spooled file to a terminal if the requesting user is the originator of the spooled file or the superuser. The secondary option -sp designates the spooled file.

FILES

/usr/spool/lpd/*	spool area
/usr/spool/lpd/lpd	despooler
/bin/print	spooler
/bin/lpr	spooler
/bin/spool	spool queue manager
/usr/spool/lpd/spooldev	spool device table manager
/usr/spool/lpd/??spldev	spool device table
/usr/spool/lpd/??splque	spool queue

/usr/spool/lpd/sf* spooled files

SEE ALSO

print(1), spooldev(1M).

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NAME

ssp - make output single spaced

SYNOPSIS

ssp [name ...]

DESCRIPTION

5000 Series only.

Ssp removes extra blank lines and causes all output to be single spaced. *Ssp* can be used directly, or as a filter after *nroff* or other text formatting operations.

EXAMPLE

```
nroff -ms filea fileb ¦ ssp >> filec
```

prepares *filea* and *fileb* with the **-ms** macro package, then single spaces the output and directs it to *filec*.

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NAME

starter - information about the UNIX system for beginning users

SYNOPSIS

[help] starter

DESCRIPTION

5000/60, 5000/80, and 5000/90 only.

The UNIX system Help Facility command *starter* provides five categories of information about the UNIX system to assist new users.

The five categories are:

- commands a new user should learn first
- UNIX system documents important for beginners
- education centers offering UNIX system courses
- local environment information
- on-line teaching aids installed on the UNIX system

The user may choose one of the above categories by entering its corresponding letter (given in the menu), or may exit to the shell by typing q (for "quit"). When a category is chosen, the user will receive one or more pages of information pertaining to it.

From any screen in the Help Facility, a user may execute a command via the shell (*sh* (1)) by typing a ! and the command to be executed. The screen will be redrawn if the command that was executed was entered at a first level prompt. If entered at any other prompt level, only the prompt will be redrawn.

By default, the Help Facility scrolls the data that is presented to the user. If you prefer to have the screen clear before printing the data (non-scrolling), the shell variable SCROLL must be set to no and exported so it will become part of your environment. This is done by adding the following line to your *.profile* file (see *profile* (4)): "export SCROLL ; SCROLL=no". If you later decide that scrolling is desired, SCROLL must be set to yes.

Information on each of the Help Facility commands (*starter* , *locate*, *usage*, *glossary*, and *help*) is located on their respective manual pages.

SEE ALSO

glossary(1), help(1), locate(1), sh(1), usage(1).
term(5) in the *Programmer's Reference Manual*.

WARNINGS

If the shell variable TERM (see *sh* (1)) is not set in the user's *.profile* file, then TERM will default to the terminal value type 450 (a hard-copy terminal). For a list of valid terminal types, refer to *term*(5).

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NAME

stat - statistical network useful with graphical commands

SYNOPSIS

node-name [options] [files]

DESCRIPTION

Not on 7000/40.

Stat is a collection of command level functions (nodes) that can be interconnected using *sh*(1) to form a statistical network. The nodes reside in **/usr/bin/graf** (see *graphics*(1G)). Data is passed through the network as sequences of numbers (vectors), where a number is of the form:

[sign](digits)(.digits)[e[sign]digits]

evaluated in the usual way. Brackets and parentheses surround fields. All fields are optional, but at least one of the fields surrounded by parentheses must be present. Any character input to a node that is not part of a number is taken as a delimiter.

Stat nodes are divided into four classes.

Transformers,	which map input vector elements into output vector elements;
Summarizers,	which calculate statistics of a vector;
Translators,	which convert among formats; and
Generators,	which are sources of definable vectors.

Below is a list of synopses for *stat* nodes. Most nodes accept options indicated by a leading minus (-). In general, an option is specified by a character followed by a value, such as **c5**. This is interpreted as **c := 5** (**c** is assigned 5). The following keys are used to designate the expected type of the value:

c	characters,
i	integer,
f	floating point or integer,
file	file name, and
string	string of characters, surrounded by quotes to include a *shell* argument delimiter.

Options without keys are flags. All nodes except *generators* accept files as input, hence it is not indicated in the synopses.

Transformers:

abs	[-c*i*] - absolute value columns (similarly for -c options that follow)
af	[-c*i* t v] - arithmetic function titled output, verbose
ceil	[-c*i*] - round up to next integer
cusum	[-c*i*] - cumulative sum

exp [-c*i*] - exponential

floor [-c*i*] - round down to next integer

gamma [-c*i*] - gamma

list [-c*i* d*string*] - list vector elements
delimiter(s)

log [-c*i* b*f*] - logarithm
base

mod [-c*i* m*f*] - modulus
modulus

pair [-c*i* F*file* x*i*] - pair elements
File containing base vector, x group size

power [-c*i* p*f*] - raise to a power
power

root [-c*i* r*f*] - take a root
root

round [-c*i* p*i* s*i*] - round to nearest integer, .5 rounds to 1
places after decimal point, significant digits

siline [-c*i* i*f* n*isf*] - generate a line given slope and intercept
intercept, number of positive integers, slope

sin [-c*i*] - sine

subset [-a*f* b*f* c*i* F*file* i*i* l*f* n*l* n*p* p*f* s*i* t*i*] - generate a subset above, below, File with master vector, interval, leave, master contains element numbers to leave, master contains element numbers to pick, pick, start, terminate

Summarizers:

bucket [-a*i* c*i* F*file* h*f* i*i* l*f* n*i*] - break into buckets
average size, File containing bucket boundaries, high, interval, low, number
Input data should be sorted

cor [-F*file*] - correlation coefficient
File containing base vector

hilo [- h l o ox oy]- find high and low values
high only, low only, option form, option form with x prepended, option form with y prepended

lreg [-F*file* i o s] - linear regression
File containing base vector, intercept only, option form for *siline*, slope only

mean [-f*f* n*i* p*f*] - (trimmed) arithmetic mean
fraction, number, percent

point [-f*f* n*i* p*f* s] - point from empirical cumulative density function

fraction, number, percent, sorted input

prod - internal product

qsort [-c*i*] - quick sort

rank - vector rank

total - sum total

var - variance

Translators:

bar [-a b f g r*i* w*i* x*f* xa y*f* ya yl*f* yh*f*] - build a bar chart
suppress axes, bold, suppress frame, suppress grid, region, width in percent, x origin, suppress x-axis label, y origin, suppress y-axis label, y-axis lower bound, y-axis high bound
Data is rounded off to integers.

hist [-a b f g r*i* x*f* xa y*f* ya yl*f* yh*f*] - build a histogram
suppress axes, bold, suppress frame, suppress grid, region, x origin, suppress x-axis label, y origin, suppress y-axis label, y-axis lower bound, y-axis high bound

label [-b c F*file* h p r*i* x xu y yr] - label the axis of a GPS file
bar chart input, retain case, label File, histogram input, plot input, rotation, x-axis, upper x-axis, y-axis, right y-axis

pie [-b o p pn*i* pp*i* r*i* v x*i* y*i*] - build a pie chart
bold, values outside pie, value as percentage(:=100), value as percentage(:=i), draw percent of pie, region, no values, x origin, y origin
Unlike other nodes, input is lines of the form
[< i e f cc >] value [label]
ignore (do not draw) slice, explode slice, fill slice, color slice c=(black, red, green, blue)

plot [-a b c*string* d f F*file* g m r*i* x*f* xa x*if* xh*f* xl*f* xn*i* xt y*f* ya y*if* yh*f* yl*f* yn*i* yt] - plot a graph
suppress axes, bold, plotting characters, disconnected, suppress frame, File containing x vector, suppress grid, mark points, region, x origin, suppress x-axis label, x interval, x high bound, x low bound, number of ticks on x-axis, suppress x-axis title, y origin, suppress y-axis label, y interval, y high bound, y low bound, number of ticks on y-axis, suppress y-axis title

title [-b c l*string* v*string* u*string*] - title a vector or a GPS
title bold, retain case, lower title, upper title, vector title

Generators:

gas [-c*i* i*f* n*i* s*f* t*f*] - generate additive sequence
interval, number, start, terminate

prime [-c*i* h*i* l*i* n*i*] - generate prime numbers
high, low, number

rand [-c*i* h*f* l*f* m*f* n*i* s*i*] - generate random sequence
high, low, multiplier, number, seed

RESTRICTIONS

Some nodes have a limit on the size of the input vector.

SEE ALSO

graphics(1G), gps(4).

NAME

strings - find the printable strings in a object, or other binary, file

SYNOPSIS

strings [-] [**-o**] [*-number*] file ...

DESCRIPTION

Strings looks for ascii strings in a binary file. A string is any sequence of 4 or more printing characters ending with a newline or a null. *Strings* only looks in the initialized data space of object files.

Strings is useful for identifying random object files.

OPTIONS

- examine uninitialized data space as well as initialized data space

-o precede each string by its offset in the file (in octal)

-n use *n* as the minimum string length, rather than 4

SEE ALSO

od(1)

WARNING

The algorithm for identifying strings is extremely primitive

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NAME

strip - strip symbol and line number information from object file

SYNOPSIS

strip [-l] [-x] [-r] [-V] filename

DESCRIPTION

The *strip* command strips the symbol table and line number information from common object files, including archives. Once a file has been *strip*ped, no symbolic debugging access is available for that file; therefore, *strip* is normally run only on production modules that have been debugged and tested. The purpose of this command is to reduce the file storage overhead taken by the object file.

If there are any relocation entries in the object file and any symbol table information is to be stripped, *strip* prints an error message and terminates without stripping *filename* unless the **-r** option is used.

If the *strip* command is executed on a common archive file (see *ar*(4)) the archive symbol table is removed. The archive symbol table must be restored by executing the *ar*(1) command with the **-s** option before the archive can be link edited by the *ld*(1) command. *Strip*(1) instructs the user with appropriate warning messages when this situation arises.

OPTIONS

The amount of information stripped from the symbol table can be controlled by using any of the following options:

-l Strip line number information only; do not strip any symbol table information.

-x Do not strip static or external symbol information.

-r Reset the relocation indexes into the symbol table.

-V Print on the standard error output the version of the *strip* command which is executing.

NOTE

Both the Release 2R1 and Release 1R1 archieve formats are supported permitting transparent use of archive libraries from Release 1R1 on the 5000/20/40/50.

FILES

/usr/tmp/strp??????

SEE ALSO

ar(1), as(1), cc(1), ld(1), ar(4), a.out(4).

DIAGNOSTICS

If *filename* cannot be read, *strip* prints

strip: name: cannot open

If *filename* is not an appropriate common object file, *strip* prints

strip: name: bad magic

If *filename* contains relocation entries and the **-r** option is not used, the symbol table information cannot be stripped; *strip* prints

strip: name: relocation entries present; cannot strip

NAME

stty - set the options for a terminal

SYNOPSIS

stty [-a] [-g] [options]

DESCRIPTION

Stty sets certain terminal I/O options for the device that is the current standard input; without arguments, it reports the settings of certain options; with the **-a** option, it reports all of the option settings; with the **-g** option, it reports current settings in a form that can be used as an argument to another *stty* command. Detailed information about the modes listed in the first five groups below may be found in *termio*(7). Options in the last group are implemented using options in the previous groups. Note that many combinations of options make no sense, but no sanity checking is performed. The options are selected from the following:

CONTROL MODES

parenb (-parenb)	enable (disable) parity generation and detection.
parodd (-parodd)	select odd (even) parity.
cs5 cs6 cs7 cs8	select character size (see *termio*(7)).
0	hang up phone line immediately.
50 75 110 134 150 200 300 600 1200 1800 2400 4800 9600 exta extb	set terminal baud rate to the number given, if possible. (All speeds are not supported by all hardware interfaces.)
hupcl (-hupcl)	hang up (do not hang up) DATA-PHONE® connection on last close.
hup (-hup)	same as **hupcl (-hupcl)**.
cstopb (-cstopb)	use two (one) stop bits per character.
cread (-cread)	enable (disable) the receiver.
clocal (-clocal)	assume a line without (with) modem control.
loblk (-loblk)	block (do not block) output from a non-current layer.

INPUT MODES

ignbrk (-ignbrk)	ignore (do not ignore) break on input.
brkint (-brkint)	signal (do not signal) INTR on break.
ignpar (-ignpar)	ignore (do not ignore) parity errors.
parmrk (-parmrk)	mark (do not mark) parity errors (see *termio*(7)).
inpck (-inpck)	enable (disable) input parity checking.
istrip (-istrip)	strip (do not strip) input characters to seven bits.
inlcr (-inlcr)	map (do not map) NL to CR on input.
igncr (-igncr)	ignore (do not ignore) CR on input.
icrnl (-icrnl)	map (do not map) CR to NL on input.
iuclc (-iuclc)	map (do not map) upper-case alphabetics to lower case on input.

ixon (-ixon)	enable (disable) START/STOP output control. Output is stopped by sending an ASCII DC3 (CTRL-s) and started by sending an ASCII DC1 (CTRL-q).
ixany (-ixany)	allow any character (only DC1) to restart output.
ixoff (-ixoff)	request that the system send (not send) START/STOP characters when the input queue is nearly empty/full.
OUTPUT MODES	
opost (-opost)	post-process output (do not post-process output; ignore all other output modes).
olcuc (-olcuc)	map (do not map) lower-case alphabetics to upper case on output.
onlcr (-onlcr)	map (do not map) NL to CR-NL on output.
ocrnl (-ocrnl)	map (do not map) CR to NL on output.
onocr (-onocr)	do not (do) output CRs at column zero.
onlret (-onlret)	on the terminal NL performs (does not perform) the CR function.
ofill (-ofill)	use fill characters (use timing) for delays.
ofdel (-ofdel)	fill characters are DELs (NULs).
cr0 cr1 cr2 cr3	select style of delay for carriage returns (see *termio*(7)).
nl0 nl1	select style of delay for line-feeds (see *termio*(7)).
tab0 tab1 tab2 tab3	select style of delay for horizontal tabs (see *termio*(7).
bs0 bs1	select style of delay for backspaces (see *termio*(7)).
ff0 ff1	select style of delay for form-feeds (see *termio*(7)).
vt0 vt1	select style of delay for vertical tabs (see *termio*(7)).
LOCAL MODES	
isig (-isig)	enable (disable) the checking of characters against the special control characters INTR, QUIT, and SWTCH.
icanon (-icanon)	enable (disable) canonical input (ERASE and KILL processing).
xcase (-xcase)	canonical (unprocessed) upper/lower-case presentation.
echo (-echo)	echo back (do not echo back) every character typed.
echoe (-echoe)	echo (do not echo) ERASE character as a backspace-space-backspace string. Note: this mode erases the ERASEed character on many CRT terminals; however, it does *not* keep track of column position and, as a result, may be confusing on escaped characters, tabs, and backspaces.

echok (-echok) echo (do not echo) NL after KILL character.
lfkc (-lfkc) the same as **echok (-echok)**; obsolete.
echonl (-echonl) echo (do not echo) NL.
noflsh (-noflsh) disable (enable) flush after INTR, QUIT, or SWTCH.
stwrap (-stwrap) disable (enable) truncation of lines longer than 79 characters on a synchronous line.
stflush (-stflush) enable (disable) flush on a synchronous line after every *write*(2).
stappl (-stappl) use application mode (use line mode) on a synchronous line.

CONTROL ASSIGNMENTS

control-character c set *control-character* to *c*, where *control-character* is **erase**, **kill**, **intr**, **quit**, **swtch**, **eof**, **ctab**, **min**, or **time** (**ctab** is used with **-stappl**; (**min** and **time** are used with **-icanon** (see *termio*(7)). If *c* is preceded by an (escaped from the shell) caret (^), then the value used is the corresponding CTRL character (e.g., ^d is a CTRL-d); ^? is interpreted as DEL and ^- is interpreted as undefined.
line *i* set line discipline to *i* ($0 < i < 127$).
tdcd *s* set connect timer to *s* seconds. Setting *s* to zero disables the timer. (5000/90 only)
tact *s* set inactivity timer to *s* seconds. Setting *s* to zero disables the timer. (5000/90 only)

COMBINATION MODES

evenp or **parity** enable **parenb** and **cs7**.
oddp enable **parenb**, **cs7**, and **parodd**.
-parity, -evenp, or **-oddp** disable **parenb**, and set **cs8**.
raw (-raw or **cooked)** enable (disable) raw input and output (no ERASE, KILL, INTR, QUIT, SWTCH, EOT, or output post processing).
nl (-nl) unset (set) **icrnl**, **onlcr**. In addition **-nl** unsets **inlcr**, **igncr**, **ocrnl**, and **onlret**.
lcase (-lcase) set (unset) **xcase**, **iuclc**, and **olcuc**.
LCASE (-LCASE) same as **lcase (-lcase)**.
tabs (-tabs or **tab3)** preserve (expand to spaces) tabs when printing.
ek reset ERASE and KILL characters back to normal # and @.
sane resets all modes to some reasonable values;

see *termio*(7).

term set all modes suitable for the terminal type *term* Traditionally, *term* has been one of **tty33, tty37, vt05, tn300, ti700, or tak.**

EXAMPLE

To display options, stty
to display options for tty01
stty </dev/tty01

SEE ALSO

tabs(1), ioctl(2), termio(7).

NAME

su - become superuser or another user

SYNOPSIS

su [-] [name [arg . . .]]

DESCRIPTION

Su allows one to become another user without logging off. The default user *name* is **root** (i.e., superuser).

To use *su*, the appropriate password must be supplied (unless one is already **root**). If the password is correct, *su* executes a new shell with the real and effective user ID set to that of the specified user. The new shell is the optional program named in the shell field of the specified user password file entry (see *passwd*(4)), or **/bin/sh** if none is specified (see *sh*(1)). To restore normal user ID privileges, type an **EOF** (*cntrl-d*) to the new shell.

Any additional arguments given on the command line are passed to the program invoked as the shell. When using programs like *sh*(1), an *arg* of the form **-c** *string* executes *string* via the shell and an arg of **-r** gives the user a restricted shell.

The following statements are true only if the optional program named in the shell field of the specified user password file entry is like *sh*(1). If the first argument to *su* is a **-**, the environment is changed to what would be expected if the user actually logged in as the specified user. This is done by invoking the program used as the shell with an *arg0* value whose first character is **-**, thus causing first the system profile (**/etc/profile**) and then the specified user profile (**.profile** in the new HOME directory) to be executed. Otherwise, the environment is passed along with the possible exception of **$PATH**, which is set to **/bin:/etc:/usr/bin** for **root**. Note that if the optional program used as the shell is **/bin/sh**, the user **.profile** can check *arg0* for **-sh** or **-su** to determine if it was invoked by *login*(1) or *su*(1), respectively. If the user program is other than **/bin/sh**, then **.profile** is invoked with an *arg0* of *-program* by both *login*(1) and *su*(1).

All attempts to become another user using *su* are logged in the log file **/usr/adm/sulog**.

EXAMPLES

To become user **bin** while retaining your previously exported environment, execute:

```
su bin
```

To become user **bin** but change the environment to what would be expected if **bin** had originally logged in, execute:

```
su - bin
```

To execute *command* with the temporary environment and permissions of user **bin**, execute:

su - bin -c "*command args*"

FILES

/etc/passwd	system password file
/etc/profile	system profile
$HOME/.profile	user profile
/usr/adm/sulog	log file

SEE ALSO

env(1), login(1), sh(1), passwd(4), profile(4), environ(5).

NAME

sum - print checksum and block count of a file

SYNOPSIS

sum [-r] file

DESCRIPTION

Sum calculates and prints a 16-bit checksum for the named file, and also prints the number of blocks in the file. *Sum* is typically used to look for bad sections of a file, or to validate a file communicated over some transmission line.

OPTIONS

-r use an alternate algorithm in computing the checksum.

SEE ALSO

wc(1).

DIAGNOSTICS

Read error

means *end of file* for most devices; check the block count to determine if an actual read error occurred.

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NAME

sync - update the super block

SYNOPSIS

sync

DESCRIPTION

Sync executes the *sync* system primitive.

If the system is to be stopped, *sync* must be called to insure file system integrity. *Sync* flushes all previously unwritten system buffers out to disk, thus assuring that all file modifications up to that point will be saved. See *sync*(2) for details.

SEE ALSO

sync(2).

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NAME

sz, sb - XMODEM, YMODEM, ZMODEM batch file send

SYNOPSIS

sz [- **+1abdefkLlNnopqTtuvy**] *file* ...
sb [-**1adfkqtuv**] *file* ...
sz -**X** [- **1kqtuv**] *file*
sz [- **1oqtv**] -**c** COMMAND
sz [- **1oqtv**] -**i** COMMAND

DESCRIPTION

This command is available with the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00 and greater.

Sz uses the ZMODEM, YMODEM or XMODEM error correcting protocol to send one or more files using the *cu*(1C) command over a serial port to a variety of programs running under PC-DOS, CP/M, UNIX, VMS, and other operating systems.

The first form of sz sends one or more files with ZMODEM or YMODEM batch protocol. Normally, only the file name part of the pathname is transmitted. On UNIX systems, additional information about the file is transmitted. If the receiving program uses this information, the transmitted file length controls the exact number of bytes written to the output dataset, and the modify time and file mode are set accordingly.

When logged in through cu, output from another program may be piped to sz for transmission by denoting standard input by "-":

```
ps -ef ¦ sz -
~?rz -1
```

The program output is transmitted with the filename *sPID.sz* where PID is the process ID of the sz program. If the environment variable ONAME is set, that is used instead. In this case, the UNIX commands:

```
ONAME=output.file
export ONAME
ps -ef¦sz -y -
~?rz -1
```

sends the file named *output.file*, which contains the output of the *ps* command, to the local system. The -y option instructs the receiver to open the file for writing unconditionally.

As an alias of the sz command, UNIX sb supports YMODEM-g with "cbreak" tty mode, XON/XOFF flow control, and the interrupt character set to CAN. YMODEM-g increases throughput over error free channels (direct connection, X.PC, etc.) by not acknowledging each transmitted sector.

The second form of sz uses the -*X* flag to send a single *file* with XMODEM or XMODEM-1k protocol. The user must supply the file name to both sending and receiving programs.

If sz is invoked with $SHELL set and if that variable contains the string *rsh* or *rksh* (restricted shell), sz operates in restricted mode. Restricted mode restricts pathnames to the current directory and PUBDIR (usually */usr/spool/uucppublic*) and/or subdirectories thereof.

The third form sends a single COMMAND to the receiver for execution. Sz exits with the COMMAND return value. If COMMAND includes spaces or characters special to the shell, it must be quoted.

The fourth form sends a single COMMAND to the receiver for execution. Sz exits as soon as the receiver has correctly received the command, before it is performed.

If sz is invoked with *stdout* and *stderr* to different datasets, verbose is set to 2, causing frame by frame progress reports to *stderr*. This may be disabled with the *q* option.

OPTIONS

+ Instruct the receiver to append transmitted data to an existing file (ZMODEM only).

1 Use file descriptor 1 for *ioctls* and *reads* (UNIX only). By default, file descriptor 0 is used. This option permits sz to be used with the cu ~? command. Cu disables the separate process which reads characters from the modem, so that rz operates properly.

a Convert NL characters in the transmitted file to CR/LF. This is done by the sender for XMODEM and YMODEM, by the receiver for ZMODEM.

b (ZMODEM) Binary override: transfer file without any translation.

c COMMANDs+1
(ZMODEM) Send COMMAND to the receiver for execution, return with exit status for COMMAND.

d (YMODEM/ZMODEM) Change all instances of "." to "/" in the transmitted pathname. Thus, *C.fileB0000* (which is unacceptable to MSDOS or CP/M) is transmitted as *C/fileB0000*. If the resultant filename has more than 8 characters in the stem, a "." is inserted to permit a total of eleven.

e (ZMODEM) Escape all control characters; normally XON, XOFF, CR-@-CR, and Ctrl-X are escaped.

f (YMODEM/ZMODEM) Send full pathname. Normally directory prefixes are stripped from the transmitted filename.

i COMMAND
(ZMODEM) Send COMMAND to the receiver for execution, return immediately upon the receiving program's successful reception of the command.

k (YMODEM) Send files using 1024 byte blocks rather than the default 128 byte blocks (XMODEM/YMODEM). 1024 byte packets speed file transfers at high bit rates. (ZMODEM streams the data for the best possible throughput.)

L N
Use ZMODEM sub-packets of length N. A larger N (32 <= N <=

1024) gives slightly higher throughput, a smaller N speeds error recovery. The default is 128 below 300 baud, 256 above 300 baud, or 1024 above 2400 baud.

l N (ZMODEM) Wait for the receiver to acknowledge correct data every **N** (32 <= N <= 1024) characters. This may be used to avoid network overrun when XOFF flow control is lacking.

n (ZMODEM) Send each file if destination file does not exist. Overwrite destination file if source file is newer or longer than the destination file.

N (ZMODEM) Send each file if destination file does not exist. Overwrite destination file if source file has different length or date.

o (ZMODEM) Disable automatic selection of 32 bit CRC.

p (ZMODEM) Protect existing destination files by skipping transfer if the destination file exists.

q Quiet suppresses verbosity.

r Resume interrupted file transfer. If the source file is longer than the destination file, the transfer commences at the offset in the source file that equals the length of the destination file.

t tim

Change timeout to *tim* tenths of seconds.

u Unlink the file after successful transmission.

v Verbose causes a list of file names to be appended to */tmp/szlog*. More v's generate more output.

X Send a single file with XMODEM or XMODEM-1k protocol.

y Instruct a ZMODEM receiving program to overwrite any existing file with the same name.

EXAMPLES

To upload a file via XMODEM protocol while logged onto a bulletin board through **cu**, first issue the bulletin board command to accept an upload then enter:

~?sz -X -1f filename

This is the equivalent of the built-in command:

~%upld filename

To send a file via XMODEM protocol while logged onto a remote system through **cu**, enter:

rz -b filename
~?sz -X -1f filename

This is the equivalent of the built-in command:

~%putx filename

To send any number of files using ZMODEM protocol while logged onto a remote system through **cu**, enter:

rz -b
~?sz -1fy files ...

This is the equivalent of the built-in command:

~%putz files ...

FILES

/tmp/szlog Stores debugging output from "sz -vv"

SEE ALSO

rz(1), cu(1C).

Compile time options required for various operating systems are described in the source file.

RESTRICTIONS

XMODEM transfers add up to 127 garbage bytes per file (1023 bytes with XMODEM-k). Most YMODEM programs use the file length transmitted at the beginning of the transfer to prune the file to the correct length; this may cause problems with source files that grow during the course of the transfer. This problem does not pertain to ZMODEM transfers, which preserve the exact file length unconditionally.

Most ZMODEM options are merely passed to the receiving program; some do not implement all these options.

Circular buffering and a ZMODEM sliding window should be used when input is from pipes instead of acknowledging frames each 1024 bytes. If no files can be opened, sz sends a ZMODEM command to echo a suitable complaint; perhaps it should check for the presence of at least one accessible file before getting hot and bothered. The test mode leaves a zero length file on the receiving system.

Some high speed modems have a firmware bug that drops characters when the direction of high speed transmission is reversed. The environment variable ZNULLS may be used to specify the number of nulls to send before a ZDATA frame. Values of 101 for a 4.77 mHz PC and 124 for an AT are typical.

Improperly specified options and failing file transfers may leave the terminal in an unpredictable state.

Some versions of UNIX cu(1) do not operate properly with this program.

NAME

tabs - set tabs on a terminal

SYNOPSIS

tabs [tabspec] [+mn] [-Ttype]

DESCRIPTION

Tabs sets the tab stops on the terminal according to the tab specification *tabspec*, after clearing any previous settings. The user terminal must have remotely-settable hardware tabs.

GE TermiNet terminals behave in a different way than most other terminals for some tab settings: the first number in a list of tab settings becomes the *left margin* on a TermiNet terminal. Thus, any list of tab numbers whose first element is other than 1 sets the left margin on a TermiNet, but not on other terminals. A tab list beginning with 1 has the same effect on all terminals.

Setting the left margin is possible on some other terminals (see below).

Tabs usually must know the type of terminal in order to set tabs; *tabs* always must know the terminal type in order to set margins. This type may be specified using the -T option (see below), but if no -T option is specified, *tabs* searches for the $TERM value in the *environment* (see *environ*(5)). If no type can be found, *tabs* tries a sequence that works for many terminals.

Tabs sets the tabs and margins using the standard output.

TAB SPECIFICATIONS

Tabs accepts four types of tab specification for *tabspec*: standard, repetitive, arbitrary, and file. If no *tabspec* is given, the default value is -8, (the UNIX system standard tabs) and the lowest column number is 1.

Note that for *tabs*, column 1 always refers to the leftmost column on a terminal, even one whose column markers begin at 0, e.g., the DASI 300, DASI 300s, and DASI 450.

The following *tabspecs* invoke standard tabs suited for particular languages:

-a 1,10,16,36,72
Assembler, IBM S/370, first format

-a2 1,10,16,40,72
Assembler, IBM S/370, second format

-c 1,8,12,16,20,55
COBOL, normal format

-c2 1,6,10,14,49
COBOL compact format (columns 1-6 omitted). Using this code, the first typed character corresponds to card column 7, one space gets you to column 8, and a tab reaches column 12. Files using this tab setup should include a format specification as follows:

<:t-c2 m6 s66 d:>

-c3 1,6,10,14,18,22,26,30,34,38,42,46,50,54,58,62,67
COBOL compact format (columns 1-6 omitted), with more tabs than -c2. -c3 is the recommended format for COBOL. Files using this tab setup should include a format specification as follows:

```
<:t-c3 m6 s66 d:>
```

-f 1,7,11,15,19,23
FORTRAN

-p 1,5,9,13,17,21,25,29,33,37,41,45,49,53,57,61
PL/I

-s 1,10,55
SNOBOL

-u 1,12,20,44
UNIVAC 1100 Assembler

In addition to these standard formats, three other types exist:

-n A repetitive specification requests tabs at columns 1+*n*, 1+2*n*, etc. Note that such a setting leaves a left margin of *n* columns on TermiNet terminals *only*. Of particular importance is the value -8: this represents the UNIX system standard tab setting, and is the most likely tab setting to be found at a terminal. This setting is required for use with the *nroff*(1) -h option for high-speed output. Another special case is the value -0, implying no tabs at all.

n1,n2,...
The arbitrary format permits the user to specify any chosen set of numbers, separated by commas, in ascending order. Up to 40 numbers are allowed. If any number (except the first one) is preceded by a plus sign, the number is assumed to be an increment to be added to the previous value. Thus, the tab lists 1,10,20,30 and 1,10,+10,+10 are considered identical.

--file If the name of a file is given, *tabs* reads the first line of the file. If *tabs* finds a format specification on the line, *tabs* sets the tab stops according to the specification; otherwise *tabs* sets the tabs as -8.

This specification may be used with the *pr*(1) command to assure that a tabbed file is printed with correct tab settings:

```
tabs -- file; pr file
```

OPTIONS

Any of the following may be used in addition to the tab specification; if a given option occurs more than once, the last value specified takes effect:

-T*type*
Denotes *type* as the terminal type, where *type* is a name listed in *term*(5).

+m*n* Moves all tabs over *n* columns by making column *n+1* the left margin. If +m is given without a value of *n*, the value assumed is 10. For a TermiNet, the first value in the tab list should be 1, or the margin moves even further to the right. The normal (leftmost) margin on most terminals is obtained by +m0. The margin for most terminals is reset only when the +m option is given explicitly.

DIAGNOSTICS

illegal tabs	when arbitrary tabs are ordered incorrectly.
illegal increment	when *tabs* finds a zero or missing increment in an arbitrary specification.
unknown tab code	when a standard code cannot be found.
cannot open	when *--file* option is used, and *tabs* cannot open the *file*.
file indirection	when *--file* option is used and the specification in that file points to another file.

SEE ALSO

nroff(1), pr(1), environ(5), term(5).

RESTRICTIONS

The methods for clearing tabs and setting the left margin are inconsistent among different terminals. Usually the left margin cannot be changed without also setting tabs.

Tabs clears only 20 tabs (on terminals requiring a long sequence), but sets 64.

The *+m* option is not supported for any Unisys terminals as well as some of the terminals listed in term(5).

The set tabs option is supported only for the vtxxx terminals.

The set tabs option is valid for any terminal which permits hard tab settings and has *hts* correctly defined in its terminfo table.

The *tabs* command has no effect on any terminal unless tab filtering is disabled with the *stty tab0* command. (When adding a terminal using the system administrator menus, the terminal has tabs filtered by default.)

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NAME

tail - deliver the last part of a file

SYNOPSIS

tail [+|- [number] [lbc [f]] [file]

DESCRIPTION

Tail copies the named file to the standard output beginning at a designated place. If no file is named, the standard input is used.

Copying begins at distance *+number* from the beginning, or *-number* from the end of the input (if *number* is null, the value +10 is assumed). *Number* is counted in units of lines, blocks, or characters, according to the appended option **l**, **b**, or **c**. When no units are specified, counting is by lines.

With the **-f** (follow) option, if the input file is not a pipe, the program does not terminate after the line of the input file has been copied, but enters an endless loop, wherein it sleeps for a second and then attempts to read and copy further records from the input file. Thus *tail* may be used to monitor the growth of a file that is being written by some other process.

EXAMPLES

```
tail -f carter
```

prints the last ten lines of the file **carter**, followed by any lines that are appended to **carter** between the time *tail* is initiated and the time *tail* is killed. As another example, the command:

```
tail -15cf thompson
```

prints the last 15 characters of the file **thompson**, followed by any lines that are appended to **thompson** between the time *tail* is initiated and the time *tail* is killed.

SEE ALSO

dd(1).

RESTRICTIONS

Tails relative to the end of the file are stored in a buffer, and thus are limited in length.

WARNING

Tail may produce irregular output when input includes character special files. *Tail* only tails the last 4096 bytes of a file regardless of its line count.

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NAME

tape_size - print the logical tape size to standard out

SYNOPSIS

tape_size tape_device

DESCRIPTION

5000/30 and 5000/50 only.

Tape_size prints the logical size, in bytes, of the *tape_device* to the standard output. The logical size is the size stored in the driver for the *tape_device*.

The default value for the cartridge tape device driver is 40960000 bytes, approximately the length of a DC450A cartridge tape.

EXAMPLE

To print the logical tape length of the device driver for **/dev/rtp**, insert a cartridge tape in the tape drive and enter the command:

```
tape_size /dev/rtp
```

The output for the default logical tape length is:

```
tape capacity = 4096000
```

SEE ALSO

set_tape(1)

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NAME

tar - tape file archiver

SYNOPSIS

tar [options] files

DESCRIPTION

5000 Series only

Tar saves and restores files as though the files were on magnetic or streaming tape. Its actions are controlled by *options*. Note that *tar* normally functions silently.

Options designates a string of characters containing at most one function letter and possibly one or more function modifiers.

Other arguments to the command are *files* (or directory names) specifying which files are to be saved or restored. In all cases, appearance of a directory name refers to the files and (recursively) subdirectories of that directory.

FUNCTION LETTERS

- **r** Write the named files to the end of the tape. The **c** function implies this function. This option is valid only for disk archives.
- **x** Extract the named *files* from the tape. If a named file specifies a directory whose contents have been written onto the tape, *tar* recursively extracts this directory. If the named file on tape does not exist on the system, *tar* creates the file with the same mode as the one on tape except that the set-user-ID bit and the set-group-ID bit are not set unless you are the superuser. If the files exist, their modes are not changed except for the bits described above. *Tar* restores the owner, modification time, and mode (if possible). If no *files* are specified, *tar* extracts the entire content of the tape. Note that if several files with the same name are on the tape, the last one overwrites all earlier ones.
- **t** List the names of the specified files each time that they occur on the tape. If no *files* are specified, *tar* lists all the names on the tape.
- **u** Add the named files to the tape if they are not already there or have been modified since last written on that tape. This option is only valid for disk archives.
- **c** Create a new tape; writing begins at the beginning of the tape, instead of after the last file. This function implies the **r** function.

FUNCTION MODIFIERS

The following characters may be used in addition to the letter that selects the desired function:

- **#s** Select the drive on which the tape is mounted and the density. # is the tape drive number (0-7) and s is the density: l - low (800 bpi), m - medium (1600 bpi), or h - high (6250 bpi). The default is **0m**. This option is only valid for 9-track magnetic tapes on 5000/30/35/50/55 systems.

v Type the name of each file *tar* processes preceded by the function letter. When used with the t function, v gives more information about the tape entries than just the name.

w Print the action to be taken, followed by the name of the file, and then wait for the confirmation from the user. If a word beginning with y is entered, *tar* performs the action. Any other input cancels the action.

f archive
Use *archive* as the name of the archive instead of /dev/rstp/0yy. If *archive* is -, *tar* writes to the standard output or reads from the standard input, whichever is appropriate. Thus, *tar* can be used as the head or tail of a pipeline. *Tar* can also be used to move hierarchies with the command:

cd fromdir; tar cf - . (cd todir; tar xf -)

b Use the next argument as the blocking factor for tape records. The default is 1; the maximum is 20. This option should only be used with raw archives (see -f above). The block size is determined automatically when reading tapes (function letters x and t).

l Print an error message if *tar* cannot resolve all of the links to the files being saved. If l is not specified, no error messages are printed.

m Do not restore the modification times. The modification time of the file is the time of extraction.

o Cause extracted files to take on the user and group identifier of the user running *tar* rather than those on tape.

EXAMPLE

To preserve ownership, modification date, and permissions over a *uucp*(1) communication, create an archive file and communicate it:

```
cd /usr/src/xxx
tar cf /tmp/xxx.tar .
uucp /tmp/xxx.tar remote! username
```

To restore the archived files on remote:

```
cd /usr/src/xxx
tar xvf /usr/spool/uucppublic/username/xxx.tar
```

FILES

/dev/rstp/*
/tmp/tar*

DIAGNOSTICS

Messages for bad function letters and modifiers.
Messages for tape read/write errors.
Error messages if insufficient memory is available to hold the link tables.

RESTRICTIONS

There is no way to ask for the *n*-th occurrence of a file.
Tar does not handle errors gracefully.
The u option can be slow.
The b option should not be used with archives on tape that are

going to be updated. The **b** option should not be used with archives on disk because updating an archive on disk can destroy it.
The limit on file-name length is 100 characters.
Note that **tar c0m** is not the same as **tar cm0**.

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NAME

tbl - format tables for nroff or troff

SYNOPSIS

tbl [-TX] [files]

DESCRIPTION

Not on 7000/40.

Tbl is a preprocessor that formats tables for *nroff* or *troff*(1). *Tbl* copies the input files to the standard output, except for lines between .TS and .TE command lines, which are assumed to describe tables and are re-formatted by *tbl*. (The .TS and .TE command lines are not altered by *tbl*).

.TS is followed by global options. The global options, if any, are terminated with a semi-colon (;).

Next come lines describing the format of each line of the table. Each such format line describes one line of the actual table, except the last format line, which describes *all* remaining lines of the table. The last format line must end with a period. Each column of each line of the table is described by a single format letter, optionally followed by format specifiers that determine the font and point size of the corresponding item, that indicate where vertical bars are to appear between columns, that determine column width, inter-column spacing, etc.

The format lines are followed by lines containing the actual data for the table, followed by .TE. Within such data lines, data items are normally separated by tab characters.

If a data line consists of only _ or =, a single or double line, respectively, is drawn across the table at that point; if a *single item* in a data line consists of only _ or =, then that item is replaced by a single or double line.

Full details of all these and other features of *tbl* are given in the reference manual cited below.

The -TX option forces *tbl* to use only full vertical line motions, making the output more suitable for devices that cannot generate partial vertical line motions (e.g., line printers).

If no file names are given as arguments (or if - is specified as the last argument), *tbl* reads the standard input, thus *tbl* may be used as a filter. When it is used with *eqn*(1) or *neqn*, *tbl* should come first to minimize the volume of data passed through pipes.

GLOBAL OPTIONS

center	centers the table (default is left-adjust).
expand	makes the table as wide as the current line length.
box	encloses the table in a box.
doublebox	encloses the table in a double box.
allbox	encloses each item of the table in a box.
tab(*x*)	uses the character *x* instead of a tab to separate items in aline of input data.

FORMAT LETTERS

- **c** center item within the column;
- **r** right-adjust item within the column;
- **l** left-adjust item within the column;
- **n** numerically adjust item in the column: units positions of numbers are aligned vertically;
- **s** span previous item on the left into this column;
- **a** center longest line in this column and then left-adjust all other lines in this column with respect to that centered line;
- **^** span down previous entry in this column;
- **_** replace this entry with a horizontal line;
- **=** replace this entry with a double horizontal line.

FORMAT SPECIFIERS

- **B** Bold font
- *I* Italic font
- **|** Vertical line between columns

EXAMPLE

The input (if @ represents a tab which should be typed as a genuine tab):

```
.TS
center tab(@);
c s s
c c s
^ c c
l n n.
HOUSEHOLD POPULATION
_
Town@Households
@Number@Size
_
Bedminster@789@3.26
Bernards Twp.@3087@3.74
Bernardsville@2018@3.30
Bound Brook@3425@3.04
Bridgewater@7897@3.81
Far Hills@240@3.19
.TE
```

yields:

HOUSEHOLD POPULATION

Town	Households	
	Number	Size
Bedminster	789	3.26
Bernards Twp.	3087	3.74
Bernardsville	2018	3.30
Bound Brook	3425	3.04
Bridgewater	7897	3.81
Far Hills	240	3.19

SEE ALSO

cw(1), eqn(1), mm(1), mmt(1), nroff(1), mm(5), mv(5).

RESTRICTIONS

See *RESTRICTIONS* under *nroff*(1).

Note: Some printers or terminals may not be capable of performing all of the global options (e.g., box) or formatting features (e.g., line positioning or font styles) of tbl(1).

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NAME

tc - phototypesetter simulator

SYNOPSIS

tc [-t] [-sn] [-pl] [file]

DESCRIPTION

Not on 7000/40.

Tc interprets its input (standard input default) as device codes for a Wang Laboratories, Inc. C/A/T phototypesetter. The standard output of *tc* is intended for a Tektronix 4014 terminal with ASCII and APL character sets. The sixteen typesetter sizes are mapped into the four sizes supported on the 4014 terminal; the entire TROFF character set is drawn using the character generator in the 4014, with overstruck combinations where necessary. Typical usage is:

```
troff -t files ¦ tc
```

At the end of each page, *tc* waits for a new-line (empty line) from the keyboard before continuing on to the next page. In this wait state, three commands can be entered:

e *suppresses* the screen erase before the next page

s*n* skips the next *n* pages to be skipped

!*cmd*
sends *cmd* to the shell.

OPTIONS

-t Do not wait between pages (for directing output into a file).

-s*n* Skip the first *n* pages.

-p*l* Set page length to *l*; *l* may include the scale factors p (points), i (inches), c (centimeters), and P (picas); default is picas.

SEE ALSO

4014(1), sh(1), tplot(1G), troff(1).

RESTRICTIONS

Font distinctions are lost.

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NAME

tee - copy input to standard output and to files

SYNOPSIS

tee [-i] [-a] [file] ...

DESCRIPTION

Tee copies the standard input to the standard output and makes copies in the *files* overwriting their previous contents.

OPTIONS

-i Ignore interrupts.

-a Append the output to the *files* rather than overwriting them.

EXAMPLE

To print the *nroff*(1) format of *filex* and save the formatted file in *filex.nro*:

```
nroff filex|tee filex.nro|lpr
```

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NAME

tension - tension a cartridge tape

SYNOPSIS

tension [**cartridge_device_name** [**-Size** *sizefile*]]
(5000/20/30/40/50)

tension [**cartridge_device_name**] (5000/60/80/90)

DESCRIPTION

This utility uniformly tensions a cartridge tape. In the process, the tape is fully rewound, advanced to the end of tape, then again rewound. This reduces the potential for read errors on new tapes, tapes that have been in storage for extended periods of time, and on tapes that have been subjected to physical or thermal shock. If no cartridge device name is specified as an argument, **/dev/rmt1** is used on the 5000/60/80/90 and **/dev/rtp** is used on the 5000/20/30/40/50. **Tension** will fail if the argument given is not a cartridge device, or if a tape is not inserted in the cartridge tape drive.

EXAMPLES

tension

tension /dw/rtp/capacity (5000/20/30/40/50 only)

SEE ALSO

erase(1) ioctl(2)

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NAME

test - condition evaluation command

SYNOPSIS

test expr
[expr]

DESCRIPTION

Test evaluates the expression *expr* and, if its value is true, returns a zero (true) exit status; otherwise, *test* returns a non-zero (false) exit status; *test* also returns a non-zero exit status if there are no arguments.

Notice that all the operators and primitives are separate arguments to *test*.

PRIMITIVES

The following primitives are used to construct *expr*:

-r *file*	true if *file* exists and is readable.
-w *file*	true if *file* exists and is writable.
-x *file*	true if *file* exists and is executable.
-f *file*	true if *file* exists and is a regular file.
-d *file*	true if *file* exists and is a directory.
-c *file*	true if *file* exists and is a character special file.
-b *file*	true if *file* exists and is a block special file.
-p *file*	true if *file* exists and is a named pipe (fifo).
-u *file*	true if *file* exists and its set-user-ID bit is set.
-g *file*	true if *file* exists and its set-group-ID bit is set.
-k *file*	true if *file* exists and its sticky bit is set.
-s *file*	true if *file* exists and has a size greater than zero.
-t [*fildes*]	true if the open file whose file descriptor number is *fildes* (1 by default) is associated with a terminal device.
-z *s1*	true if the length of string *s1* is zero.
-n *s1*	true if the length of the string *s1* is non-zero.
s1 = *s2*	true if strings *s1* and *s2* are identical.
s1 != *s2*	true if strings *s1* and *s2* are *not* identical.
s1	true if *s1* is *not* the null string.
n1 -eq *n2*	true if the integers *n1* and *n2* are algebraically equal. Any of the comparisons -ne, -gt, -ge, -lt, and -le may be used in place of -eq.

OPERATORS

The above primaries may be combined with the following operators:

!	unary negation operator.

-a binary *and* operator.

-o binary *or* operator (-a has higher precedence than -o).

(expr) parentheses for grouping. Parentheses are meaningful to the shell and, therefore, must be escaped.

SEE ALSO

find(1), sh(1).

WARNING

In the second form of the command (i.e., the one that uses [ ], rather than the word *test*), the square brackets must be delimited by blanks.

NAME

time - time a command

SYNOPSIS

time command

DESCRIPTION

Time executes *command*, then prints the time elapsed during *command*, the time spent in the system, and the time spent in execution of *command*.

Times are reported in seconds and are printed on standard error.

Time prints the times on standard error.

SEE ALSO

timex(1), times(2).

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NAME

timex - time a command; report process data and system activity

SYNOPSIS

timex [options] command

DESCRIPTION

Timex executes the given *command*, then reports in seconds elapsed time, user time and system time spent in execution. Optionally, *timex* processes accounting data for the *command* and lists or summarizes all its children, and reports total system activity during the execution interval.

The output of *timex* is written on standard error.

OPTIONS

-p List process accounting records for *command* and all its children. Suboptions **f, h, k, m, r,** and t modify the data items reported, as defined in *acctcom*(1). The number of blocks read or written and the number of characters transferred are always reported. Note: System accounting must be active for this option.

-o Report the total number of blocks read or written and total characters transferred by *command* and all its children. Note: System accounting must be active for this option.

-s Report total system activity (not just that due to *command*) that occurred during the execution interval of *command*. All the data items listed in *sar*(1) are reported.

SEE ALSO

acctcom(1), sar(1).

WARNING

Process records associated with *command* are selected from the accounting file **/usr/adm/pacct** by inference, since process genealogy is not available. *Timex* includes background processes having the same user-id, terminal-id, and execution time window.

EXAMPLES

A simple example:

```
timex -ops sleep 60
```

A terminal session of arbitrary complexity can be measured by timing a sub-shell:

```
timex -opskmt sh
    session commands
EOT
```

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NAME

toc, dtoc, ttoc, vtoc - graphical table of contents routines

SYNOPSIS

dtoc [directory]
ttoc mm-file
vtoc [-**c d hn i m s** vn] [TTOC file]

DESCRIPTION

Not on 7000 Series Systems.

All of the commands listed below reside in **/usr/bin/graf** (see *graphics*(1G)).

dtoc

Dtoc makes a textual table of contents, TTOC, of all subdirectories beginning at *directory* (*directory* defaults to .) with one entry per directory. The entry fields from left to right are level number, directory name, and the number of ordinary readable files in the directory. *Dtoc* is useful in making a visual display of all or parts of a file system.

The following makes a visual display of all the readable directories under /:

```
dtoc / ¦ vtoc ¦ td
```

ttoc

Ttoc translates the table of contents generated by the .TC macro of *mm*(1) to TTOC format. *Ttoc* assumes that *mm* file uses the .H family of macros for section headers. If no *mm-file* is given, the standard input is assumed.

vtoc

Vtoc produces a GPS describing a hierarchy chart from a TTOC. The output drawing consists of boxes containing text connected in a tree structure. If no *file* is given, the standard input is assumed. Each TTOC entry describes one box and has the form:

id [*line-weight*,*line-style*] "*text* " [*mark*]

Id is an alternating sequence of numbers and dots. The *id* specifies the position of the entry in the hierarchy. The *id* **0.** is the root of the tree.

Line-weight is one of the following:

n, normal-weight; or
m, medium-weight; or
b, bold-weight.

Line-style is one of the following:

so, solid-line;
do, dotted-line;
dd, dot-dash line;
da, dashed-line; or

ld, long-dashed

Text is a character string surrounded by quotes. The characters between the quotes become the contents of the box. To include a quote within a box escape it with a backslash.

Mark is a character string (surrounded by quotes if it contains spaces). Any included quotes or dots must be escaped. *Vtoc* puts the string above the top right corner of the box.

Entry example: 1.1 b,da "ABC" DEF

Entries may span more than one line by escaping the new-line (\new-line).

Comments are surrounded by the /*,*/ pair. They may appear anywhere in a TTOC.

Options:

c Use text as entered, (default is all upper case).

d Connect the boxes with diagonal lines.

h*n* Set horizontal interbox space to *n* % of box width.

i Suppress the box *id*.

m Suppress the box *mark*.

s Do not compact boxes horizontally.

v*n* Set vertical interbox space to *n* % of box height.

SEE ALSO

graphics(1G), gps(4).

NAME

touch - update access and modification times of a file

SYNOPSIS

touch [-amc] [mmddhhmm[yy]] files

DESCRIPTION

Touch updates the access and modification times of each *file*. If no time is specified (see *date*(1)), the current time is used. If a file does not exist, *touch* creates the file.

OPTIONS

The default options are **-am**.

-a Update only the access time.

-m Update only the modification time.

-c Do not create the file if it does not exist.

EXIT STATUS

The number of files for which the times could not be successfully modified (including files that did not exist and were not created).

SEE ALSO

date(1), utime(2).

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NAME

tpcvt - filter for old streaming tape format

SYNOPSIS

tpcvt [-VB *filename*]

DESCRIPTION

Tpcvt filters the data from a streaming tape and makes sure the data was not written to the tape by a previous streaming tape driver. *Tpcvt* reads from standard input and writes to standard output. The VB option causes *tpcvt* to read from the specified file.

The input data may be data from an old or new tape; *tpcvt* determines the source of the data and produces the correct output.

Tpcvt should be used via a pipe for receiving data from a tape and sending data to a destination program such as *cpio*(1). The VB option should be used when input consists of multi-volume tapes which were created with the T option of *cpio*. When VB is specified, *tpcvt* prompts for new volumes. After all volumes are processed, respond with an end-of-file (control-d) to the prompt for the next volume.

SEE ALSO

tp(4), cpio(1).

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NAME

tplot - graphics filters

SYNOPSIS

tplot [-Tterminal [-e raster]]

DESCRIPTION

Not on 7000/40.

Tplot reads plotting instructions (see *plot*(4)) from the standard input and in general produces, on the standard output, plotting instructions suitable for a particular *terminal*. If no *terminal* is specified, the environment parameter **$TERM** (see *environ*(5)) is used. Known *terminals* are:

300	DASI 300.
300S	DASI 300s.
450	DASI 450.
4014	TEKTRONIX 4014.
ver	Versatec D1200A. This version of *tplot* places a scan-converted image in **/usr/tmp/raster$$** and sends the result directly to the plotter device, rather than to the standard output. The **-e** option causes a previously scan-converted file *raster* to be sent to the plotter.

FILES

/usr/lib/t300
/usr/lib/t300s
/usr/lib/t450
/usr/lib/t4014
/usr/lib/vplot
/usr/tmp/raster$$

SEE ALSO

plot(3X), plot(4), term(5).

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NAME

tps - show processes use of GPTF (General Purpose Transaction Facility, see Administration Guide for further information)

SYNOPSIS

tps [-T] [-ef] [-n (namelist)]

DESCRIPTION

This command applies to the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00 only.

The General Purpose Transaction Facility is an optional subsystem of the operating system. It provides facilities to support real-time applications. When this subsystem is available, processes may be given special treatment and have access to a special set of kernel calls. Tps shows the use processes make of the GPTF facilities by displaying the GPTF flag together with other process-related information.

Tps works like ps and has all the facilities and recognizes all the options as does ps . Only the T option distinguishes tps from ps .

OPTIONS

-T The T option results in a display of the following columns per process:

F - S - GPTF - UID - PID - PPID - C -
UPRI - KPRI - ADDR - SZ - TTY - TIME - COMD

where GPTF is the GPTF transaction flag (octal and additive) associated with each process:

00 - uses no GPTF facility
01 - the process is resident
02 - the process has transaction capability
04 - the process has real-time priority
10 - the process has fixed priority
20 - not used
40 - the process may use GPTF kernel functions and bypass parameter checking

UPRI

is the user priority of the process. The user priority is the priority maintained by the system for a standard process (possibly influenced by a setting of the nice value) or it is the priority set by the user to either a fixed priority (60..127) or a real-time priority (40..59).

KPRI

is the kernel priority of the process (the kernel priority is a priority assigned temporarily to a process when it is sleeping, its value depends upon the reason for why it is sleeping).

The other columns have the same meaning as for a ps listing.

-e Print information about all processes.

-f Generate a full listing.

-n (namelist)
The argument is taken as the name of an alternate system file in place of /unix .

EXAMPLES

Show the status of all processes on a system called /unixgptf :

tps -T -e -n/unixgptf

SEE ALSO

ps(1), tpset(1M).

NAME

tput - query terminfo database

SYNOPSIS

tput [-T type] capname

DESCRIPTION

Tput uses the *terminfo(4)* database to make terminal-dependent capabilities and information available to the shell. *Tput* outputs a string if the attribute (*cap* ability *name*) is of type string, or an integer if the attribute is of type integer. If the attribute is of type boolean, tput simply sets the exit code (0 for TRUE, 1 for FALSE), and does no output.

-T*type* Indicates the type of terminal. Normally this option is unnecessary, as the default is taken from the environment variable **$TERM**.

capname Indicates the attribute from the *terminfo* database. See *terminfo(4)*.

EXAMPLES

tput clear Echo clear-screen sequence for the current terminal.

tput cols Print the number of columns for the current terminal.

tput -T450 cols
Print the number of columns for the 450 terminal.

bold='tput smso'
Set shell variable **bold** to stand-out mode sequence for current terminal. This might be followed by a prompt:
echo "${bold}Please type in your name: \c"

tput hc Set exit code to indicate if current terminal is a hardcopy terminal.

FILES

/etc/term/?/*	Terminal descriptor files
/usr/include/term.h	Definition files
/usr/include/curses.h	

DIAGNOSTICS

Tput prints error messages and returns the following error codes on error:

-1 Usage error.
-2 Bad terminal type.
-3 Bad capname.

In addition, if a *capname* is requested for a terminal that has no value for that *capname* (e.g., tput -T450 lines), -1 is printed.

SEE ALSO

stty(1), terminfo(4).

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NAME

tr - translate characters

SYNOPSIS

tr [-cds] [string1 [string2]]

DESCRIPTION

Tr copies the standard input to the standard output with substitution or deletion of selected characters. *Tr* maps input characters found in *string1* into the corresponding characters of *string2*.

The following abbreviation conventions may be used to introduce ranges of characters or repeated characters into the strings:

[a-z] Stands for the string of characters whose ASCII codes run from character **a** to character **z**, inclusive.

[a*n] Stands for *n* repetitions of **a**. If the first digit of *n* is 0, *n* is considered octal; otherwise, *n* is taken to be decimal. A zero or missing *n* is assumed to be a large number; this facility is useful for padding *string2*.

The escape character \ may be used as in the shell to remove special meaning from any character in a string. In addition, \ followed by 1, 2, or 3 octal digits stands for the character whose ASCII code is given by those digits.

OPTIONS

Any combination of the options **-cds** may be used:

-c Complements the set of characters in *string1* with respect to the universe of characters whose ASCII codes are 001 through 377 octal.

-d Deletes all input characters in *string1*.

-s Squeezes all strings of repeated output characters that are in *string2* to single characters.

EXAMPLE

The following example creates a list of all the words in *file1* one per line in *file2*, where a word is taken to be a maximal string of alphabetics. The strings are quoted to protect the special characters from interpretation by the shell; 012 is the ASCII code for newline.

```
tr -cs "[A-Z][a-z]" "[\012*]" <file1 >file2
```

SEE ALSO

ed(1), sh(1), ascii(5).

RESTRICTIONS

ASCII NUL may not be used in *string1* or *string2*; *tr* always deletes NUL from input.

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NAME

true, false - provide truth values

SYNOPSIS

true

false

DESCRIPTION

True does nothing, successfully. *False* does nothing, unsuccessfully. They are typically used in input to *sh*(1) such as:

```
while true
do
    command
done
```

SEE ALSO

sh(1).

DIAGNOSTICS

True has exit status zero, *false* nonzero.

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NAME

tsort - topological sort

SYNOPSIS

tsort [file]

DESCRIPTION

Tsort produces on the standard output a totally ordered list of items consistent with a partial ordering of items mentioned in the input *file*. If no *file* is specified, the standard input is assumed.

The input consists of pairs of items (nonempty strings) separated by blanks. Pairs of different items indicate ordering. Pairs of identical items indicate presence, but not ordering.

SEE ALSO

lorder(1).

DIAGNOSTICS

Odd data

there is an odd number of fields in the input file.

RESTRICTIONS

Uses a quadratic algorithm for the typical use of ordering a library archive file.

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NAME

tty - get the name of the terminal

SYNOPSIS

tty [-l] [-s]

DESCRIPTION

Tty prints the path name of the terminal.

OPTIONS

-l Print the synchronous line number to which the terminal is connected if it is on an active synchronous line.

-s Suppress printing of the path name; generate the exit code only.

EXIT STATUS

2 Invalid options were specified.
0 Standard input is a terminal.
1 Otherwise.

DIAGNOSTICS

not on an active synchronous line
The standard input is not a synchronous terminal and -l is specified.

not a tty
The standard input is not a terminal and -s is not specified.

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NAME

ul - underline output for a terminal

SYNOPSIS

ul [-i] [-t *terminal*] [*file* ...]

DESCRIPTION

5000/20, 5000/30, 5000/40, and 5000/50 Systems only.

Ul reads the named files (or standard input if none are given) and translates occurrences of underscores to the sequence which indicates underlining for the terminal in use, as specified by the environment variable TERM.

Ul reads the file */etc/termcap* to determine the appropriate sequences for underlining. If the terminal is incapable of underlining, but is capable of a standout mode then that is used instead. If the terminal can overstrike, or handles underlining automatically, *ul* degenerates to *cat*(1). If the terminal cannot underline, underlining is ignored.

OPTIONS

-i Indicate underlining by a separate line containing appropriate dashes; this is useful when you want to look at the underlining which is present in an *nroff*(1) output stream on a CRT-terminal.

-t Use the terminal kind *terminal* instead of the kind specified in the environment.

SEE ALSO

man(1), nroff(1).

RESTRICTION

Nroff usually outputs a series of backspaces and underlines intermixed with the text to indicate underlining. No attempt is made to optimize the backward motion.

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NAME

ulim - increase maximum file size limit

SYNOPSIS

/local/bin/ulim

DESCRIPTION

(5000/60/80/90 only)

Ulim is a login shell for changing a user's default maximum file size limit (ulimit). It must be invoked as a login shell from /etc/passwd to actually increase the ulimit. Otherwise, a default shell will be exec'd. To give a user an increased ulimit, two files must be changed. First, the user's password entry in /etc/passwd must be changed so the login shell is /local/bin/ulim. Second, an entry must be created for the user in the file /etc/ulimrc. The format for lines in this file is as follows:

login_name<tab>login_shell<tab>ulimit

where login_name is the user's login name (from /etc/passwd), login_shell is the shell the user previously used, and ulimit is the new maximum file size limit in 1024 byte blocks. Each field must be seperated by a tab. If a user's login shell is /local/bin/ulim, but that user is not listed in /etc/ulimrc, or if /local/bin/ulim is executed as a user process, ulim will exec /bin/sh (unless the user executing ulim is listed in /etc/ulimrc, in which case the shell listed in /etc/ulimrc will be forked) with the default ulimit .

EXAMPLE

The original **/etc/passwd** entry would look like this:

abc:0HqhAw6ObrU:97:7:User Name:/usr/abc:/bin/sh

The new entry should look like this:

abc:0HqhAw6ObrU:97:7:User Name:/usr/abc:/local/bin/ulim

The new entry in **/etc/ulimrc** should look like this:

abc/bin/sh 4096

This will give user 'abc' a ulimit of 4096 (four megabytes).

FILES

/etc/ulimrc	add entry for user
/etc/passwd	change user's login shell to /local/bin/ulim

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NAME

umask - set file-creation mode mask

SYNOPSIS

umask [ooo]

DESCRIPTION

Umask sets the user file-creation mode mask to *ooo*. The three octal digits refer to read/write/execute permissions for *owner*, *group*, and *others*, respectively (see *chmod*(2) and *umask*(2)). The value of each specified digit is subtracted from the corresponding digit specified by the system for the creation of a file (see *creat*(2)). For example, **umask 022** removes *group* and *others* write permission (directories typically created with mode **777** become mode **755**; files created with mode **666** become mode **644**).

If *ooo* is omitted, the current value of the mask is printed.

The shell recognizes and executes *umask*.

SEE ALSO

chmod(1), sh(1), chmod(2), creat(2), umask(2).

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NAME

uname - print name of current UNIX system

SYNOPSIS

uname [-amnrsv]

DESCRIPTION

Uname prints the current system name of the UNIX system on the standard output file. *Uname* is mainly useful to determine what system one is using.

OPTIONS

-a Print all information. This is the same as entering all options.

-m Print the machine hardware name.

-n Print the nodename (the nodename may be a name that the system is known by to a communication network). Note: On the 5000/20/40/50, the node_name used by *uucp*(1) resides in /usr/lib/uucp/SYSTEMNAME.

-r Print the operating system release.

-s Print the system name (default).

-v Print the operating system version.

SEE ALSO

uname(2), setuname(1m), uucp(1c)

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NAME

unget - undo a previous get of an SCCS file

SYNOPSIS

unget [-rSID] [-s] [-n] files

DESCRIPTION

Unget undoes the effect of a get -e made prior to creating the intended new delta. If a directory is named, *unget* behaves as though each file in the directory were specified as a named file, except that non-SCCS files and unreadable files are silently ignored. If a name of - is given, the standard input is read with each line being taken as the name of an SCCS file to be processed.

OPTIONS

-r*SID*

Uniquely identify which delta is no longer intended. (This would have been specified by *get* as the new delta). The use of this option is necessary only if two or more outstanding *get*s for editing on the same SCCS file were done by the same person (login name). A diagnostic results if the specified *SID* is ambiguous, or if it is necessary and was omitted on the command line.

-s Suppress the printout, on the standard output, of the *SID* of the intended delta.

-n Retain the *get* file which is normally removed from the current directory.

SEE ALSO

delta(1), get(1), help(1), sact(1).
Source Code Control System User Guide in the Support Tools Guide.

DIAGNOSTICS

Use *help*(1) for explanations.

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NAME

uniq - report repeated lines in a file

SYNOPSIS

uniq [-udc [+n] [-n]] [input [output]]

DESCRIPTION

Uniq reads the input file comparing adjacent lines, and removes the second and succeeding copies of repeated lines. *Uniq* writes the remaining lines on the output file. *Input* and *output* should always be different. Note that repeated lines must be adjacent in order to be found; see *sort*(1).

OPTIONS

-u Output only lines not repeated in the original file.

-d Output one copy of every *repeated* line (no other lines).

-c Generate normal output, preceding each line with the number of times it occurred (supersedes -u and -d).

-*n* Ignore the first *n* fields together with any blanks before each for the comparison. A field is defined as a string of non-space, non-tab characters separated by tabs and spaces from its adjacent fields.

+*n* Ignore the first *n* characters for the comparison. *Uniq* skips fields before characters.

SEE ALSO

comm(1), sort(1).

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NAME

units - interactive conversion program

SYNOPSIS

units

DESCRIPTION

Units converts quantities expressed in various standard scales to their equivalents in other scales. It works interactively in this fashion:

```
You have: inch
You want: cm
        * 2.540000e+00
          3.937008e-01
```

Units specifies a quantity as a multiplicative combination of units optionally preceded by a numeric multiplier. Powers are indicated by suffixed positive integers, division by the usual sign:

```
You have: 15 lbs force/in2
You want: atm
        * 1.020689e+00
          9.797299e-01
```

Units only does multiplicative scale changes; thus it can convert Kelvin to Rankine, but not Celsius to Fahrenheit. Most familiar units, abbreviations, and metric prefixes are recognized, along with a few constants of nature including:

pi	ratio of circumference to diameter,
c	speed of light,
e	charge on an electron,
g	acceleration of gravity,
force	same as g,
mole	Avogadro's number,
water	pressure head per unit height of water,
au	astronomical unit.

Units recognizes lb , rather than pound as a unit of mass.

Compound names are run together, (e.g. lightyear).

British units that differ from their U.S. counterparts should be prefixed thus: brgallon.

For a complete list of units, type:

```
cat /usr/lib/unittab
```

FILES

/usr/lib/unittab

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NAME

uptime - show how long system has been up

SYNOPSIS

uptime

DESCRIPTION

7000 Series Systems only.

Uptime prints the current time, the length of time the system has been up, and the average number of jobs in the run queue over the last 1, 5 and 15 minutes. It is, essentially, the first line of a *w*(1) command.

FILES

/unix system name list

SEE ALSO

w(1)

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NAME

usage - retrieve a command description and usage examples

SYNOPSIS

[help] usage [-d] [-e] [-o] [command_name **]**

DESCRIPTION

5000/60, 5000/80, and 5000/90 only.

The UNIX system Help Facility command *usage* retrieves information about UNIX system commands. With no argument, *usage* displays a menu screen prompting the user for the name of a command, or allows the user to retrieve a list of commands supported by *usage*. The user may also exit to the shell by typing q (for "quit).

After a command is selected, the user is asked to choose among a description of the command, examples of typical usage of the command, or descriptions of the command's options. Then, based on the user's request, the appropriate information will be printed.

A command name may also be entered at shell level as an argument to *usage*. To receive information on the command's description, examples, or options, the user may use the **-d**, **-e**, or **-o** options respectively. (The default option is **-d**.)

From any screen in the Help Facility, a user may execute a command via the shell (*sh* (1)) by typing a ! and the command to be executed. The screen will be redrawn if the command that was executed was entered at a first level prompt. If entered at any other prompt level, only the prompt will be redrawn.

By default, the Help Facility scrolls the data that is presented to the user. If you prefer to have the screen clear before printing the data (non-scrolling), the shell variable **SCROLL** must be set to **no** and exported so it will become part of your environment. This is done by adding the following line to your *.profile* file (see *profile* (4)): "export SCROLL ; SCROLL=no". If you later decide that scrolling is desired, **SCROLL** must be set to **yes**.

Information on each of the Help Facility commands (*starter* , *locate*, *usage*, *glossary*, and *help*) is located on their respective manual pages.

SEE ALSO

glossary(1), help(1), locate(1), sh(1), starter(1).
term(5) in the *Programmer's Reference Manual*.

WARNINGS

If the shell variable **TERM** (see *sh* (1)) is not set in the user's *.profile* file, then **TERM** will default to the terminal value type 450 (a hard-copy terminal). For a list of valid terminal types, refer to *term*(5).

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NAME

uucp, uulog, uuname - UNIX system to UNIX system copy

SYNOPSIS

uucp [options] source-files destination-file

uulog [options]

uuname [options]

The following items apply to the, 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00 only.

uulog [options] -s system

uulog [options] system

uulog [options] -f system

uuname [-c] [-l]

DESCRIPTION

Uucp

Uucp copies files named by the **source-file** arguments to the file named by the **destination-file** argument. A file name may be a path name on your machine, or may have the form:

system-name!path-name

where **system-name** is taken from a list of system names which **uucp** knows about. The **system-name** may also be a list of names such as

system-name!system-name!...!system-name!path-name

in which case an attempt is made to send the file via the specified route, and only to a destination in PUBDIR (see below). Care should be taken to insure that intermediate nodes in the route are set up to foward information.

The shell metacharacters **?** , ***** , and **[. . .]** appearing in **path-name** are expanded on the appropriate system. In order to send files that begin with a dot (e.g., **the files must be qualified with a dot. For example: and are correct; whereas *prof* and ?profile** are not correct.

Path names may be one of:

(1) a full path name;

(2) a path name preceded by ~ user where **user** is a login name on the specified system and is replaced by that user's login directory;

(3) a path name preceeded by *~/destination* where *destination* is appended to /usr/spool/uuppublic. Note: This destination is treated as a file name unless more than one file is being transferred by this request or the destination is already a directory. To ensure that it is a directory, follow the destination with a /. For example, **~/dan/** as the destination makes the directory */usr/spool/uuccpublic/dan* if it does not exist and puts the requested file(s) in that directory.

(4) a path name preseded by ~/user where user is a login name on the specified system and is replaced by that user's directory under PUBDIR; or

(5) a file name or path name; **uucp** prefixes either with the current directory.

If the result is an erroneous path name for the remote system the copy fails. If the **destination-file** is a directory, the last part of the **source-file** name is used.

Uucp preserves execute permissions across the transmission and gives 0666 read and write permissions (see **chmod (2)**).

Uucp associates a job number with each request. This job number can be used by **uustat (1C)** to obtain status information or terminate the job.

The environment variable **JOBNO** and the **-j** option of **uucp** are used to control the listing of the *uucp* job number on standard output. If the environment variable **JOBNO** is undefined or set to **OFF**, the job number is not listed (default). If *uucp* is then invoked with the **-j** option, the job number is listed. If the environment variable **JOBNO** is set to **ON** and is exported, a job number is written to standard output each time **uucp** is invoked. In this case, the **-j** option supresses output of the job number. **Uucp** does not generate a job number for a strictly local transaction.

The following options are interpreted by **uucp** :

-c uses the source file when copying out rather than copying the file to the spool directory (default).

-C copies the source file to the spool directory.

-l forces the link of local files to the spool directory for transfer. If the link is not possible, a copy is performed.

-d makes all necessary directories for the file copy (default).

-e*sys* sends the *uucp* command to system *sys* to be executed there. This is successful only if the remote machine allows the *uucp* command to be executed by /usr/lib/uucp/uuxqt. (This option is available on the 5000/35 or the 5000/55.)

-f does not make intermidiate directories for the file copy.

-g*grade* The *grade* is a single letter/number, lower ASCII sequence characters cause the job to be transmitted earlier during a particular conversation.

-j controls writing of the *uucp* job number to standard output by changing the value of the environment variable JOBNO.

-m*file*	reports the status of the transfer in *file*. If *file* is omitted, send mail to the requester when the copy is completed.
-s*file*	reports the status of the transfer to *file*. Note that the *file* must be a full path name.
-n*user*	notifies user on the remote system that a file was sent.
-r	queues job, but does not start the file transfer process. By default, a file transfer process is started each time *uucp* is evoked.
-x*debug_level*	produces debugging outpOut on standard output. The *debug_level* is a number between 0 and 9 with the higher numbers giving more detailed information.

Uulog

Uulog queries a summary log of **uucp** and **uux (1C)** (appears as *uuxqt* on the 5000/30, 5000/35, 5000/50, and the 5000/55 Release 2.00) transactions in the file **/usr/spool/uucp/LOGFILE.**

On the 5000/35 and the 5000/55 systems, *uulog* queries a log file of *uucp* or *uuxqt* transactions in a file called */usr/spool/uucp/.LOG/uucico/system* or */usr/spool/uucp/.LOG/uuxqt/system*.

OPTIONS

The options cause **uulog** to print logging information:

-s*sys*	prints information about work involving system *sys*. If *sys* is not specified, then logging information for all systems is not printed.
-f*system*	does a tail of -f of the file transfer log for *system*. Other options are used in conjunction with the previous information.
-x	looks in the *uuxqt* log file for the given system.
-*number*	indicates that a tail command of *number* lines should be executed.
-u*user*	prints information about work done for the specified *user*. If the *user* is not specified, then logging information for all users is printed.

Uuname

Uuname lists the **uucp** names of known systems. A description is printed for each system that has a line of information in **/usr/lib/uucp/ADMIN**. The format of ADMIN is: **sysname** tab **description** tab.

OPTIONS

The following options are interpreted by **uuname** .

-c	lists the names of systems known to *cu*. (The two lists are the same, unless the machine is using different *Systems* files for *cu*

and *uucp*. See the *Sysfiles* files.

-l returns the local system name.

-v prints additional information about each system not available on the 5000/30, 5000/35, 5000/50, and the 500

FILES

/usr/spool/uucp	spool directory
/usr/spool/uucppublic	public directory for receiving and sending (PUBDIR)
/usr/lib/uucp/*	other data and program files

SEE ALSO

mail(1), uustat(1), uux(1C), chmod(2), uuxqt(1M).
"UUCP Administration" in the Administrator Guide.

WARNING

The domain of remotely accessible files can (and for obvious security reasons, usually should) be severely restricted. You will very likely not be able to fetch files by path name; ask a responsible person on the remote system to send them to you. For the same reasons, you will probably not be able to send files to arbitrary path names. As distributed, the remotely accessible files are those whose names begin /usr/spool/uucppublic (equivalent to ~nuucp or just ~).

(5000/30, 5000/35, 5000/50, and 5000/55 release 2.00 only.) Retrieving multiple files specified by special shell characters ?, *, and [...] activates the -m option. The -m option is ignored if the -s option is specified.

The forwarding of files through other systems may not be compatible with the previous version of *uucp*. If forwarding is used, all systems in the route must have the same version of *uucp*.

For *mail* to be used correctly, *uname -n* must be the same as *uuname*-1. The *setuname*(1) command permits you to change the node name in the kernel (memory) and on disk.

RESTRICTIONS

All files received by uucp are owned by uucp .

The -m option works only sending files or receiving a single file. Receiving multiple files specified by special shell characters ?, *, and [. . .] does not activate the -m option.

For the 5000/35 and 5000/55 Release 2.0 only, retrieving multiple files specified by special shell characters ?, *, and [...] activates the -m option. The -m option is ignored if the -s option is specified.

The -m option does not work if all transactions are local or if uucp is executed remotely using the -e option.

The -n option functions only when the source and destination are not on the same machine.

Only the first six characters of a system-name are significant. Any excess characters are ignored.

Protected files that are in protected directories that are owned by the requester can be sent by *uucp*. However, if the requester is root, and the directory is not searchable by "other" or the file is not readable by "other", the request fails.

A source file can only be retrieved if there is no more than an ! in the path. That is, a user on *system_A* wishes to retrieve a file from *system_B*, the command:

```
uucp system_B!~/filename !~/filename
```

retrieves the file *file name* from the remote *system_B* and places it in the user's local PUBDIR (*/usr/spool/uucppublic*).

If the user is connected to *system_B*, through an intermediate remote *system_C*, however, the command:

```
uucp system_C! system_B!~/file name !~/file name
```

does not work.

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NAME

uustat - uucp status inquiry and job control

SYNOPSIS

uustat [options]

DESCRIPTION

Uustat displays the status of, or cancels, previously specified uucp (1) commands, or provides general status on uucp connections to other systems.

OPTIONS

When no options are given, *uustat* outputs the status of all *uucp* requests issued by the current user.

The following options are mutually exclusive; that is, only *one* of the following may be specified on the command line:

-a Output all jobs in queue.

-c*hour* Remove the status entries which are older than *hour* hours. This administrative option can only be initiated by the user uucp or the superuser.

-j*jobn* Requests the status of the *uucp* request *jobn* (job*number*). If all is used for *jobn*, *uustat* reports the status of all *uucp* requests. An argument must be supplied. If *jobn* is omitted, *uustat* prints the usage message and fails. (This option does not apply to the 5000/30, 5000/35,5000/50, and 5000/55 Release 2.00.00.)

-k*jobn* Kill the *uucp* request whose job number is *jobn*. The specified *uucp* request must belong to the user issuing the *uustat* command unless the user is the superuser.

-m*mch* Report the status of accessibility of machine *mch*. If *mch* is specified as all, *uustat* provides the status of all machines known to the local *uucp*.

-p Execute a "ps -flp" for all the process-ids that are in the lock files.

-M*mch* Same as the *-m* option except that the last status was obtained and the time that the last successful transfer to that system occurred. (This option is not available on the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00.)

-r*jobn* Rejuvenate *jobn*. Set the modification time of *jobn* to the current time. This prevents *uuclean*(1M) from deleting the job until the modification time of the job reaches the limit imposed by *uuclean*. (For the 5000/30, 5000/35, 5000/50, 5000/55 Release 2.00, *uucleanup* replaces *uuclean*.)

The following options are not mutually exclusive:

-o*hour* reports the status of all *uucp* requests wich are older than *hour* hours. (This option is not available on the 5000/30, 5000/35, 5000/50, or the 5000/55 Release 2.00.00.)

-O reports the *uucp* status using the octal status codes listed below. If this option is not specified, *uustat* prints the verbose description with each *uucp* request. (This option is not available on the 5000/30, 5000/35, 5000/50, or the 5000/55 Release 2.00.00.) for each machine and the time of the oldest and youngest file queued for each machine. If a lock file exists for that system, *uustat* lists the date of creation for that file.

-q The -q option lists the jobs queued for each machine. If a status file exists for the machine, its date, time, and status information are reported. In addition, is a number appears in () next to the character of C. or X. files, it is the age in days of the oldest C. or X. file for that system. The Retry field represents the number of hours until the next possible call. The Count is the number of failure attempts.

Note: For systems with a moderate number of outstanding jobs, this could take 30 seconds or more of real-time to execute. The following is an example of the output produced by the -q option:

```
eagle     3C 04/07-11:07 NO DEVICES AVAILABLE

mh3bs3    2C 07/07-10:42 SUCCESSFUL
```

The previous output tells how many command files are waiting for each system. Each command file may have zero or more files to be sent (zero means to call the system and see if work is to be done). The date and the time refer to the previous interaction with the system followed by the status of the interaction.

-s*sys* reports the status of all *uucp* requests which communicate with remots system *sys*.

-u*user* reports the status of all *uucp* requests issued by *user*.

-y*hour*
reports the status of all *uucp* requests which are younger than *hour* hours. (This option is not available on the 5000/30, 5000/35, 5000/50, or the 5000/55 Release 2.00.00.)

EXAMPLE

The command:

```
uustat -ucarter -stower -y72
```

prints the status of all uucp requests that were issued by user carter to communicate with system tower within the last 72 hours.

STATUS CODES

The meanings of the job request status are:

job-number user remote-system command-time status-time status

where the **status** may be either an octal number or a verbose description. The octal code corresponds to the following description:

Octal	Status
000001	the copy failed, but the reason cannot be determined
000002	permission to access local file is denied
000004	permission to access remote file is denied
000010	bad **uucp** command is generated
000020	remote system cannot create temporary file
000040	cannot copy to remote directory
000100	cannot copy to local directory
000200	local system cannot create temporary file
000400	cannot execute **uucp**
001000	copy (partially) succeeded
002000	copy finished, job deleted
004000	job is queued
010000	job killed (complete)
020000	job killed (incomplete)

The meanings of the machine accessibility status are:

system-name time status

where *time* is the latest status time and **status** is a self-explanatory description of the machine status.

FILES

/usr/spool/uucp spool directory
/usr/lib/uucp/L_stat
system status file
/usr/lib/uucp/R_stat
request status file

SEE ALSO

uucp(1C), uuclean(1M).

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NAME

uuto, uupick - public UNIX-to-UNIX system file copy

SYNOPSIS

uuto [options] source-files destination

uupick [-s system]

DESCRIPTION

Uuto

Uuto sends *source-files* to *destination*. *Uuto* uses the *uucp*(1C) facility to send files, while it allows the local system to control the file access.

A *source-file* name is a path name on your machine. In order to send files that begin with a dot (e.g., **.profile**) the files must be qualified with a dot. For example: **.profile**, **.prof***, and **.profil?** are correct; whereas ***prof*** and **?profile** are not correct.

Destination has the form:

system!*user*

where *system* is taken from a list of system names that *uucp* knows about (see *uuname*(1)). *User* is the login name of someone on the specified system.

The following options are available:

-p copies the source file into the spool directory before transmission.

-m sends mail to the sender when the copy is complete. This option is applicable when there is only one remote system is involved.

-l links the source file into the spool directory */usr/spool/uucp/system* before transmission. If the link is not possible, a copy is performed.

Uuto sends the files (or sub-trees if directories are specified) to PUBDIR on *system*, where PUBDIR is a public directory defined to *uucp*. Specifically *uuto* sends the files to:

PUBDIR/receive/*user*/*mysystem*/files

Uuto notifies the destined recipient by *mail*(1) of the arrival of files.

Uupick

Uupick accepts or rejects the files transmitted to the user. Specifically, *uupick* searches PUBDIR for files destined for the user. For each entry (file or directory) found, *uupick* prints the following message on the standard output:

from *system*: [file *file-name*] [dir *dirname*] ?

Uupick then reads a line from the standard input to determine the disposition of the file:

<new-line>	Go on to next entry.
d	Delete the entry.
m [*dir*]	Move the entry to named directory *dir* (current directory is default).
a [*dir*]	Same as **m** except move *all* the files sent from *system*.
p	Print the content of the file.
q	Stop.
EOT (control-d)	Same as **q**.
!*command*	Escape to the shell to do *command*.
*	Print a command summary.

Uupick invoked with the -s *system* option only searches the PUBDIR for files sent from *system*.

FILES

/usr/spool/uucppublic public directory (PUBDIR)

SEE ALSO

mail(1), uuclean(1M), uucp(1C), uustat(1C), uux(1C), uname(1), setuname(1M).

WARNING

This warning pertains to the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00 only.

For *mail* to be used correctly, *uname -n* must be the same as *uuname -l*. The *setuname*(1M) command permits you to change the node name in the kernel (memory) and on disk.

RESTRICTIONS

This restriction pertains to the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00.00 only.

Uuto does not send null directories.

NAME

uux - UNIX-to-UNIX system command execution

SYNOPSIS

uux [options] command-string

DESCRIPTION

Uux gathers zero or more files from various systems, executes a command on a specified system, and then sends standard output to a file on a specified system. Note that, for security reasons, many installations limit the list of commands executable on behalf of an incoming request from *uux*. Many sites permit little more than the receipt of mail (see *mail*(1)) via *uux*.

When *uux* gathers the files, the files are given permission 600 and are owned by *uucp*. The actual program running is *nuucp* so access permission to the files may be denied. For example, *print*(1) checks permissions and fails. Redirect standard input for *uux* to print the files.

The *command-string* is made up of one or more arguments that look like a shell command line, except that the command and file names may be prefixed by *system-name*!. A null *system-name* is interpreted as the local system.

File names may be

- a full path name;
- a path name preceded by ~*xxx* where *xxx* is a login name on the specified system and is replaced by that user login directory; or
- a file name or path name; *uux* prefixes either with the currect directory.

Any special shell characters such as <> ; should be quoted either by quoting the entire *command-string* or quoting the special characters as individual arguments.

Uux attempts to get all files to the execution system. For files which are output files, the file name must be escaped using parentheses.

Uux notifies you if the requested command on the remote system was disallowed. The response comes by remote mail from the remote machine. Executable commands are listed in **/usr/lib/uucp/L.cmds** on the remote system. The format of the **L.cmds** file is:

cmd,machine1,machine2,...

If no machines are specified, then any machine can execute **cmd**. If machines are specified, only the listed machines can execute **cmd**. If the desired command is not listed in **L.sys**, then no machine can execute that command.

Redirection of standard input and output is usually restricted to files in PUBDIR. Directories into which redirection is allowed must be specified in **/usr/lib/uucp/USERFILE** by the system administrator. The directory must have 777 permisions.

Uux associates a job number with each request. This job number can be used by *uustat*(1) to obtain status information or terminate the job. The environment variable JOBNO and the -j option are used to control the listing of the *uux* job number on standard output. If the environment variable JOBNO is undefined or set to OFF, the job number is not listed (default). If *uux* is then invoked with the -j option, the job number is listed. If the environment variable JOBNO is set to ON and is exported, a job number is written to standard output each time *uux* is invoked. In this case, the -j option suppresses output of the job number.

OPTIONS

The following *options* are interpreted by *uux*:

-	is the standard input to *uux* is made the standard input to the *command-string*.
-a*name*	uses *name* as the user identification replacing the initiator user ID. (Notification is returned to the user.)
-b	returns whatever standard input was provided to the *uux* command if the exit status is non-zero.
-c	does not copy local file to the spool directory for transfer to the remote machine (default).
-C	forces the copy of local files to the spool directory for transfer.
-l	forces the link of local files to the spool directory for transfer. If a link is not possible, a copy is done.
-g*grade*	*grade* is a single letter or number. Lower ASCII sequence characters cause the job to be transmitted earlier during a particular conversation.
-j	controls writing of the *uux* job number to standard output by changing the value of the environment variable JOBNO.
-n	sends no notification to user.
-m*file*	reports the status of the transfer in *file*. If *file* is omitted, send mail to the requester when the copy is completed. (This option is not available on the 5000/30, 5000/35, 5000/50, or the 5000/55 Release 2.00.)
-r	queues the job, but does not start the file transfer process. By default, a file transfer process is started each time *uux* is evoked.
-p	is the same as -:. The standard input to *uux* is made the standard input to the *command-string*.
-s*file*	reports the status of the transfer in *file*.

-x*debug_level* produces debugging outout on the standard output. The *debug_level* is a number between 0 and 9 with higher numbers giving more detailed information.

-z sends success notification to the user.

EXAMPLES

The command

```
uux "!diff 5000-30/usr/carter/f1 5000-50/a4/carter/f1 > !f1.diff"
```

gets the **f1** files from the *5000-30 5000-50* machines, executes a *diff*(1) command and put the results in **f1.diff** in the local directory.

The command

```
uux 5000-30/uucp 5000-50/usr/file \(5000-55/usr/file\)
```

sends a *uucp* command to system *5000-30 get* **/usr/file** from system *5000-50* and send it to system *5000-55*.

FILES

/usr/spool/uucp	spool directory
/usr/spool/uucppublic	public directory (PUBDIR)
/usr/lib/uucp/*	other data and programs
/usr/lib/uucp/Permissions	remote execution permissions

SEE ALSO

mail(1), uuclean(1M), uucp(1C), uucleanup(1M).

RESTRICTIONS

Only the first command of a shell pipeline may have a *system-name*!. All other commands are executed on the system of the first command.

The use of the shell metacharacter * probably does not do what you want it to do. The shell tokens << and >> are not implemented.

Only the first six characters of the *system-name* are significant. Any excess characters are ignored.

To redirect output to a file, the name of the directory containing the file must be on the default system line in **/usr/lib/uucp/USERFILE**. This allows any system to redirect to this directory.

For the 5000/30, 5000/35, 5000/50, and 5000/55 Release 2.00 only, the execution of commands on remote systems takes place in an execution directory known to the *uucp* system. All files required for the execution are put into this directory unless they already reside on that machine. Therefore, the simple file name (without path or machine reference) must be unique within the *uux* request. The following ocmmand does NOT work:

```
uux "a!diff b!/usr/dan/xyz c!/usr/dan/xyz> !xyz.diff"
```

but the command:

```
uux "a!diff a!/usr/dan/xyz c!/usr/dan/xyz > !xyz.diff"
```

works is diff(1) is a permitted command.

For *uux* to perform on the local system, there must be a MACHINE = "local system name" in the local system */usr/lib/uucp/Permissions* file with the allowable commands defined.

For *mail* to be used correctly, *uname -n* must be the same as *uuname*-l. The setuname(1M) command permits you to change the node name in the kernel (memory) and on disk.

Protected files and files that are in portected directories that are owned by the requester can be sent in commands using *uux*. If the requester is root, however, and the directory is not searchable by "other", the request fails.

The system name may be up to eight characters and it must not contain a slash (/) character. For *uux* to operate properly in all cases, every system should have the system name returned from the *uuname -l* command the same as the *uname -n* command on their system.

NAME

val - validate SCCS file

SYNOPSIS

val -

val [-s] [-rSID] [-mname] [-ytype] files

DESCRIPTION

Val determines if the specified *file* is an SCCS file with the characteristics specified by the optional argument list. Arguments to *val* may appear in any order. The arguments consist of options, which begin with a -, and named files.

When the file argument - is specified, *val* reads the standard input until it detects an end-of-file condition. *Val* processes each input line independently as if the input were a command line argument list.

Val generates diagnostic messages on the standard output for each command line and file processed and also returns a single 8-bit code upon exit as described below.

OPTIONS

Each option affects each named file on the command line independently.

-s Silence the diagnostic message normally generated on the standard output for any error that *val* detects while processing each named file on a given command line.

-r*SID* Denote the argument value *SID* (*S* CCS *ID* entification String) as an SCCS delta number. *Val* first determines whether the *SID* is ambiguous (e. g., r1 is ambiguous because it physically does not exist but implies 1.1, 1.2, etc. which may exist) or invalid (e. g., r1.0 or r1.1.0 are invalid because neither case can exist as a valid delta number). If the *SID* is valid and not ambiguous, *val* determines whether the corresponding file actually exists.

-m*name* Compare the *name* with the SCCS %M% keyword in *file*.

-y*type* Compare *type* with the SCCS %Y% keyword in *file*.

EXIT STATUS

The 8-bit code returned by *val* can be interpreted as a bit string where (moving from left to right) set bits are interpreted as follows:

bit 0 = missing file argument;
bit 1 = unknown or duplicate keyletter argument;
bit 2 = corrupted SCCS file;
bit 3 = cannot open file or file not SCCS;
bit 4 = invalid or ambiguous *SID*;
bit 5 = non-existent *SID*;
bit 6 = %Y%, -y mismatch;
bit 7 = %M%, -m mismatch;

Note that *val* can process two or more files on a given command line and in turn can process multiple command lines (when reading the standard input). In these cases *val* returns an aggregate code: a logical OR of the codes generated for each command line and file processed.

SEE ALSO

admin(1), delta(1), get(1), prs(1).

DIAGNOSTICS

Use *help*(1) for explanations.

RESTRICTIONS

Val can process up to 50 files on a single command line. Any number above 50 produces a core dump.

NAME

val - validate SCCS file

SYNOPSIS

val -

val [-s] [-rSID] [-mname] [-ytype] files

DESCRIPTION

Val determines if the specified *file* is an SCCS file with the characteristics specified by the optional argument list. Arguments to *val* may appear in any order. The arguments consist of options, which begin with a -, and named files.

When the file argument - is specified, *val* reads the standard input until it detects an end-of-file condition. *Val* processes each input line independently as if the input were a command line argument list.

Val generates diagnostic messages on the standard output for each command line and file processed and also returns a single 8-bit code upon exit as described below.

OPTIONS

Each option affects each named file on the command line independently.

-s Silence the diagnostic message normally generated on the standard output for any error that *val* detects while processing each named file on a given command line.

-r*SID* Denote the argument value *SID* (*S* CCS *ID* entification String) as an SCCS delta number. *Val* first determines whether the *SID* is ambiguous (e. g., r1 is ambiguous because it physically does not exist but implies 1.1, 1.2, etc. which may exist) or invalid (e. g., r1.0 or r1.1.0 are invalid because neither case can exist as a valid delta number). If the *SID* is valid and not ambiguous, *val* determines whether the corresponding file actually exists.

-m*name* Compare the *name* with the SCCS %M% keyword in *file*.

-y*type* Compare *type* with the SCCS %Y% keyword in *file*.

EXIT STATUS

The 8-bit code returned by *val* can be interpreted as a bit string where (moving from left to right) set bits are interpreted as follows:

bit 0 = missing file argument;
bit 1 = unknown or duplicate keyletter argument;
bit 2 = corrupted SCCS file;
bit 3 = cannot open file or file not SCCS;
bit 4 = invalid or ambiguous *SID*;
bit 5 = non-existent *SID*;
bit 6 = %Y%, -y mismatch;
bit 7 = %M%, -m mismatch;

Note that *val* can process two or more files on a given command line and in turn can process multiple command lines (when reading the standard input). In these cases *val* returns an aggregate code: a logical OR of the codes generated for each command line and file processed.

SEE ALSO

admin(1), delta(1), get(1), prs(1).

DIAGNOSTICS

Use *help*(1) for explanations.

RESTRICTIONS

Val can process up to 50 files on a single command line. Any number above 50 produces a core dump.

NAME

vc - version control

SYNOPSIS

vc [-a] [-t] [-cchar] [-s] [keyword=value ... keyword=value]

DESCRIPTION

The *vc* command copies lines from the standard input to the standard output under control of its *arguments* and any *control statements* encountered in the standard input. In the process of performing the copy operation, user declared *keywords* may be replaced by their string *value* when they appear in plain text and/or control statements.

The copying of lines from the standard input to the standard output is conditional, based on tests (in control statements) of keyword values specified in control statements or as *vc* command arguments.

A *control statement* is a single line beginning with a control character, except as modified by the -t option (see below). The default control character is colon (:), except as modified by the -c option (see below). Input lines beginning with a backslash followed by a control character are not control lines and are copied to the standard output with the backslash removed. Lines beginning with a backslash followed by a non-control character are copied in their entirety.

A *keyword* is composed of up to 9 alphanumerics, the first of which must be alphabetic. A *value* is any ASCII string that can be created with *ed*(1); a numeric value is an unsigned string of digits. Keyword values may not contain blanks or tabs.

Vc replaces keywords with values whenever a keyword surrounded by control characters is encountered on a version control statement. The -a option (see below) forces replacement of keywords in *all* lines of text. An uninterpreted control character may be included in a value by preceding it with a backslash. If a literal backslash is desired, then it too must be preceded by backslash.

OPTIONS

-a	Replace keywords surrounded by control characters with their assigned value in *all* text lines and not just in *vc* statements.
-t	Ignore all characters from the beginning of a line up to and including the first *tab* character for the purpose of detecting a control statement. If a control statement is found, discard all characters up to and including the *tab*.
-c*char*	Use *char* as a control character in place of :.
-s	Silence warning messages (not error messages) that are normally printed on the diagnostic output.

VERSION CONTROL STATEMENTS

:dcl keyword[, ..., keyword]

Declares keywords. All keywords must be declared.

:asg keyword=value

Assigns values to keywords. An **asg** statement overrides the assignment for the corresponding keyword on the *vc* command line and all previous **asg**'s for that keyword. Keywords declared, but not assigned values have null values.

:if condition

.
.
.

:end

Skips lines of the standard input. If *condition* is true, *vc* copies all lines between the *if* statement and the matching *end* statement to the standard output. If *condition* is false, *vc* discards all intervening lines, including control statements. Note that *vc* recognizes intervening *if* statements and matching *end* statements solely for the purpose of maintaining the proper *if-end* matching.

The syntax of a *condition* is:

```
<cond>      ::= [ "not" ] <or>
<or>        ::= <and> ¦ <and> "¦" <or>
<and>       ::= <exp> ¦ <exp> "&" <and>
<exp>       ::= "(" <or> ")" ¦ <value> <op> <value>
<op>        ::= "=" ¦ "!=" ¦ "<" ¦ ">"
<value>     ::= <arbitrary ASCII string> ¦ <numeric string>
```

The available operators and their meanings are:

=	equal
!=	not equal
&	and
¦	or
>	greater than
<	less than
( )	used for logical groupings
not	may only occur immediately after the *if*, and when present, inverts the value of the entire condition

The > and < operate only on unsigned integer values (for example, 012 > 12 is false). All other operators take strings as arguments (for example : 012 != 12 is true). The precedence of the operators (from highest to lowest) is:

```
= != > <     equal precedence
&
¦
```

Parentheses may be used to alter the order of precedence. Values must be separated from operators or parentheses by at least one blank or tab.

::text
Replaces keywords on lines that are copied to the standard output. *Vc* removes the two leading control characters, and replaces keywords surrounded by control characters in text by their value before copying the line to the output file. This action is independent of the -a option.

:on

:off
Turn on or off keyword replacement on all lines.

:ctl char
Change the control character to char.

:msg message
Prints the given message on the diagnostic output.

:err message
Prints the given message followed by:

ERROR: err statement on line ... (915)

on the diagnostic output. *Vc* halts execution, and returns an exit code of 1.

SEE ALSO

ed(1), help(1).

DIAGNOSTICS

Use *help*(1) for explanations.

EXIT STATUS

0 - normal
1 - error

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NAME

version - display release identifications of installed software

SYNOPSIS

version

DESCRIPTION

7000 Series only.

The *version* command displays the operating system's name, release identification, machine identification and patch number, along with the installed options' names and release identifications. The release identification has five fields describing, in order, the major and minor release identification, patch number, product identification, machine identification, and preliminary release identification. The fifth field is optional.

EXAMPLE

The release identification "1R2 2.11 5.R2 7000/40" describes release id 2.1b, patch number 01, product identification 5.R2 (System V, Release 2), and machine identification 7000 (7000/40). There is no preliminary relase identification.

FILES

/install/versions/.vers*

SEE ALSO

uname(1).

[This page left blank]

NAME

vi, view, vedit - screen-oriented (visual) display editor based on ex

SYNOPSIS

vi [-t *tag*] [-r *file*] [-l] [-w*n*] [-x] [-R] [+*command*] name ...
view [-t *tag*] [-r *file*] [-l] [-w*n*] [-x] [-R] [+*command*] name ...
vedit [-t *tag*] [-r *file*] [-l] [-w*n*] [-x] [-R] [+*command*] name ...

DESCRIPTION

Vi (visual) is a display-oriented text editor based on the underlying line editor *ex*(1). It is possible to use the command mode of *ex* from within *vi* and vice-versa. When using *vi*, changes you make to the file are reflected in what you see on your terminal screen. The position of the cursor on the screen indicates the position within the file.

The *view* invocation is the same as *vi* except that the **readonly** flag is set, preventing accidental overwriting of the file.

The *vedit* invocation is intended for beginners. The **report** flag is set to 1, and the **showmode** and **novice** flags are set. These defaults make it easier to get started learning the editor.

OPTIONS

The following invocation options are interpreted by *vi*:

-t *tag*
: Edit the file containing the *tag* and position the editor at its definition.

-r*file*
: Recover *file* after an editor or system crash. If *file* is not specified, a list of all saved files is printed.

-l
: Indent appropriately for lisp code, the **( ) { } [[** and **]]** commands in *vi* and **open** are modified to have meaning for *lisp* .

-w*n*
: Set the default window size to *n*. This is useful when using the editor over a slow speed line.

-x
: Set encryption mode; a key is prompted for allowing creation or editing of an encrypted file (see *crypt*(1)). This option can be used only with the domestic release of the operating system.

-R
: Set read only mode; the **readonly** flag is set preventing accidental overwriting of the file.

+*command*
: The specified *ex* command is interpreted before editing begins.

name
: Files to be edited.

VI MODES

Command
: Normal and initial mode. Other modes return to command mode upon completion. ESC (escape) is used to cancel a partial command.

Input
: Entered by **a i A I o O c C s S R**. Arbitrary text may then be entered. Input mode is normally terminated with ESC

character or abnormally with interrupt.

Last Line

Reading input for : / ? or ! ; terminate with CR to execute, interrupt to cancel.

COMMAND SUMMARY

Sample commands

	arrow keys move the cursor
h j k l	same as arrow keys
i*text*ESC	insert text *abc*
cw*new*ESC	change word to *new*
easESC	pluralize word
x	delete a character
dw	delete a word
dd	delete a line
3dd	... 3 lines
u	undo previous change
ZZ	exit *vi*, saving changes
:q!CR	quit, discarding changes
/*text*CR	search for *text*
^U ^D	scroll up or down
:*ex cmd*CR	any ex or ed command

Counts before vi commands

Numbers may be typed as a prefix to some commands. They are interpreted in one of these ways.

line/column number	z G |
scroll amount	^D ^U
repeat effect	most of the rest

Interrupting, canceling

ESC	end insert or incomplete cmd
^?	(delete or rubout) interrupts
^L	reprint screen if ^? scrambles it
^R	reprint screen if ^L is key

File manipulation

:wCR	write back changes
:qCR	quit
:q!CR	quit, discard changes
:e *name*CR	edit file *name*
:e!CR	reedit, discard changes
:e + *name*CR	edit, starting at end
:e +*n*CR	edit starting at line *n*
:e #CR	edit alternate file
	synonym for **:e #**
:w *name*CR	write file *name*
:w! *name*CR	overwrite file *name*
:shCR	run shell, then return
:!*cmd*CR	run *cmd*, then return
:nCR	edit next file in arglist
:n *args*CR	specify new arglist
^G	show current file and line

:ta *tag*CR to tag file entry *tag*
^] :ta, following word is *tag*

In general, any *ex* or *ed* command (such as *substitute* or *global*) may be typed, preceded by a colon and followed by a CR.

Positioning within file

^F	forward screen
^B	backward screen
^D	scroll down half screen
^U	scroll up half screen
G	go to specified line (end default)
/*pat*	next line matching *pat*
?*pat*	prev line matching *pat*
n	repeat last / or ?
N	reverse last / or ?
/*pat*/+*n*	*n*th line after *pat*
?*pat*?-*n*	*n*th line before *pat*
]]	next section/function
[[	previous section/function
(	beginning of sentence
)	end of sentence
{	beginning of paragraph
}	end of paragraph
%	find matching ( ) { or }

Adjusting the screen

^L	clear and redraw
^R	retype, eliminate @ lines
zCR	redraw, current at window top
z-CR	... at bottom
z .CR	... at center
/*pat*/z-CR	*pat* line at bottom
z*n* .CR	use *n* line window
^E	scroll window down 1 line
^Y	scroll window up 1 line

Marking and returning

``	move cursor to previous context
''	... at first non-white in line
m*x*	mark current position with letter *x*
`*x*	move cursor to mark *x*
'*x*	... at first non-white in line

Line positioning

H	top line on screen
L	last line on screen
M	middle line on screen
+	next line, at first non-white
-	previous line, at first non-white
CR	return, same as +
or j	next line, same column
or k	previous line, same column

Character positioning

^	first non white
0	beginning of line
$	end of line
h or	forward
l or	backwards
^H	same as
space	same as
f*x*	find *x* forward
F*x*	f backward
t*x*	upto *x* forward
T*x*	back upto *x*
;	repeat last f F t or T
,	inverse of ;
		to specified column
%	find matching ({) or }

Words, sentences, paragraphs

w	word forward
b	back word
e	end of word
)	to next sentence
}	to next paragraph
(	back sentence
{	back paragraph
W	blank delimited word
B	back W
E	to end of W

Commands for LISP Mode

)	Forward s-expression
}	... but do not stop at atoms
(	Back s-expression
{	... but do not stop at atoms

Corrections during insert

^H	erase last character
^W	erase last word
erase	your erase, same as ^H
kill	your kill, erase input this line
\	quotes ^H, your erase and kill
ESC	ends insertion, back to command
^?	interrupt, terminates insert
^D	backtab over *autoindent*
^D	kill *autoindent*, save for next
0^D	... but at margin next also
^V	quote non-printing character

Insert and replace

a	append after cursor
i	insert before cursor
A	append at end of line
I	insert before first non-blank
o	open line below

O	open above
r*x*	replace single char with *x*
R*text*ESC	replace characters

Operators

Operators are followed by a cursor motion, and affect all text that would have been moved over. For example, since w moves over a word, dw deletes the word that would be moved over. Double the operator, e.g. dd to affect whole lines.

d	delete
c	change
y	yank lines to buffer
<	left shift
>	right shift
!	filter through command
=	indent for LISP

Miscellaneous Operations

C	change rest of line (c$)
D	delete rest of line (d$)
s	substitute chars (cl)
S	substitute lines (cc)
J	join lines
x	delete characters (dl)
X	... before cursor (dh)
Y	yank lines (yy)

Yank and Put

Put inserts the text most recently deleted or yanked. However, if a buffer is named, the text in that buffer is put instead.

p	put back text after cursor
P	put before cursor
"*x*p	put from buffer *x*
"*x*y	yank to buffer *x*
"*x*d	delete into buffer *x*

Undo, Redo, Retrieve

u	undo last change
U	restore current line
.	repeat last change
"*d* p	retrieve *d*'th last delete

SEE ALSO

ex (1), crypt(1).
5000 and 7000 Series User Guide.

RESTRICTIONS

Software tabs using ^T work only immediately after the autoindent.

Left and right shifts on intelligent terminals do not make use of insert and delete character operations in the terminal.

Some terminal arrow key definitions are identical to the control characters which permit positioning within the file (i.e. control-F, control-B, control-D, and control-U). Therefore, these positioning operations do not function as described, but instead perform an

arrow key operation.

NAME

vmstat - report virtual memory statistics

SYNOPSIS

vmstat [-01rfs] [interval [count]]

DESCRIPTION

7000 Series Systems only.

Vmstat delves into the system and normally reports certain statistics kept about process, virtual memory, disk, trap and cpu activity.

The 7000 systems can support up to 32 disk drives. *Vmstat* can only display 16 drives at one time. The -0 argument will display the first 16 mounted disk drives, and the -1 argument will display the second 16 mounted disk drives. These options take effect only if the system has more than 16 mounted drives. The -0 argument is the default. Any time during the display, you can type in a 0, 1 or r to change the display.

The -r argument, switches between displaying the first and second 16 mounted disk drives, i.e., it switches back and forth from the 0 and 1 options. This option takes effect only if the system has more than 16 mounted drives. The duration for each set of drives will be [interval]/2.

If given an -f argument, *vmstat* reports on the number of *forks* and *vforks* since system startup and the number of pages of virtual memory involved in each kind of fork. If given a -s argument, it instead prints the contents of the *sum* structure, giving the total number of several kinds of paging related events which have occurred since boot.

If none of these options are given, *vmstat* will report in the first line a summary of the virtual memory activity since the system has been booted. If *interval* is specified, then successive lines are summaries over the last *interval* seconds. "vmstat 5" will print what the system is doing every five seconds; this is a good choice of printing interval since this is how often some of the statistics are sampled in the system; others vary every second, running the output for a while will make it apparent which are recomputed every second. If a *count* is given, the statistics are repeated *count* times. The format fields are:

Procs: information about numbers of processes in various states.

r	in run queue
b	blocked for resources (i/o, paging, etc.)
w	runnable or short sleeper (< 20 secs) but swapped

Memory: information about the usage of virtual and real memory. Virtual pages are considered active if they belong to processes which are running or have run in the last 20 seconds. A "page" here is 1024 bytes.

avm	active virtual pages

fre	size of the free list

Page: information about page faults and paging activity. These are averaged each five seconds, and given in units per second.

re	pages reclaim less the free lists in the swap devices and the file system
at	pages of free lists in the swap devices and the file system
pi	pages paged in
po	pages paged out
fr	pages freed per second
de	anticipated short term memory shortfall
sr	pages scanned by clock algorithm, per-second

x/f/s: Disk operations per second (this field is system dependent). Typically paging will be split across several of the available drives. The number under each of these is the unit number.

Faults: trap/interrupt rate averages per second over last 5 seconds.

in	(non clock) device interrupts per second
sy	system calls per second
cs	cpu context switch rate (switches/sec)

Cpu: breakdown of percentage usage of CPU time

us	user time for normal and low priority processes
sy	system time
id	cpu idle

FILES

/dev/kmem, /unix

BUGS

There should be a screen oriented program which combines *vmstat* and *ps*(1) in real time as well as reporting on other system activity.

NAME

vpr - Versatec printer spooler

SYNOPSIS

vpr [options] [files]

DESCRIPTION

5000/20 and 5000/40 only.

Vpr causes the named *files* to be queued for printing on a Versatec printer. If no names appear, the standard input is assumed; thus *vpr* may be used as a filter.

OPTIONS

The following options may be given (each as a separate argument and in any order) before any file name arguments:

-c Make a copy of the file to be sent before returning to the user.

-r Remove the file after sending it.

-m When printing is complete, report that fact by *mail*(1).

-n Do not report the completion of printing by *mail*(1). This is the default option.

-f*file* Use *file* as a dummy file name to report back in the mail. This is useful for distinguishing multiple runs, especially when *vpr* is being used as a filter.

-p [**-e** *raster*]
Use the plot filter *vplot* to output files produced by *graph*(1G). The **-e** option causes a previously scan converted file *raster* to be sent to the Versatec.

EXAMPLES

Two common uses are:

```
pr [ options ] file ¦ vpr
```

and

```
graph [ options ] file ¦ vpr -p
```

FILES

/etc/passwd	user identification and accounting data
/usr/spool/vpd/*	spool area
/usr/lib/vpd	line printer daemon
/usr/lib/vpd.pr	print filter
/usr/lib/vplot	plot filter

SEE ALSO

graph(1G), mail(1), tplot(1G).

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NAME

vs - report statistics of major subsystems

SYNOPSIS

vs [-h] [-u file] [interval]

DESCRIPTION

Vs reads selected kernel counters (such as *vmmeter*, *vmtotal*, etc.) to display an un-smoothed (instantaneous) interpretation of their contents on the screen. The screen is divided into three horizontal sub-windows. Each window is capable of displaying the statistics of a kernel subsystem. Currently, *vs* is capable of showing the following subsystems:

Master Processor statistics ('M')
Slave Processor statistics (7000-52 only) ('S')
Memory subsystem statistics ('m')
Paging subsystem statistics ('p')

One can place any of the above subsystems in any of the three subwindows by typing the window number followed by the subsystem indicator (above paranthesized characters). If no window number is specified, then the third window is assumed. Typing a Control-L refreshes the screen, and typing 'f' freezes the screen updating for prolonged viewing.

The -h flag prints the usage and -u flag can be used to indicate a UNIX file other than the default */unix*. If *interval* is specified on the command line, *vs* would update the screen every *interval* seconds.

The following is a brief description of each of the above subsystem's fields:

Master Processor

This general subsystem is divided into 4 parts: memory, paging, faults, and cpu usage. These parts contain:

rm: Number of resident memory pages (text+data+stack).
fre: Number of free memory pages.

pf: Number of page faults per second.
pi: Number of pages paged in per second.
po: Number of pages paged out per second.
re: Number of reclaimed pages per second.
sr: Number of pages scanned by pageout daemon per second.
fr: Number of pages freed per second.

i: Number of interrupts per second.
sy: Number of system calls per second.
tr: Number of traps per second.
cs: Number of context switches per second.

us: Percentage of CPU time spent in user mode.
ni: Percentage of CPU spent in positively niced processes (p_nice > NZERO).
sy: Percentage of CPU time spent in system mode.
id: Percentage of CPU time spent in idle loop.

Slave Processor - (7000-52 only)

This subsystem is only relevent to the 7000-52 configuration. The fields are:

sy: Number of processes per second leaving Slave due to system calls.
qu: Number of processes per second leaving Slave due to completing quantum service time.
tr: Number of processes per second leaving Slave due to traps.
si: Number of processes per second leaving Slave due to pending signals.

tcks: Average number of ticks executed on Slave per process.
stl: Number of processes stolen by Master per second.

sy: Number of what is believed to be read-only system calls per second.
cs: Number of context switches on Slave per second.

ns: Number of times Slave has been suspended in the last interval.
ds: Duration of suspension in micro-seconds within the past interval.

us: Percentage of Slave CPU in user mode.
ni: Percentage of Slave in niced mode.
sy: Percentage of Slave in system mode.
id: Percentage of Slave being idle.

Memory Subsystem

This subsystem is divided in two parts, virtual statistics and resident statistics. These fields are:

vmtxt:
Number of virtual text pages.
vmdat:
Number of virtual data pages.
avtxt:
Number of active virtual text pages.
avdat:
Number of active virtual data pages.

rmtxt:
Number of resident text pages.
rmdat:

Number of resident data pages.

artxt:
Number of active resident text pages.

ardat:
Number of active resident data pages.

Paging subsystem

This subsystem is consisted of two parts, page-in and page-out. These fields are:

pf: Number of page faults per second on Master.
sl: Number of "false" page faults per second on Slave.
re: Number of page recalimed.
pi: Number of page-ins per second.
it: Number of page faults on intransit pages.
fl: Number of pages reclaimed from free list.
sw: Number of pages reclaimed from free list rather than on swap device.
in: Number of pages reclaimed from free list rather than in file system.
pg: Number of pages paged-in.
ex: Number of executable filled-on-demand pages paged in.
zf: Number of zero fill-on-demand pages created.
nx: Number of page faults on executable fill-on-demand pages.
nz: Number of page faults on zero-fill-on-demand pages.

rv: Number of hand revlolutions of pageout daemon.
sc: Number of pages scanned by pageout daemon per second.
fr: Number of pages freed by pageout daemon per second.
po: Number of page-outs per second.
pg: Number of pages paged-out per second.

FILES
/unix, /dev/kmem

SEE ALSO
vmstat(1), uptime(1), iostat(1), sar(1)

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NAME

w - who is on and what they are doing

SYNOPSIS

w [-h] [-s] [user]

DESCRIPTION

7000 Series Systems only.

W prints a summary of the current activity on the system, including what each user is doing. The heading line shows the current time of day, how long the system has been up, the number of users logged into the system, and the load averages. The load average numbers give the number of jobs in the run queue averaged over 1, 5 and 15 minutes.

The fields output are: the users login name, the name of the tty the user is on, the time of day the user logged on, the number of minutes since the user last typed anything, the CPU time used by all processes and their children on that terminal, the CPU time used by the currently active processes, the name and arguments of the current process.

The -h flag suppresses the heading. The -s flag asks for a short form of output. In the short form, the tty is abbreviated, the login time and cpu times are left off, as are the arguments to commands. -l gives the long output, which is the default.

If a *user* name is included, the output will be restricted to that user.

FILES

/etc/utmp
/dev/kmem
/dev/drum

SEE ALSO

who(1), ps(1)

BUGS

The notion of the "current process" is muddy. The current algorithm is "the highest numbered process on the terminal that is not ignoring interrupts, or, if there is none, the highest numbered process on the terminal". This fails, for example, in critical sections of programs like the shell and editor, or when faulty programs running in the background fork and fail to ignore interrupts. (In cases where no process can be found, *w* prints "-".)

The CPU time is only an estimate, in particular, if someone leaves a background process running after logging out, the person currently on that terminal is "charged" with the time.

Background processes are not shown, even though they account for much of the load on the system.

Sometimes processes, typically those in the background, are printed with null or garbaged arguments. In these cases, the name of the command is printed in parentheses.

W does not know about the new conventions for detection of background jobs. It will sometimes find a background job instead of the right one.

NAME

wait - await completion of process

SYNOPSIS

wait

DESCRIPTION

Wait until all processes started with & have completed, and report on abnormal terminations.

Because the *wait*(2) system call must be executed in the parent process, the shell itself executes *wait*, without creating a new process.

SEE ALSO

sh(1), wait(2).

RESTRICTIONS

Not all the processes of a 3- or more-stage pipeline are children of the shell, and thus cannot be waited for.

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NAME

wc - word count

SYNOPSIS

wc [-lwc] [files]

DESCRIPTION

Wc counts lines, words, and characters in the named *files*, or in the standard input if no *files* are specified. It also keeps a total count for all named files.

A word is a string of characters delimited by spaces, tabs, or new-lines.

When *files* are specified on the command line, they are printed along with the counts.

OPTIONS

The following options can be used in any combination:

-l Report number of lines only.

-w Report number of words only.

-c Report number of characters only.

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NAME

what - identify SCCS files

SYNOPSIS

what [-s] files

DESCRIPTION

What searches the given *files* for all occurrences of the pattern that *get*(1) substitutes for %Z% (this is @(#)) and prints out what follows until the first ", >, new-line, \, or null character. For example, if the C program in file f.c contains

```
char ident[] = " @(#)identification information ";
```

and f.c is compiled to yield f.o and a.out, then the command

```
what f.c f.o a.out
```

prints

```
f.c:      identification information
f.o:      identification information
a.out:    identification information
```

What is intended to be used in conjunction with the -1SCCS command *get*(1), which automatically inserts identifying information, but *what* can also be used where the information is inserted manually.

OPTION

-s Quit after finding the first occurrence of pattern in each file.

SEE ALSO

get(1), help(1).

DIAGNOSTICS

Use *help*(1) for explanations.

ENT CODES

0 Match
1 No match

RESTRICTIONS

An unintended occurrence of the pattern @(#) may be found just by chance, but this is harmless in most cases.

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NAME

whereis - locate source, binary, and or manual for program

SYNOPSIS

whereis [-sbm] [-u] [-SBM dir ... -f] file ...

DESCRIPTION

Whereis locates source, binary, and manual sections for specified files.

Whereis first strips the supplied names of leading pathname components and any (single) trailing extension of the form *.ext*, e.g. .c. Prefixes of s. resulting from use of source code control are also stripped.

Whereis then attempts to locate the desired program in a list of standard places.

OPTIONS

One or two of the restrictive options, **-b**, **-s**, and **-m**, may be specified.

-b Search only for binary sections.

-s Search only for source sections.

-m Search only for manual sections.

-B, -S, and -M
Change or otherwise limit the places where *whereis* searches; *dir* must be a full pathname.

-f Terminate each directory list and signal the start of file names.

-u Search for unusual entries. A file is said to be unusual if it does not have one entry of each requested type. Thus **whereis -m -u *** asks for those files in the current directory which have no manual section.

EXAMPLE

The following example finds all the files in /usr/bin which are not documented in /usr/catman/u_man/man1 with source in /usr/src/cmd:

```
cd /usr/ucb
whereis -u -M /usr/catman/u_man/man1 -S /usr/src/cmd -f *
```

FILES

/usr/src/*
/usr/catman/*
/lib, /etc, /usr/{lib,bin,ucb}

RESTRICTIONS

Because *whereis* uses *chdir*(2) to run faster, pathnames given with the -M, -S, and -B must be full pathnames; that is, they must begin with a /.

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NAME

who - who is on the system

SYNOPSIS

who [-abdHlpqrstTu] [file]

who am i

who am I

DESCRIPTION

Who lists the user name, terminal line, login time, elapsed time since activity occurred on the line, and the process-ID of the command interpreter (shell) for each current UNIX system user. *Who* examines the /etc/utmp file to obtain its information. If *file* is given, that file is examined. Usually, *file* is /etc/wtmp, which contains a history of all the logins since the file was last created.

Who **am i** or *who* **am I** identifies the invoking user.

Except for the -s option (which is assumed if no options are specified), the general format for output entries is:

name [state] line time activity pid [comment] [exit]

OPTIONS

With options, *who* lists logins, logoffs, reboots, and changes to the system clock, as well as other processes spawned by the *init* process. These options are:

-a Process /etc/utmp or the named *file* using all of the options.

-A Process /etc/utmp or the named *file* , displaying records having *ut_type = ACCOUNTING* See utmp(4).

-b Indicate the time and date of the last reboot.

-d Display all processes that have expired and have not been respawned by *init*. The *exit* field appears for dead processes and contains the termination and exit values as returned by *wait*(2) of the dead process. This option can be useful in determining why a process terminated.

-H Print column headings above the regular output.

-l List only those lines on which the system is waiting for someone to login. The *name* field is LOGIN in such cases. Other fields are the same as for user entries except that the *state* field does not exist.

-p List any other process which is currently active and has been previously spawned by *init*. The *name* field is the name of the program executed by *init* as found in /etc/inittab. The *state*, *line*, and *activity* fields have no meaning. The *comment* field shows the *id* field of the line from /etc/inittab that spawned this process. See *inittab*(4).

-q Display only the names and number of users currently logged on. When this option is used, all other options are ignored.

-r Indicate the current *run-level* of the *init* process.

-s List only the *name*, *line*, and *time* fields (default).

-t Indicate the last change to the system clock (by the *date*(1) command) by **root**. See *su*(1).

-T Print the *state* of the terminal line as well as all fields requested by the **-u** option. The *state* describes whether someone else can write to that terminal. A + indicates the terminal is writable by anyone; a - indicates it is not. **Root** can write to all lines having a + or a - in the *state* field. If a bad line is encountered, a ? is printed.

-u List the following information about those users who are currently logged in:

name
User login name.

line
Line name as found in the directory **/dev**.

time
Time that the user logged in.

activity
Number of hours and minutes since activity last occurred on that particular line. A dot (.) indicates that the terminal has seen activity in the last minute. If more than twenty-four hours have elapsed or the line has not been used since boot time, the entry is marked **old**. This information is useful when trying to determine is a user is working at the terminal.

pid
Process-ID of the user shell.

comment
Comment field associated with this line as found in **/etc/inittab** (see *inittab*(4)). This comment may contain the location of the terminal, the telephone number of the dataset, type of terminal if hard-wired, etc.

FILES

/etc/utmp
/etc/wtmp
/etc/inittab

SEE ALSO

date(1), init(1M), login(1), mesg(1), su(1), wait(2), inittab(4), utmp(4).

NAME

whoami - print effective current user id

SYNOPSIS

whoami

DESCRIPTION

Whoami prints who you are. It works even if you are su'd, while 'who am i' does not since it uses */etc/utmp*.

FILES

/etc/passwdName data base

SEE ALSO

who (1)

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NAME

write - write to another user

SYNOPSIS

write user [line]

DESCRIPTION

Write **copies lines from your terminal to the terminal of another user. When first called,** ***write*** **sends the message**

Message from *yourname* **(tty??) [** *date* **] . . .**

to the person you want to talk to. When the connection is completed, two bells are sent to your own terminal. Enter your message and press the newline or return key. Pressing the newline or return key at the end of entering your message sends the message. Each time you enter a message and press the newline key, *write* sends the message. The recipient of the message should use *write* to respond to your message.

The following protocol is suggested for using *write*. When you first *write* to another user, wait for them to *write* back before starting to send. Each person should end a message with a distinctive signal, for example **(o)** for *over*, so that the other person knows when to reply. The signal **(oo)** for *over and out* is suggested when conversation is to be terminated.

Communication continues until you enter an end of file (control-d) from the terminal or until *write* receives an interrupt or the recipient issues a *mesg*(1) command to deny messages. At that point, *write* writes **EOT** on the other terminal and exits.

If you want to write to a user who is logged in more than once, the *line* argument may be used to indicate which line or terminal is to receive your message, for example, **tty00**. Otherwise, the first instance of the user found in **/etc/utmp** is assumed and the following message is displayed:

User is logged on more than one place.
You are connected to *terminal* .
Other locations are: *terminal*

Permission to write may be denied or granted by use of the *mesg(1)* command. Writing to others is normally allowed by default. Certain commands, in particular *nroff*(1) and *pr*(1) disallow messages in order to prevent interference with their output. However, if the user has superuser permissions, *write* forces messages onto a write inhibited terminal.

If the character ! is found at the beginning of a line, *write* calls the shell to execute the rest of the line as a command.

FILES

/etc/utmp to find user
/bin/sh to execute !

SEE ALSO

mail(1), mesg(1), nroff(1), pr(1), sh(1), who(1).

DIAGNOSTICS

User not logged on

The person you are trying to *write* to is not logged in. Use *who*(1) to determine who is logged in or *mailx*(1) to mail a message to the user who is not logged in.

Permission denied

The person you are trying to *write* to denies that permission with *mesg*(1). Try using *mailx*(1).

Warning: cannot respond, set mesg y

Your terminal is set to **mesg n** and the recipient cannot respond to you. Enter **!mesg y** to accept messages.

Can no longer write to user

The recipient denied permission (**mesg n**) after you started writing.

NAME

xargs - construct argument list(s) and execute command

SYNOPSIS

xargs [options] [command [initial-arguments]]

DESCRIPTION

Xargs combines the fixed *initial-arguments* with arguments read from standard input to execute the specified *command* one or more times. The number of arguments read for each *command* invocation and the manner in which they are combined are determined by the options specified.

Xargs searches for *command*, which may be a shell file, using the **$PATH** of the user. If *command* is omitted, *xargs* uses **/bin/echo**.

Arguments read in from standard input are defined to be contiguous strings of characters delimited by one or more blanks, tabs, or new-lines; *xargs* discards empty lines. Blanks and tabs may be embedded as part of an argument if escaped or quoted: Characters enclosed in quotes (single or double) are taken literally, and the delimiting quotes are removed. A backslash escapes the next character if the backslash does not appear in a quoted string.

Xargs constructs each argument list starting with the *initial-arguments*, followed by some number of arguments read from standard input (Exception: see -i option). Options -i, -l, and -n determine how arguments are selected for each command invocation. When none of these options are specified, the *initial-arguments* are followed by arguments read continuously from standard input until an internal buffer is full, then *xargs* executes *command* with the accumulated args. This process is repeated until there are no more args.

Xargs terminates if it receives a return code of -1 from, or if it cannot execute, *command*. When *command* is a shell program, it should explicitly *exit* (see *sh*(1)) with an appropriate value to avoid accidentally returning with -1.

OPTIONS

When there are option conflicts (e.g., -l vs. -n), the last option has precedence.

-l*number* Execute *command* for each non-empty *number* lines of arguments from standard input.

The last invocation of *command* will have fewer lines of arguments if fewer than *number* remain.

A line is considered to end with the first new-line *unless* the last character of the line is a blank or a tab; a trailing blank or tab signals continuation through the next non-empty line.

If *number* is omitted, 1 is assumed.

Option -l forces option -x.

-i*replstr* (Insert mode) Execute *command* for each line from standard input, taking the entire line as a single arg, and inserting it in *initial-arguments* for each occurrence of *replstr*. A maximum of 5 arguments in *initial-arguments* may each contain one or more instances of *replstr*.

Xargs strips blanks and tabs from the beginning of each line.

Constructed arguments may become at most 255 characters long.

Option -i forces option -x.

{ } is assumed for *replstr* if not specified.

-n*number* Execute *command* using as many standard input arguments as possible, up to *number* arguments maximum. Fewer arguments are used if their total size is greater than *size* characters, and if there are fewer than *number* arguments remaining on the last invocation.

If option -x is also specified, each *number* argument must fit in the *size* limitation, else *xargs* terminates execution.

-t (Trace mode) Echo the *command* and each constructed argument list to file descriptor 2 just prior to their execution.

-p (Prompt mode) Prompt the user whether to execute *command* before each invocation.

Trace mode (-t) prints the command instance to be executed, followed by a ?. . . prompt. A reply of y (followed by anything) executes the command; any other response, including pressing the carriage return, skips that particular invocation of *command*.

-x Terminate *xargs* if any argument list would be greater than *size* characters;

-x is forced by the options -i and -l. When neither of the options -i, -l, or -n are coded, the total length of all arguments must be within the *size* limit.

-s*size* Set the maximum total size of each argument list to *size* characters; *size* must be a positive integer less than or equal to 470. If -s is not coded, 470 is assumed.

Note that the character count for *size* includes one

extra character for each argument and the count of characters in the command name.

-e*eofstr* Designate *eofstr* as the logical end-of-file string.

Underscore (_) is assumed for the logical EOF string if -e is not specified.

-e with no *eofstr* specified turns off the logical EOF string capability (underscore is taken literally).

Xargs reads standard input until either end-of-file or the logical EOF string is encountered.

EXAMPLES

This example moves all files from directory $1 to directory $2, and echos each move command just before doing it:

```
ls $1 | xargs -i -t mv $1/{} $2/{}
```

This example combines the output of the parenthesized commands onto one line, which is then appended to the file *log*:

```
(logname; date; echo $0 $*) | xargs >>log
```

This example asks the user which files in the current directory are to be archived and archives them into *arch* (1.) one at a time, or (2.) many at a time.

```
1. ls | xargs -p -l ar r arch
2. ls | xargs -p -l | xargs ar r arch
```

This example executes *diff*(1) with successive pairs of arguments originally typed as shell arguments:

```
echo $* | xargs -n2 diff
```

SEE ALSO

sh(1).

DIAGNOSTICS

Self explanatory.

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NAME

xstr - extract strings from C programs to implement shared strings

SYNOPSIS

xstr [-c] [-] [file]

DESCRIPTION

Xstr maintains a file *strings* into which strings in component parts of a large program are hashed. These strings are replaced with references to this common area. This serves to implement shared constant strings, most useful if they are also read-only. *Xstr* reads from its standard input when the argument '-' is given.

The command

xstr -c name

extracts the strings from the C source in name, replacing string references by expressions of the form (&xstr[number]) for some number. An appropriate declaration of *xstr* is prepended to the file. The resulting C text is placed in the file *x.c*, to then be compiled. The strings from this file are placed in the *strings* data base if they are not there already. Repeated strings and strings which are suffices of existing strings do not change the data base.

After all components of a large program have been compiled, a file *xs.c* declaring the common *xstr* space can be created by a command of the form

xstr

This *xs.c* file should then be compiled and loaded with the rest of the program. If possible, the array can be made read-only (shared), saving space and swap overhead.

Xstr can also be used on a single file. A command

xstr name

creates files *x.c* and *xs.c* as before, without using or affecting any *strings* file in the same directory.

It may be useful to run *xstr* after the C preprocessor if any macro definitions yield strings or if there is conditional code which contains strings which may not, in fact, be needed. An appropriate command sequence for running *xstr* after the C preprocessor is:

```
cc -E name.c | xstr -c -
cc -c x.c
mv x.o name.o
```

Xstr does not touch the file *strings* unless new items are added, thus *make* can avoid remaking *xs.o* unless truly necessary.

FILES

strings	Data base of strings
x.c	Massaged C source
xs.c	C source for definition of array *xstr*
/tmp/xs*	Temp file when *xstr name* does not touch *strings*

SEE ALSO

mkstr(1)

WARNING

If a string is a suffix of another string in the data base, but the shorter string is seen first by *xstr* both strings are placed in the data base, when just placing the longer one there suffices.

NAME

yacc - yet another compiler-compiler

SYNOPSIS

yacc [-vdlt] grammar

DESCRIPTION

Yacc converts a context-free grammar into a set of tables for a simple automaton which executes an LR(1) parsing algorithm. The grammar may be ambiguous; *yacc* uses specified precedence rules to break ambiguities.

The output file, y.tab.c, must be compiled by the C compiler to produce a program *yyparse*. This program must be loaded with the lexical analyzer program, *yylex*, as well as *main* and *yyerror*, an error handling routine. These routines must be supplied by the user; *lex*(1) is useful for creating lexical analyzers usable by *yacc*.

Yacc always generates runtime debugging code in *y.tab.c* under conditional compilation control. This code is normally not included when y.tab.c is compiled. See the -t option below. The runtime debugging code is under the control of YYDEBUG, a pre-processor symbol. If YYDEBUG has a non-zero value, then the debugging code is included. If its value is zero, then the code is not included. The size and execution time of a program produced without the runtime debugging code is smaller and slightly faster.

OPTIONS

-v Prepare the file y.output, which describes the parsing tables and reports conflicts generated by ambiguities in the grammar.

-d Generate the file y.tab.h with the #define statements that associate the *yacc*-assigned token codes with the user-declared token names. This option allows source files other than y.tab.c to access the token codes.

-l Produce code in y.tab.c which does *not* contain any #line constructs. This option should only be used after the grammar and the associated actions are fully debugged.

-t Include runtime debugging code when y.tab.c is compiled.

FILES

y.output	
y.tab.c	
y.tab.h	defines for token names
yacc.tmp	temporary file
yacc.debug	temporary file
yacc.acts	temporary file
/usr/lib/yaccpar	parser prototype for C programs

SEE ALSO

lex(1), malloc(3x).

Yet Another Compiler Compiler (yacc) in the Support Tools Guide.

DIAGNOSTICS

The number of reduce-reduce and shift-reduce conflicts is reported on the standard error output; a more detailed report is found in the y.output file. Similarly, *yacc* also reports any rules that could not be reached from the start symbol in y.output.

RESTRICTIONS

Because file names are fixed, at most one *yacc* process can be active in a given directory at a time.

NAME

intro - introduction to games

DESCRIPTION

This section describes the recreational and educational programs found in the directory **/usr/games**.

The availability of these programs may vary from system to system.

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NAME

arithmetic - provide drill in arithmetic problems

SYNOPSIS

/usr/games/arithmetic [+-x/] [range]

DESCRIPTION

Arithmetic types out simple arithmetic problems, and waits for an answer to be entered.

If the answer is correct, it replies

Right!

and prints a new problem.

If the answer is wrong, it replies

What?

and waits for another answer.

Every twenty problems, *arithmetic* publishes statistics on correctness and the time required to answer.

To quit the program, enter an interrupt (delete).

The program does not give correct answers, since the learner should, in principle, be able to calculate them.

For almost all users, the relevant statistic should be time per problem, not percent correct.

ARGUMENTS

One or more of the following characters specifies the type of problem to be generated. If more than one is given, the different types of problems are mixed in random order; default is +-.

- **+** generate addition problems
- **-** generate subtraction problems
- **x** generate multiplication problems
- **/** generate division problems

Range is a decimal number; all operands and answers are less than or equal to the value of *range*. Default *range* is 10.

At the start, all numbers less than or equal to *range* are equally likely to appear. If the respondent makes a mistake, the numbers in the problem which was missed become more likely to reappear.

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NAME

back - the game of backgammon

SYNOPSIS

/usr/games/back

DESCRIPTION

Back is a program which provides a partner for the game of backgammon. It is designed to play at three different levels of skill, one of which you must select.

In addition to selecting the level of your opponent, you may also indicate that you would like to roll your own dice during your turns.

You are also given the opportunity to move first. The practice of each player rolling one die for the first move is not incorporated.

The points are numbered 1-24: 1 is the extreme inner table of white, 24 is the inner table of brown, 0 is the bar for removed white pieces, and 25 is the bar for brown.

For details on how moves are expressed, type **y** when *back* asks

Instructions?

at the beginning of the game. When *back* first asks

Move?

type a question mark to see a list of move options other than entering your numerical move.

When the game is finished, *back* asks you if you want the log. If you respond with **y**, *back* attempts to append to or create a file **back.log** in the current directory.

FILES

/usr/games/lib/backrules	rules file
/tmp/b*	log temp file
back.log	log file

RESTRICTIONS

Back complains loudly if you attempt to make too *many* moves in a turn, but becomes very silent if you make too *few*.
Doubling is not implemented.

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NAME

bj - the game of black jack

SYNOPSIS

/usr/games/bj

DESCRIPTION

Bj is a serious attempt at simulating the dealer in the game of black jack (or twenty-one). The following rules apply:

The bet is $2 every hand.

A player *natural* (black jack) pays $3. A dealer natural loses $2. Both dealer and player naturals is a *push* (no money exchange).

If the dealer has an ace up, the player is allowed to make an *insurance* bet against the chance of a dealer natural. If this bet is not taken, play resumes as normal. If the bet is taken, it is a side bet where the player wins $2 if the dealer has a natural and loses $1 if the dealer does not.

If the player is dealt two cards of the same value, he is allowed to *double*. He is allowed to play two hands, each with one of these cards. (The bet is doubled also; $2 on each hand.)

If a dealt hand has a total of ten or eleven, the player may *double down*. He may double the bet ($2 to $4) and receive exactly one more card on that hand.

Under normal play, the player may *hit* (draw a card) as long as his total is not over twenty-one. If the player *busts* (goes over twenty-one), the dealer wins the bet.

When the player *stands* (decides not to hit), the dealer hits until he attains a total of seventeen or more. If the dealer *busts*, the player wins the bet.

If both player and dealer *stand*, the one with the largest total wins. A tie is a *push*.

The machine deals and keeps score. The following questions are asked at appropriate times. Each question is answered by **y** followed by a return for *yes*, or just return for *no*.

```
?              (do you want a hit?)
Insurance?
Double down?
```

Every time the deck is shuffled, the dealer so states and the *action* (total bet) and *standing* (total won or lost) is printed.

To exit, hit the interrupt key (DEL); *bj* prints the action and standing.

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NAME

chess - the game of chess

SYNOPSIS

/usr/games/chess

DESCRIPTION

Not on 5000/20/40/50.

Chess is a computer program that plays class D chess. Moves may be given either in standard (descriptive) notation or in algebraic notation. The symbol + must be placed at the end of a line when the move on that line places the opponent's king in check. The values **o-o** and **o-o-o** specify castling, king side or queen side, respectively.

The user is prompted for a move or command by a *. To play black, type **first** at the onset of the game. To print a copy of the board in play, type a carriage return only. Each move is echoed in the appropriate notation, followed by the program's reply. Near the middle and end games, the program can take considerable time in computing its moves.

A **?** or **help** may be typed to get a help message that briefly describes the possible commands.

DIAGNOSTICS

The most cryptic diagnostic is "eh?" which means that the input was syntactically incorrect.

RESTRICTIONS

Pawns may be promoted only to queens.

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NAME

craps - the game of craps

SYNOPSIS

/usr/games/craps

DESCRIPTION

Craps is a form of the game of craps that is played in Las Vegas. The program simulates the *roller*, while the user (the *player*) places bets. The player may choose, at any time, to bet with the roller or with the *House*. A bet of a negative amount is taken as a bet with the House, any other bet is a bet with the roller.

The player starts off with a *bankroll* of $2,000.

The program prompts with:

bet?

The bet can be all or part of the bankroll of the player. Any bet over the total bankroll is rejected and the program prompts with bet? until a proper bet is made.

Once the bet is accepted, the roller throws the dice. The following rules apply (the player wins or loses depending on whether the bet is placed with the roller or with the House; the odds are even). The *first* roll is the roll immediately following a bet:

1. On the first roll:

7 or 11	wins for the roller;
2, 3, or 12	wins for the House;
any other number	is the *point*, roll again (Rule 2 applies).

2. On subsequent rolls:

point	roller wins;
7	House wins;
any other number	roll again.

If a player loses the entire bankroll, the House offers to lend the player an additional $2,000. The program prompts:

marker?

A yes (or y) consummates the loan. Any other reply terminates the game.

If a player owes the House money, the House reminds the player, before a bet is placed, how many markers are outstanding.

If, at any time, the bankroll of a player who has outstanding markers exceeds $2,000, the House asks:

Repay marker?

A reply of yes (or y) indicates the willingness of the player to repay the loan. If only 1 marker is outstanding, it is immediately repaid. However, if several markers are outstanding, the House asks:

How many?

markers the player would like to repay. If an invalid number is entered (or just a carriage return), an appropriate message is printed and the program prompts with **How many?** until a valid number is entered.

If a player accumulates 10 markers (a total of $20,000 borrowed from the House), the program informs the player of the situation and exits.

Should the bankroll of a player who has outstanding markers exceed $50,000, the *total* amount of money borrowed is *automatically* repaid to the House.

Any player who accumulates $100,000 or more breaks the bank. The program then prompts:

New game?

to give the House a chance to win back its money.

Any reply other than **yes** is considered to be a **no** (except in the case of **bet?** or **How many?**). To exit, send an interrupt (break), DEL, or control-d. The program indicates whether the player won, lost, or broke even.

NOTES

The random number generator for the die numbers uses the seconds from the time of day. Depending on system usage, these numbers, at times, may seem strange but occurrences of this type in a real dice situation are not uncommon.

NAME

hangman - guess the word

SYNOPSIS

/usr/games/hangman [arg]

DESCRIPTION

Not on 5000/20/40/50.

Hangman chooses a word at least seven letters long from a dictionary. The user is to guess letters one at a time.

The optional argument *arg* names an alternate dictionary.

FILES

/usr/lib/w2006

RESTRICTIONS

Hyphenated compounds are run together.

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NAME

jotto - secret word game

SYNOPSIS

/usr/games/jotto [-p]

DESCRIPTION

Not on 5000/20/40/50.

Jotto is a word guessing game. You try to guess the computer's secret word before it guesses yours. Clues are obtained by entering probe words. For example, if the computer's secret word is *brown* and you probe with *stare, it replies 1* indicating that there is one letter in common between your probe and the secret word. Double letters count only once unless they appear in both words. For example, if the hidden word is *igloo* and you probe with *broke, the computer replies 1.* If you probe with *gloom,* the computer responds *4.* All secret words and probe words should be non-proper English five-letter words. If the computer guesses your word exactly, please respond with `y`. It then tells you what its secret word was.

The -p option instructs the computer to report its progress in guessing your word.

RESTRICTIONS

The dictionary contains some unusual words and lacks some common ones.

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NAME

maze - generate a maze

SYNOPSIS

/usr/games/maze

DESCRIPTION

Maze asks a few questions and then prints a maze.

RESTRICTIONS

Some mazes (especially small ones) have no solutions.

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NAME

moo - guessing game

SYNOPSIS

/usr/games/moo

DESCRIPTION

Moo is a guessing game imported from England. The computer picks a number consisting of four distinct decimal digits. The player guesses four distinct digits, being scored on each guess.

A *cow* is a correct digit in an incorrect position.

A *bull* is a correct digit in a correct position.

The game continues until the player guesses the number (a score of four bulls).

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NAME

quiz - test your knowledge

SYNOPSIS

/usr/games/quiz [-i file] [-t] [category1 category2]

DESCRIPTION

Not on 5000/20/40/50.

Quiz gives associative knowledge tests on various subjects. It asks items chosen from *category1* and expects answers from *category2*, or vice versa. If no categories are specified, *quiz* gives instructions and lists the available categories.

Quiz tells a correct answer whenever you type a bare new-line. At the end of input, upon interrupt, or when questions run out, *quiz* reports a score and terminates.

The -t option specifies tutorial mode, where missed questions are repeated later, and material is gradually introduced as you learn.

The -i option causes the named file to be substituted for the default index file. The lines of these files have the syntax:

```
line      = category new-line ¦ category : line
category  = alternate ¦ category ¦ alternate
alternate = empty ¦ alternate primary
primary   = character ¦ [ category ] ¦ option
option    = { category }
```

The first category on each line of an index file names an information file. The remaining categories specify the order and contents of the data in each line of the information file. Information files have the same syntax. Backslash \ is used as with *sh*(1) to quote syntactically significant characters or to insert transparent new-lines into a line. When either a question or its answer is empty, *quiz* refrains from asking it.

FILES

/usr/games/lib/quiz/index
/usr/games/lib/quiz/*

RESTRICTIONS

The construct **a¦ab** does not work in an information file. Use **a{b}**.

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NAME

reversi - a game of dramatic reversals

SYNOPSIS

/usr/games/reversi [[-r] *file*]

DESCRIPTION

Not on 5000/20/40/50.

Reversi (also known as friends, Chinese friends, and Othello) is played on an 8 by 8 board using two-sided tokens. Each player takes his turn by placing a token with his side up in an empty square. During the first four turns, players may only place tokens in the four central squares of the board. Subsequently, with each turn, a player *must* capture one or more of his opponent's tokens. He does this by placing one of his tokens such that it and another of his tokens embrace a solid line of his opponent's tokens horizontally, vertically or diagonally. Captured tokens are flipped over and thus can be re-captured. If a player cannot outflank his opponent, he forfeits his turn. The play continues until the board is filled or until no more outflanking is possible.

In this game, your tokens are asterisks (*) and the machine's are at-signs (@). You move by typing in the row and column at which you want to place your token as two digits (1-8), optionally separated by blanks or tabs. You can also type in:

- **c** To continue the game after hitting break (this is only necessary if you interrupt the machine while it is deliberating).
- **g** *n* To start *reversi* playing against itself for the next *n* moves (or until the break key is pressed).
- **n** To stop printing the board after each move.
- **o** To start it up again.
- **p** To print the board regardless.
- **q** To quit (without dishonor).
- **s** To print the score.
- **!** To escape to the shell. Control-d gets you back.

Reversi also recognizes several commands which are valid only at the start of the game, before any moves have been made. They are:

- **f** To let the machine go first.
- **h** *n* To ask for a handicap of from one to four corner squares. If you are *really* good, you can give the machine a handicap by typing a negative number.
- **l** *n* To set the amount of look-ahead used by the machine in searching for moves. Zero means none at all. Four is the default. Greater than six means you may fall asleep waiting for the machine to move.
- **t** *n* To tell *reversi* that you only need *n* seconds to consider each move. If you fail to respond in the allotted time, you forfeit your turn.

If *reversi* is given a file name as an argument, it checkpoints the game, move by move, by dumping the board onto *file*. The -r

option causes *reversi* to restart the game from *file* and continue logging.

DIAGNOSTICS

Illegal! for an invalid move, and *Huh?* for a move that even the machine cannot understand.

NAME

rogue - Exploring The Dungeons of Doom

SYNOPSIS

rogue [-r] [*save_file*] [-s]

DESCRIPTION

Rogue is a computer fantasy game with a new twist. It is CRT-oriented and the object of the game is to survive the attacks of various monsters and get a lot of gold, rather than the puzzle solving orientation of most computer fantasy games.

To get started you really only need to know two commands. The command ? will give you a list of the available commands and the command / will identify the things you see on the screen.

To win the game (as opposed to merely playing to beat other people's high scores) you must locate the Amulet of Yendor which is somewhere below the 20th level of the dungeon and get it out. Nobody has achieved this yet and if somebody does, they will probably go down in history as a hero among heroes.

When the game ends, either by your death, when you quit, or if you (by some miracle) manage to win, *rogue* will give you a list of the top ten scorers. The scoring is based entirely upon how much gold you get. There is a 10% penalty for getting yourself killed.

If *save_file* is specified, *rogue* will be restored from the specified saved game file. If the -r option is used, the game *save_file* is presumed to be the default.

The -s option will print out the list of scores.

For more detailed directions, read the document *A Guide to the Dungeons of Doom.*

FILES

/usr/games/lib/*rogue*_roll	Score file
~/*rogue*.save	Default save file

SEE ALSO

Michael C. Toy, *A Guide to the Dungeons of Doom*

BUGS

Probably infinite, however, that Floating Eyes sometimes transfix you permanently is *not* a bug. It's a feature. !Funky!Stuff! echo extracting - *rogue*.doc sed 's/^X//' > *rogue*.doc << '!Funky!Stuff!'

A Guide to the Dungeons of Doom

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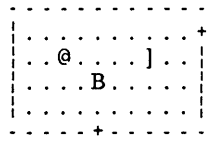
Rogue is a visual CRT-based fantasy game which runs under the UNIX timesharing system. This paper describes how to play *rogue*, and gives a few hints for those who might otherwise get lost in the Dungeons of Doom.

You have just finished your years as a student at the local fighter's guild. After much practice and sweat you have finally completed your training and are ready to embark upon a perilous adventure. As a test of your skills, the local guildmasters have sent you into the Dungeons of Doom. Your task is to return with the Amulet of Yendor. Your reward for the completion of this task will be a full membership in the local guild. In addition, you are allowed to keep all the loot you bring back from the dungeons. In preparation for your journey, you are given an enchanted mace, a bow, and a quiver of arrows taken from a dragon's hoard in the far off Dark Mountains. You are also outfitted with elf-crafted armor and given enough food to reach the dungeons. You say goodbye to family and friends for what may be the last time and head up the road. You set out on your way to the dungeons and after several days of uneventful travel, you see the ancient ruins that mark the entrance to the Dungeons of Doom. It is late at night, so you make camp at the entrance and spend the night sleeping under the open skies. In the morning you gather your mace, put on your armor, eat what is almost your last food, and enter the dungeons. You have just begun a game of *rogue*. Your goal is to grab as much treasure as you can, find the Amulet of Yendor, and get out of the Dungeons of Doom alive. On the screen, a map of where you have been and what you have seen on the current dungeon level is kept. As you explore more of the level, it appears on the screen in front of you. *Rogue* differs from most computer fantasy games in that it is screen oriented. Commands are all one or two keystrokes as opposed to pseudo-English sentences, and the results of your commands are displayed graphically on the screen rather than being explained in words. Another major difference between *rogue* and other computer fantasy games is that once you have solved all the puzzles in a standard fantasy game, it has lost most of its excitement and it ceases to be fun. *Rogue*, on the other hand, generates a new dungeon every time you play it and even the author finds it an entertaining and exciting game. In order to understand what is going on in *rogue* you have to first get some grasp of what *rogue* is doing with the screen. The *rogue* screen is intended to replace the You can see ... descriptions of standard fantasy games. Figure 1 is a sample of what a *rogue* screen might look like.



Level: 1 Gold: 0 Hp: 12(12) Str: 16(16) Ac: 6 Exp: 1/0

Figure 1

At the bottom line of the screen
are a few pieces of cryptic information
describing your current status.
Here is an explanation of what these things mean:
This number indicates how deep you have gone in the dungeon.
It starts at one and goes up as you go deeper into the dungeon.
The number of gold pieces you have managed to find
and keep with you so far.
Your current and maximum hit points.
Hit points indicate how much damage you can take before you die.
The more you get hit in a fight,
the lower they get.
You can regain hit points by resting.
The number in parentheses
is the maximum number your hit points can reach.
Your current strength and maximum ever strength.
This can be any integer less than or equal to 31,
or greater than or equal to three.
The higher the number,
the stronger you are.
The number in the parentheses
is the maximum strength you have attained so far this game.
Your current armor class.
This number indicates how effective your armor is
in stopping blows from unfriendly creatures.
The lower this number is,
the more effective the armor.
These two numbers give your current experience level
and experience points.
As you do things,
you gain experience points.
At certain experience point totals,
you gain an experience level.
The more experienced you are,
the better you are able to fight and to withstand magical attacks.
The top line of the screen is reserved
for printing messages that describe things
that are impossible to represent visually.
If you see a --More-- on the top line,
this means that *rogue* wants to print another message on the screen,
but it wants to make certain
that you have read the one that is there first.
To read the next message,
just type a space.
The rest of the screen is the map of the level
as you have explored it so far.
Each symbol on the screen represents something.
Here is a list of what the various symbols mean:
This symbol represents you, the adventurer.
These symbols represent the walls of rooms.
A door to/from a room.

The floor of a room.
The floor of a passage between rooms.
A pile or pot of gold.
A weapon of some sort.
A piece of armor.
A flask containing a magic potion.
A piece of paper, usually a magic scroll.
A ring with magic properties
A magical staff or wand
A trap, watch out for these.
A staircase to other levels
A piece of food.
The uppercase letters
represent the various inhabitants of the Dungeons of Doom.
Watch out, they can be nasty and vicious.
Commands are given to *rogue* by typing one or two characters.
Most commands can be preceded by a count to repeat them
(e.g. typing
10s
will do ten searches).
Commands for which counts make no sense
have the count ignored.
To cancel a count or a prefix,
type <ESCAPE>.
The list of commands is rather long,
but it can be read at any time during the game with the
?
command.
Here it is for reference,
with a short explanation of each command.
The help command.
Asks for a character to give help on.
If you type a
*,
it will list all the commands,
otherwise it will explain what the character you typed does.
This is the What is that on the screen? command.
A
/
followed by any character that you see on the level,
will tell you what that character is.
For instance,
typing
/@
will tell you that the
@
symbol represents you, the player.
Move left.
You move one space to the left.
If you use upper case
h,

you will continue to move left until you run into something.
This works for all movement commands
(e.g.
L
means run in direction
l)
Move down.
Move up.
Move right.
Move diagonally up and left.
Move diagonally up and right.
Move diagonally down and left.
Move diagonally down and right.
Throw an object.
This is a prefix command.
When followed with a direction
it throws an object in the specified direction.
(e.g. type
th
to throw
something to the left.)
Find prefix.
When followed by a direction
it means to continue moving in the specified direction
until you pass something interesting or run into a wall.
You should experiment with this,
since it is a very useful command,
but very difficult to describe.
Zap prefix.
Point a staff or wand in a given direction
and fire it.
Even non-directional staves must be pointed in some direction
to be used.
Identify trap command.
If a trap is on your map
and you can't remember what type it is,
you can get *rogue* to remind you
by getting next to it and typing

followed by the direction that would move you on top of it.
Search for traps and secret doors.
Examine each space immediately adjacent to you
for the existence of a trap or secret door.
There is a large chance that even if there is something there,
you won't find it,
so you might have to search a while before you find something.
Climb down a staircase to the next level.
Not surprisingly, this can only be done if you are standing
on staircase.
Climb up a staircase to the level above.
This can't be done without the Amulet of Yendor in your posession.

Rest.
This is the do nothing command.
This is good for waiting and healing.
Inventory.
List what you are carrying in your pack.
Selective inventory.
Tells you what a single item in your pack is.
Quaff one of the potions you are carrying.
Read one of the scrolls in your pack.
Eat food from your pack.
Wield a weapon.
Take a weapon out of your pack and carry it for use in combat,
replacing the one you are currently using (if any).
Wear armor.
You can only wear one suit of armor at a time.
This takes extra time.
Take armor off.
You can't remove armor that is cursed.
This takes extra time.
Put on a ring.
You can wear only two rings at a time
(one on each hand).
If you aren't wearing any rings,
this command will ask you which hand you want to wear it on,
otherwise, it will place it on the unused hand.
The program assumes that you wield your sword in your right hand.
Remove a ring.
If you are only wearing one ring,
this command takes it off.
If you are wearing two,
it will ask you which one you wish to remove,
Drop an object.
Take something out of your pack and leave it lying on the floor.
Only one object can occupy each space.
You cannot drop a cursed object at all
if you are wielding or wearing it.
Call an object something.
If you have a type of object in your pack
which you wish to remember something about,
you can use the call command to give a name to that type of object.
This is usually used when you figure out what a
potion, scroll, ring, or staff is
after you pick it up.
(See the
askme
option below.)
Print out which things you've discovered something about.
This command will ask you what type of thing you are interested in.
If you type the character for a given type of object
(*e.g.*
!

for potion)
it will tell you which kinds of that type of object you've discovered
(*i.e.*, figured out what they are).
This command works for potions, scrolls, rings, staves, and wands.
Examine and set options.
This command is further explained in the section on options.
Redraws the screen.
Useful if spurious messages or transmission errors
have messed up the display.
Repeat last message.
Useful when a message disappears before you can read it.
This only repeats the last message
that was not a mistyped command
so that you don't loose anything by accidentally typing
the wrong character instead of ^R.
Cancel a command, prefix, or count.
Escape to a shell for some commands.
Quit.
Leave the game.
Save the current game in a file.
It will ask you whether you wish to use the default save file.
Rogue won't let you start up a copy of a saved game,
and it removes the save file as soon as you start up a restored game.
This is to prevent people from saving a game just before
a dangerous position and then restarting it if they die.
To restore a saved game,
give the file name as an argument to *rogue*.
As in

% *rogue save_file*

To restart from the default save file (see below),
run

% *rogue* -r

Prints the program version number.
Rooms in the dungeons are either lit or dark.
If you walk into a lit room,
the entire room will be drawn on the screen as soon as you enter.
If you walk into a dark room,
it will only be displayed as you explore it.
Upon leaving a room,
all objects inside the room which might move
or be removed
are erased from the screen.
In the darkness you can only see one space
in all directions around you.
A corridor is always dark.
If you see a monster and you wish to fight it,
just attempt to run into it.

Many times a monster you find will mind its own business
unless you attack it.
It is often the case that discretion is the better part of valor.
When you find something in the dungeon,
it is common to want to pick the object up.
This is accomplished in *rogue* by walking over the object.
If you are carrying too many things,
the program will tell you and it won't pick up the object,
otherwise it will add it to your pack
and tell you what you just picked up.
Many of the commands that operate on objects must prompt you
to find out which object you want to use.
If you change your mind and don't want to do that command after all,
just type an <ESCAPE> and the command will be aborted.
Some objects, like armor and weapons,
are easily differentiated.
Others, like scrolls and potions,
are given labels which vary according to type.
During a game,
any two of the same kind of object
with the same label
are the same type.
However,
the labels will vary from game to game.
When you use one of these labeled objects,
if its effect is obvious,
rogue will remember what it is for you.
If it's effect isn't extremely obvious, you can use the
call
command
(see above)
or the
askme
option
(see below)
to scribble down something about it
so you will recognize it later.
Some weapons,
like arrows,
come in bunches,
but most come one at a time.
In order to use a weapon,
you must wield it.
To fire an arrow out of a bow,
you must first wield the bow,
then throw the arrow.
You can only wield one weapon at a time,
but you can't change weapons if the one
you are currently wielding is cursed.
There are various sorts of armor lying around in the dungeon.
Some of it is enchanted,

some is cursed,
and some is just normal.
Different armor types have different armor classes.
The lower the armor class,
the more protection the armor affords against the blows of monsters.
Here is a list of the various armor types and their normal armor class:

Type	Class
None	10
Leather armor	8
Studded leather / Ring mail	7
Scale mail	6
Chain mail	5
Banded mail / Splint mail	4
Plate mail	3

If a piece of armor is enchanted,
its armor class will be lower than normal.
If a suit of armor is cursed,
its armor class will be higher,
and you will not be able to remove it.
However, not all armor with a class that is higher than normal
is cursed.
Scrolls come with titles in an unknown tongue.
After you read a scroll,
it disappears from your pack.
Potions are labeled by the color of the liquid inside the flask.
They disappear after being quaffed.
Staves and wands do the same kinds of things.
Staves are identified by a type of wood;
wands by a type of metal or bone.
They are generally things you want to do to something
over a long distance,
so you must point them at what you wish to affect
to use them.
Some staves are not affected by the direction
they are pointed, though.
Staves come with multiple magic charges,
the number being random,
and when they are used up,
the staff is just a piece of wood or metal.
Rings are very useful items,
since they are relatively permanent magic,
unlike the usually fleeting effects of potions, scrolls, and staves.
Of course,
the bad rings are also more powerful.
Most rings also cause you to use up food more rapidly,
the rate varying with the type of ring.
Rings are differentiated by their stone settings.
Due to variations in personal tastes
and conceptions of the way *rogue* should do things,

there are a set of options you can set
that cause *rogue* to behave in various different ways.
There are two ways to set the options.
The first is with the
o
command of *rogue*;
the second is with the
ROGUEOPTS
environment variable.
On Version 6 systems,
there is no equivalent of the ROGUEOPTS feature.
When you type
o
in *rogue*,
it clears the screen
and displays the current settings for all the options.
It then places the cursor by the value of the first option
and waits for you to type.
You can type a <RETURN>
which means to go to the next option,
a

which means to go to the previous option,
an <ESCAPE>
which means to return to the game,
or you can give the option a value.
For boolean options this merely involves typing
t
for true or
f
for false.
For string options,
type the new value followed by a <RETURN>.
The ROGUEOPTS variable is a string
containing a comma separated list of initial values
for the various options.
Boolean variables can be turned on by listing their name
or turned off by putting a
no
in front of the name.
Thus to set up an environment variable so that
is on,
is off,
and the
is set to Blue Meanie,
use the command:

% setenv ROGUEOPTS "jump,noterse,name=Blue Meanie"

For those of you who use the Bourne shell, the commands would be

$ ROGUEOPTS="jump,noterse,name=Blue Meanie"
$ export ROGUEOPTS

Here is a list of the options
and an explanation of what each one is for.
The default value for each is enclosed in square brackets.
For character string options,
input over fifty characters will be ignored.
Useful for those who are tired of the sometimes
lengthy messages of *rogue*.
This is a useful option for playing on Snow terminals,
so this option defaults to
if your
are on a slow (1200 baud or under) terminal.
If this option is set,
running moves will not be displayed
until you reach the end of the move.
This saves considerable cpu and display time.
This option defaults to
if you are using a slow terminal.
All typeahead is thrown away after each round of battle.
This is useful for those who type far ahead
and then watch in dismay as a Kobold kills them.
Upon reading a scroll or quaffing a potion
which does not automatically identify itself upon use,
rogue will ask you what to name it
so you can recognize it if you encounter it again.
Follow turnings in passageways.
If you run in a passage
and you run into stone or a wall,
rogue will see if it can turn to the right or left.
If it can only turn one way,
it will turn that way.
If it can turn either or neither,
it will stop.
This is followed strictly,
which can sometimes lead to slightly confusing occurrences
(which is why it defaults to being off).
The
f
prefix still works.
Inventory type.
This can have one of three values:
or
With
the top lines of the map are overwritten
with the list
when inventory is requested
or when
Which item do you wish to . . .? questions
are answered with a

*

However, if the list is longer than a screenful,
the screen is cleared.
With
lists are displayed one item at a time on the top of the screen,
and with
the screen is cleared,
the list is displayed,
and then the dungeon level is re-displayed.
Due to speed considerations,
is the default for terminals without
clear-to-end-of-line capabilities.
This is the name of your character.
It is used if you get on the top ten scorers' list.
This should hold the name of a fruit that you enjoy eating.
It is basically a whimsey that the program uses in a couple of places.
The default file name for saving the game.
If your phone is hung up by accident,
rogue will automatically save the game in this file.
The file name may contain the special character

~

which expands to be your home directory.
Rogue usually maintains a list
of the top ten scoring people on your machine.
Each account on the machine
can post only one non-winning score on this list.
If you score higher than someone else on this list,
or better your previous score on the list,
you will be inserted in the proper place
under your current name.
If you quit the game, you get out with all of your gold intact.
If, however, you get killed in the Dungeons of Doom,
your body is forwarded to your next-of-kin,
along with 90% of your gold;
ten percent of your gold is kept by the Dungeons' wizard as a fee.
This should make you consider whether you want to take one last hit
at that monster and possibly live,
or quit and thus stop with whatever you have.
If you quit, you do get all your gold,
but if you swing and live, you might find more.
If you just want to see what the current top ten list is,
you can type

% *rogue* -s

Rogue was originally conceived of by Glenn Wichman and Michael Toy.
Ken Arnold and Michael Toy then smoothed out the user interface,
and added jillions of new features.
We would like to thank
Bob Arnold,
Michelle Busch,

Andy Hatcher,
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Bill Joy,
Joe Kalash,
Steve Maurer,
Marty McNary,
Jan Miller,
and
Scott Nelson
for their ideas and assistance,
and also the teeming multitudes
who graciously ignored work, school, and social life to play *rogue*
and send us bugs, complaints, suggestions, and just plain flames.
And also Mom.
!Funky!Stuff!
echo All done.
exit

NAME

sky - obtain ephemerides

SYNOPSIS

/usr/games/sky [-l]

DESCRIPTION

Not on 5000/20/40/50.

Sky predicts the apparent locations of the Sun, the Moon, the planets out to Saturn, stars of magnitude at least 2.5, and certain other celestial objects. *Sky* reads the standard input to obtain a GMT time typed on one line with blanks separating year, month number, day, hour, and minute; if the year is missing the current year is used. If a blank line is typed, the current time is used. The program prints the azimuth, elevation, and magnitude of objects which are above the horizon at the ephemeris location of Murray Hill at the indicated time. The -l option causes it to ask for another location.

Placing a "1" input after the minute entry causes the program to print out the Greenwich Sidereal Time at the indicated moment and to print for each body its topographic right ascension and declination as well as its azimuth and elevation. Also, instead of the magnitude, the semidiameter of the body, in seconds of arc, is reported.

A "2" after the minute entry makes the coordinate system geocentric.

The effects of atmospheric extinction on magnitudes are not included; the brightest magnitudes of variable stars are marked with *.

For all bodies, the program takes into account precession and nutation of the equinox, annual (but not diurnal) aberration, diurnal parallax, and the proper motion of stars. In no case is refraction included.

The program takes into account perturbations of the Earth due to the Moon, Venus, Mars, and Jupiter. The expected accuracies are: for the Sun and other stellar bodies a few tenths of seconds of arc; for the Moon (on which particular care is lavished) likewise a few tenths of seconds. For the Sun, Moon and stars the accuracy is sufficient to predict the circumstances of eclipses and occultations to within a few seconds of time. The planets may be off by several minutes of arc.

There are lots of special options not described here, which do things like substituting named star catalogs, smoothing nutation and aberration to aid generation of mean places of stars, and making conventional adjustments to the Moon to improve eclipse predictions.

For the most accurate use of the program it is necessary to know that it actually runs in Ephemeris time.

SEE ALSO

American Ephemeris and Nautical Almanac, for the appropriate years; also, the *Explanatory Supplement to the American Ephemeris and Nautical Almanac*.

NAME

ttt, cubic - tic-tac-toe

SYNOPSIS

/usr/games/ttt
/usr/games/cubic

DESCRIPTION

Ttt is the X and O game popular in the first grade. This is a learning program that never makes the same mistake twice.

Although it learns, it learns slowly. It must lose nearly 80 games to completely know the game.

Cubic plays three-dimensional tic-tac-toe on a 4 by 4 by 4 board. Moves are specified as a sequence of three coordinate numbers in the range 1-4.

FILES

/usr/games/ttt.k learning file

RESTRICTIONS

/usr/games/cubic not available on 5000/20/40/50.

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NAME

wump - the game of hunt-the-wumpus

SYNOPSIS

/usr/games/wump

DESCRIPTION

Wump plays the game of *Hunt the Wumpus*.

A Wumpus is a creature that lives in a cave with several rooms connected by tunnels. You wander among the rooms, trying to shoot the Wumpus with an arrow, meanwhile avoiding being eaten by the Wumpus and falling into Bottomless Pits. There are also Super Bats which are likely to pick you up and drop you in some random room.

The program asks various questions which you answer one per line; it gives a more detailed description if you want.

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NOTES

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