

UNIX for Beginning Users

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Revision Date: September 16, 1991

I. INTRODUCTION

A. Audience

This course is for individuals who will be using the UNIX operating system on a Reclamation computer platform. It is assumed that the student has a general understanding of data processing concepts.

B. Course Objectives

Upon successful completion of this course the student will be able to:

1. Demonstrate a knowledge of basic UNIX ideas.
2. Recognize the different types of files and the file

structure.

3. Log in and out of UNIX using an interactive terminal.
4. Change the password and be aware of other responsibilities of owning an account.
5. Demonstrate a knowledge of where to get help.
6. Use the appropriate UNIX commands to display/print files, copy/move files, change file access permissions, create/delete directories, and change the current working directory.
7. Transfer a file to another computer platform using File Transfer Protocol (FTP). Use FTP commands to do the following: initialize FTP, establish connection, local computer commands, remote computer commands, close connection, exit FTP, help command, and special functions.
8. Use an editor to create files, input text, insert/replace text, copy/move text, and exit/save changes.
9. Use the mail utility to send/receive/delete messages
10. Use basic Annex commands to reestablish connection to a disconnected process.

C. Course Handout Conventions

There are several conventions used in this handout for consistency and easier interpretation:

1. Samples of actual terminal sessions are single-lined boxed.
2. User entries are shown in bold print and are underlined.

QUIT

3. All keyboard functions in the text will be bold.

(Ret)	Backspace
Tab	Ctrl-F6
Print (Shift-F7)	Go to DOS (1)

NOTE: (Ret) indicates the Return or Enter key located above the right Shift key.

4. Examples of user entries not showing the computer's response are in dotted-lined boxes.
5. Command formats are double-lined boxed.
6. Three dots either in vertical or horizontal alignment mean continuation or that data is missing from the

diagram.

/ooo

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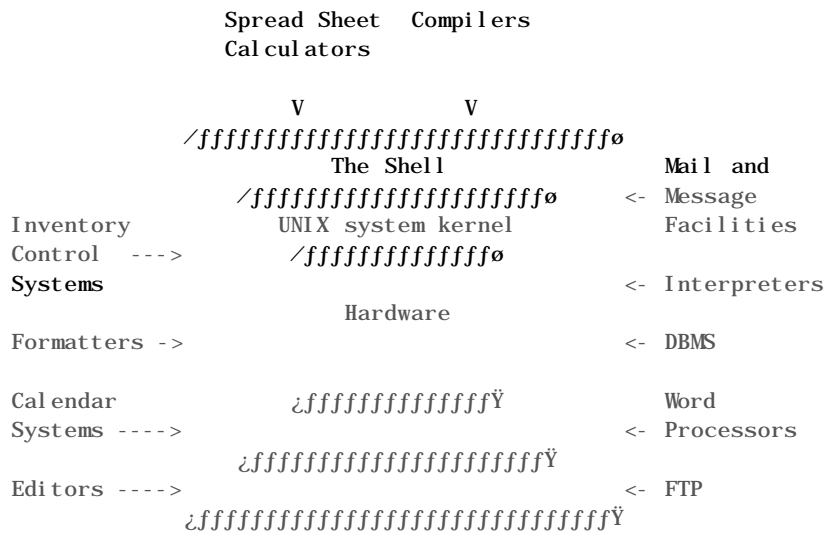
oo

1. BASIC UNIX IDEAS

The UNIX operating system is a set of programs that act as a link between the computer and the user. The programs that allocate the system resources and coordinate all the details of the computer's internals is called the operating system or kernel.

Users communicate with the kernel through a program known as the shell. The shell is a command line interpreter; it translates commands entered by the user and converts them into a language that is understood by the kernel.

Here is a basic block diagram of a UNIX system.



The designers of UNIX used the following Maxims while writing the new operating system.

1. Make each program do one thing well. These simple programs would be called "tools."
2. Expect the output of every program to be the input to another program.

3. Don't stop building new "tools" to do a job. The library of tools should keep increasing.

1.1 The UNIX System

The main concept that unites all versions of UNIX is the following four basics:

Kernel

The kernel is the heart of the operating system. It schedules tasks and manages data storage. The user rarely interfaces with the kernel directly. This is the memory resident portion of the operating system.

Shell

The shell is the utility that processes your requests. When you type in a command at your terminal, the shell interprets the command and calls the program that you want. The shell will support multiple users, multiple tasks, and multiple interfaces to itself. The shell uses standard syntax for all commands. There are two popular shells currently available, the BourneShell (standard System V UNIX) and the CShell (BSD UNIX). Because separate users can use different shells at the same time, the system can appear different to different users. There is another shell known as the KornShell (named after its designer), which is popular with programmers. This ability to provide a customized user interface is one of the most powerful features of UNIX.

Commands and Utilities

Separate utilities can be easily combined to customize function and output. They are flexible, adaptable, portable, and modular. They use pipes and filters. There are over 200 standard commands plus numerous others provided through 3rd party software.

Files and Directories

The directory system supports a multilevel hierarchy. Files and directories have access protection. Files and directories are accessed through pathnames. Files support multiple name links. Removable filesystems are also supported.

1.2 File Structure

All data in UNIX is organized into files. All files are organized into directories. These directories are organized into a tree-like structure called the filesystem. The following diagram describes the top level organization of the UNIX filesystem:

/
(root)

/ffffff-ffffff-ffffff-ffiffiff-ffffff-ffffff

bin dev etc lib tmp usr users

These directories, in turn, are also organized hierarchically.

For example:

```
      /
      /ffffffffffffffff~ffiffifffffffffffffffø
dev      etc      usr
/ffiffø    /ffiffø    /ffffffff~ffiffifffffffffffø
dsk      rmt      init.d rc0.d      mail      adm      spool
      /ffiffø
      acct      sa
```

In this example, dev, etc, usr, and adm are directories. Directories contain other files or directories. Plain files contain text or binary data and contain no information about other files or directories. Users can make use of this same structure to organize their files.

For example:

```
      /
      /ffffffffffffffff ffffffffø
bin      users      dev
      /ffffffffffffiffifffffffffffffffø
bsmith      sjones
/ffffiffø    /ffffiffiff~ffffiffø
memos      progs      physics      chem      history
/ffiffø    /ffiffø    /ffiffø    /ffiffø    /iffø
mfg      eng      c      f77      mods      calcs      forms      notes      loc anc
```

Every file has a name. A filename is composed of one to fourteen characters. Although you can use almost any character in a filename, you will avoid confusion if you choose characters from the following list.

1. upper case letters [A-Z]
2. lower case letters [a-z]
3. numbers [0-9]
4. underscore [_]
5. period [.]
6. comma [,]

The only exception is the root directory, which always uses the symbol /. No other directory or file can use this symbol.

Like children of one parent, no two files in the same directory can have the same name. Files in different directories, like children of different parents, can have the same name.

The filenames you choose should mean something. Too often, a directory is filled with important files with names like foobar, wombat, and junk. A meaningless name won't help you recall the

they can be entered separately as -C -F.

Arguments - These can be file names, user names, or qualifiers to the command or one of its options.

Example:

```
.....  
. $ls -CF sjones  
.....
```

The UNIX command is `ls` list contents of directory the dash (-) indicates the options.

C = Multiple-column output with entries sorted down the columns

F = Put a slash (/) after each filename if that file is a directory and put an asterisk (*) after each filename that is executable.

sjones = name of the directory to list (it can be a relative or absolute pathname)

Example:

```
.....  
. $diff memo1 memo2  
.....
```

diff - differential file comparator command

memo1 - filename argument

memo2 - filename argument

This command will tell what lines must be changed in two files to bring them into agreement.

Here is another example that doesn't fit the general syntax for UNIX commands.

Example:

```
.....  
. $find . -atime +7 -print  
.....
```

find - find files

. - the current working directory

-atime - True if the file has been accessed in n days (n is the +7)

-print - always true; causes the current path name to be printed

So, this command will give a listing of all files in your current working directory that have been accessed in the past seven days.

Some commands have several options and/or arguments; while others, like `passwd` and `mail`, are interactive and will prompt the user for additional input.

1.5 Correcting Mistakes

Because the shell and most other utilities do not interpret the command line (or other text) until you press the (Ret) key, you can correct typing mistakes before you press (Ret). There are two ways to correct typing mistakes. You can erase one character at a time, or you can back up to the beginning of the command line in one step. After you press (Ret), it is too late to make a correction.

1.5.1 Erasing Characters

When entering characters from the keyboard, you can backspace up to and over a mistake by pressing the erase key (#) one time for each character you wish to delete. The # will appear on the screen, and the character preceding it will be discounted.

Example:

```
.....  
. l$ phajne#y .  
.....
```

In this example, the e will be ignored and `ls phajny` is sent to the Multimax. Multiple typos can be erased; simply press one # for each character to be erased. The erase key will back up as many characters as you wish, but it will not back up past the beginning of the line.

1.5.2 Deleting an Entire Line

You can delete an entire line you are entering any time before you press (Ret) by pressing the kill key (@). When you press the @ (kill key), the cursor moves down to the next line and all the way to the left. The shell doesn't give you another prompt, but it is as though the cursor is following a prompt. The operating system does not remove the line with the mistake but instead ignores it. Now enter the command (or text) again from the start.

1.5.3 Aborting Program Execution

Sometimes you may want to terminate a running program. UNIX might be performing a listing that is too long to display on your screen or for some other reason you want to terminate execution. To terminate program execution press the Delete key. The operating system sends a terminal interrupt signal to the shell. When the shell receives this signal, it displays a prompt and waits for another command.

1.5.4 Controlling Output to the Screen

There are several ways to control the flow of characters to the screen as a result of executing a command. Such as:

- Ctrl-S - This keyboard function command will suspend the flow of characters to the screen as the result of executing a command. The screen will not continue until the keyboard function to resume output is given.
- Ctrl-Q - This keyboard function command will resume the output to the screen.
- Hold Screen - If your terminal has this key (i.e. VT200), you can press it once to stop output to the screen. To resume output to the screen, press the key again.

Denver BOR MULTIMAX

Each BOR Multimax 310 has four 15 Megahertz National Semiconductor 32-bit processors with 64 kilobytes of cache memory rated at 2 million instructions per second (MIPS) for a total of 8 MIPS. The main memory consists of 32 megabytes (million bytes). There can be a maximum of 14 disk drives. Each drive has a capacity of 600 megabytes for a total capacity of 8.4 gigabytes (a gigabyte is one thousand million bytes)

Connection to the Multimax is accomplished through one of several methods. Access is made through TCP/IP based Annex terminal servers. The two Annex II servers have 32 ports each and the Annex I has 16 ports. The Annex II servers will allow up to 64 users access to the two Multimax computers. The Annex I is used for access to the on-line printers. CDCnet and TELNET are other ways to gain access to the Multimaxes.

Printouts are handled on a 600-line-per-minute line printer and a 10-page-per-minute laser printer. Each Multimax has a hardcopy terminal and a CRT to serve as an operator console. There are two tape drives capable of 1600 or 6250 bits per inch (bpi) on each system. There is also a cassette tape drive.

Software available are FORTRAN, COBOL, C, and UNISOL (an accounting package). The database management system is INGRES by Relational Technology, Inc. PROCOMM+ will be the communication interface with IBM PC's and compatibles. The operating system for the Multimax is UMAX V. UMAX V is the name for the Encore implementation of UNIX System V.

1.6 Logging on the Annex

This sample session shows how the login process is displayed on the terminal screen and is uniform for all users. To bring the standard menu onto the screen, press the Space Bar. If you are using a PC, first start PROCOMM+. Then when you are in the Terminal-Mode Screen, press the Space Bar; and the MICOM menu will appear.

NOTE: Login procedures from the regions are included in the back of this manual

Sample Session:

```
/fffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff
WELCOME TO THE B. O. R. NETWORK P/S: B
SYSTEMS PRESENTLY AVAILABLE ARE:
```

SYSTEM	**NAME**
VAX 8300' S	VAX
CYBER/CDCNET F. E.	CDC
ENCORE/UNIX	MAX
OUT DIAL	OD

TO SELECT A SYSTEM, ENTER THE SYSTEM
NAME AND CARRIAGE RETURN AT NEXT
PROMPT.

CHANNEL 08/061. ENTER RESOURCE MAX

```
zffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffY
```

MAX is the resource name you must enter to be connected to the Annex, which is the Multimax front end processor. Some MICOM menus might not have the MAX selection; in this case, enter MAX to select the Annex. This is the same as if the menu showed the option. After entering MAX you will see something similar to the following:

Sample Session:

```
/fffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff
CONNECTED TO 06/011
zffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffY
```

This indicates that you are connected to the port selector. Wait two seconds, press (Ret) twice, and the annex prompt will appear after a warning message.

Sample Session:

```
/fffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff
Annex Command Line Interpreter * Copyright 1988 Xylogics, Inc.

***WARNING***Unauthorized access to U.S. Government computers
is punishable by fine and/or imprisonment. ***WARNING***

annex:
zffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffY
1.7 Logging on the Multimax
```

To establish a connection between the Annex and the Multimax enter the following command at the Annex prompt:

```
...00000000000000000000000000000000000000000000000000000000a
Command Format: rlogin <host>

host - name of the Multimax
»00000000000000000000000000000000000000000000000000000000°
```

The Denver Multimaxes have been assigned the names domax0 and domax1. The names stand for the Denver Office Multimax System 0

and 1. The domax0 is used for production of Bureau-wide applications. The domax1 is used for training and application development and it is the one to use for exercises associated with this course.

To enter domax1 type:

Sample Session:

```
/fffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff0
annex:rlogin domax1
\ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffY
or
/ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff0
annex:r domax1
\ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffY
```

NOTE: Abbreviations are allowed for the Annex commands, the only requirement is to type in enough characters to make it unique.

When the Annex has opened communications with the selected host, the following prompt will appear:

Sample Session:

```
/ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff0
login:
\ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffY
To connect with the host, enter your login name at the prompt.
Your login name is assigned to you by the system administrator
and typically will be your first initial and last name, all one
word with no spaces. Only 8 characters are allowed for the
username so extra letters will be truncated.
```

Sample Session:

```
/ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff0
login:rharding
\ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffY
```

Once the login name has been accepted, the next prompt will be for the password. The following prompt will appear on the screen.

Sample Session:

```
/ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff0
Password:
\ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffY
```

Enter your password. For security reasons, the host will not display your password as you type it.

Sample Session:

```
/ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff0
Password: secret
\ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffY
```

Once you have entered the correct password. The login procedure will continue and the following will appear on the monitor screen.

Sample Session:

```
/fffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff
UNIX System V Release ax. 2. 2o ns32332
domax1
Copyright (c) 1984 AT&T
All Rights Reserved
***WARNING***Unauthorized access to/use of this U.S. Government
        computer is punishable by fine and/or imprisonment. ***WARNING***
$
\fffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffY
```

At this point you are successfully signed on to the Multimax.
The dollar sign (\$) is the default prompt for the BourneShell.

1.8 Logging Off the Multimax

At the shell prompt \$, you can logout of the Multimax using one
of the following methods:

- 1. Enter the keyboard function command Ctrl-D.
2. Type the UNIX command exit.

Once you have entered the command to logout the following will
appear on the screen:

Sample Session:

```
/fffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff
Sexit
CLI: Connection closed.
annex:
\fffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffY
```

Once you are back at the Annex prompt, you can establish another
connection or logout of the Annex.

1.9 Logging Off the Annex

When the Annex prompt (annex:) appears, you can enter the command
to logout of the Annex. The command to logout of the Annex is as
follows:

```
...00000000000000000000000000000000000000000000000000000000000000000000a
Command Format: hangup
>>00000000000000000000000000000000000000000000000000000000000000000000o
```

There is a 60 minute inactivity timeout programmed into the
Annex; however, it is a waste of resources if you don't enter
hangup. When you are finished with your session, be sure to enter
hangup at the annex: prompt.

If you don't type anything for 60 minutes, the Annex will log you
out of the system and display the following message:

Sample Session:

Jwheeler	Jim Wheeler	ttyp0	16	Wed	10:26	MP
mvlsdba	Motor Veh Lic	rt02190	16	Wed	09:25	d7160
teacher	Teacher Acct	*rt020b0		Wed	11:07	
eholderf	Eileen Holder	rt021c0	1	Wed	11:03	
dbowman	Dale Bowman	rt01150		Wed	08:58	

\$

Workshop 1

This workshop will reinforce your understanding of the ideas presented in Chapter 1. Each student is to complete the entire workshop.

DESK EXERCISES

1. What two organizations first developed UNIX?
2. In what high level programming language is UNIX written?
3. What are some characteristics of UNIX?
4. What is Encore Computer Corporations implementation of UNIX called?
5. What part of UNIX controls the details of the computer's internal operations?
6. What part of UNIX allows the user to communicate with the computer?

Continue on the next page

7. What is the name of the tree-like structure under which all data is stored?
8. What is the name of the highest level directory?

9. What symbol represents the highest level directory?

10. What is the general syntax of a UNIX command?

11. What is the most common form for listing options on a command line?

12. What character would you use to erase a character on the command line?

13. What character terminates the execution of a command?

14. What is the default BourneShell prompt?

15. How can you control the flow of output to your monitor screen?

1. What annex command is entered to make a connection to the Multimax?

2. What is the UNIX command to change the password?

3. How long is your password valid?

4. How long do you have to wait before changing your password again? Why?

5. What UNIX command is used to logout of the Multimax?

6. What is the command to logout of the annex?

COMPUTER EXERCISES

7. Login to the Multimax

a. What did you notice when you entered the password?

b. Can you see the password as you enter it?

c. What happens if you make a mistake while entering the password?

8. What do you see once you have logged in? Write it here.

9. Enter the command which displays the man pages for the man command. (Don't forget to control output to the screen.)

The first section is titled "NAME," what are the titles of the other sections?

10. What are the options for the `man` command?

11. Enter the command to find out who (hint) is logged into the system.

12. What command will give you more information about the current users? Try it.

13. Logout of the Multimax and the Annex.

2. FILES

In UNIX, all data is organized in files. An ordinary file is a memo, source code program or shell script. A shell script or program source code can be viewed or edited from your terminal. Other files contain binary data, like programs for the kernel; these files cannot be viewed or edited on the terminal.

Peripheral devices such as disks, tape drives, printers, and terminals are also assigned file names. Device files are considered to be special files. They have 'special' characteristics. Although input and output can be redirected to and from a special file, do not attempt to display the contents of a special file on your terminal.

3.1 File Access Modes

File access modes are the protections that can be assigned to files. This protection can protect your files from unauthorized reading or writing. You can even protect your files from yourself (you can prevent accidental deletion).

There are three access modes for files:

- r (read) read, examine, copy data in a file

- w (write) modify, delete a file

- x (execute) use the file as a command

Users with access to a file fall into one of three groups:

- u (user) the file's owner

- g (group) users in the same group

- o (other) everybody else

The first output field of the `ls -l` command is a ten character field. Characters two through ten describe the file access modes. A typical access mode listing looks like:

`rw-r--r--`

Of the nine columns, the first three describe modes for the file's owner, the next three for his group, and the last three for everyone else. Within each group of three, the first column describes read access mode, the second write, and the third execute. A letter in a column indicates access granted, a dash (-) indicates access denied.

Using the previous example, the user has r (read), w (write), and x (execute) permissions. Members of the user's logical group can read (r) or execute (x). Everyone else has read (r) and execute (x) permissions, too. The effect of these permissions is that the file's owner is the only one who can modify the file; but everyone can examine, copy, or execute the file. To change access modes on a file or directory, use the `chmod` command.

.....
Command Format: `chmod <access> <file1[filen]>`

access - access permissions
file1[filen] - one or more files to change permissions
».....

Access can be expressed in either of two forms:

- with letters: `[ugo] [+ -=] [rwx]`
- with numbers: `[0-7] [0-7] [0-7]`

Let's look at the method of changing the file permissions with letters. The letters u, g, and o represent user, group, and others, respectively. The + (plus) sign means to add the permission and the - (minus) sign means to remove the permission. The = (equal) sign means to set the permissions as shown. Of course, r, w, and x are read, write, and execute.

If, for illustration purposes, we created a file named `file1` that had the following permissions:

`rw-rwxrwx`

and you want to give yourself (user) execute permission and take away others' (others' here means group and everyone else) write permissions.

Sample Session:

```
/.....  
$ chmod u+x, g-w, o-w file1  
$  
z.....
```

Now if we use the `ls -la` command, and look at the file permissions for `file1`, they will look like this:

`rw-r--r--`

If you want to set several protections at once use the equal sign. The following example will set the permissions for the user to read and execute.

Sample session:

```
/.....
```


The -F flag adds a character to the end of each displayed filename:

- / indicates a directory
- * indicates the file is executable.
- blank indicates a plain or ordinary file

The -l flag causes detailed information to be printed for files in the directory. This information includes:

- file type (directory, block special, character special, fifo special, symbolic link, or ordinary file)
- access modes
- number of links
- ownership
- group affiliation
- size in bytes
- date and time of last modification
- filename

Without a filename argument, ls displays information about the current working directory. The output is automatically sorted alphabetically by default.

Example:

```
.....
. $ls
.....
```

The following example provides a long listing of the current working directory.

Example:

```
.....
. $ls -l
.....
```

This example shows the ls command with no arguments so it uses the default, the current working directory. The argument could be a relative or absolute directory name.

Sample session:

```
/#####
$ls -la
total 975
drwxrwxr-x 4 teacher class 2048 Jul 16 17:56 .
drwxr-xr-x 60 root 1536 Jul 13 14:18 ..
-rwx----- 1 teacher class 4210 May 1 08:27 .profile
-rwxr-xr-x 1 teacher class 1948 May 12 13:42 memo
$
#####
```

3.3 File Classifications

The file command will classify files according to their contents.

.....a

Command Format: file [options] <file1[filen]>

file1[filen] - one or more filenames to analyze

command will get its input from the keyboard. Everything that is typed will be displayed on the monitor.

If an argument is given to the cat command that file will be displayed on the monitor.

Sample session:

```
/#####  
Scat main.c  
main ()  
{  
    printf ("hello from main!\n\n");  
    printf ("calling function1!\n\n");  
    funct1();  
    printf ("back from function1!\n\n");  
    printf ("calling function2!\n\n");  
    funct2();  
    printf ("that's it!\n\n");  
}  
$
```


Several files can be displayed on the monitor one after the other by separating the filenames with a space.

Sample session:

```
/#####  
Scat main.c main.f  
main ()  
{  
    printf ("hello from main!\n\n");  
    printf ("calling function1!\n\n");  
    funct1();  
    printf ("back from function1!\n\n");  
    printf ("calling function2!\n\n");  
    funct2();  
    printf ("that's it!\n\n");  
}  
    program calling  
write(6,100)  
100    format('Hello from main!',/)  
    write(6,110)  
110    format(' Calling subroutine1!',/)  
    call sub1  
    write(6,120)  
120    format(t15' Back from subroutine1!',/)  
    write(6,130)  
130    format(' Calling subroutine2!',/)  
    call sub2  
    write(6,140)  
140    format(t15' Back from subroutine2!',/)  
    write(6,150)  
150    format(' Thats all, folks!')  
    end  
$
```

#####

If the file contains more lines than can be displayed on the screen the display will continue to scroll until the last line has been displayed then the prompt will be redisplayed. This can be a problem if you intend to read the text. Be prepared to stop the screen so it can be read.

The pg command displays the contents of a file one screen at a time. It allows the user to perform string searches and to scroll backwards.

5. What command would you use to append one file to the end of another?

6. What is the lp command?

Continue on the next page

7. How can you find out the status of your print job?

8. What command would you enter to cancel a print job called mt_600-1131?

9. What command will copy the contents of one file to another?

10. What does mv do?

11. What do the following file protections indicate?

rwX-----

rwXr-Xr-X

rwXr--r--

Continue on the next page

COMPUTER EXERCISES

12. Log into the Multimax.
13. Execute the file command on the files listed below. Record the output in the space provided.
- a. .profile
 - b. /bin/vax
 - c. /dev/console

14. Which of the above files is readable?

15. Enter the command to display the contents of the current working directory. Hint: ls

- a. How many files are listed?
- b. Type ls -a
- c. How many entries are listed?

Continue on the next page

d. Which entries were not listed in your original output of ls?

16. How does the output of ls -a and ls -Ac differ?

Try it.

17. How many fields are displayed for each entry when you execute `ls -l`? What are the fields?

18. What are the current permissions on `.profile`?

19. Change permissions on `.profile` so that no one (including you) has any access to the file.
(Hint: Use the `chmod` command)

20. Without changing the permissions, list the contents of the file named `.profile` to the screen.
What happened? Why?

Continue on the next page

21. Change the permissions on `.profile` to
 - u - read, write, execute
 - g - read
 - o - read

22. Type `cat .profile`. What happened? Do you know why?

23. Enter `pg memo`. What does this command do?

users into newusers. The permissions on the directory will remain the same.

NOTE: All files and subdirectories in the directory newusers now have new absolute pathnames.

4.6 The directories . (dot) and .. (dot dot)

The filename . (dot) represents the current working directory; and the filename .. (dot dot) represent the directory one level above the current working directory, often referred to as the parent directory. If we enter the command to show a listing of the current working directories files and use the -a option to list all the files and the -l option provides the long listing, this is the result.

Sample Session:

```
/#####  
$ls -la  
total 975  
drwxrwxr-x 4 teacher class 2048 Jul 16 17:56 .  
drwxr-xr-x 60 root 1536 Jul 13 14:18 ..  
----- 1 teacher class 4210 May 1 08:27 .profile  
-rwxr-xr-x 1 teacher class 1948 May 12 13:42 memo  
$  
#####
```

The ls -la command displays access modes, number of links, the owner, the group, size, etc. of files in a directory; but also displays the characteristics of the current working directory and its parent. The first entry is the entry for the current directory. The owner is teacher and the group is class. The second entry is the parent directory. It is one level up from the current working directory. It is owned by the root directory.

Instead of asking for information on all of the files in a directory, you can request just the information on the current working directory.

Sample Session:

```
/#####  
$ls -ld  
drwxrwxr-x 4 teacher class 2048 Jul 16 17:56 .  
$  
#####
```

The response from the command simply shows the long information for the current working directory . (dot). Information can also be obtained for the parent of the current working directory by using its name as an argument.

Sample Session:

```
/#####  
$ls -ld ..  
drwxr-xr-x 60 root root 1536 Jul 13 14:18 ..  
$  
#####
```

Here's the long list of the current working directories parent.
(.. is the shorthand representation of the current working
directories parent)

Both of the directory names . (dot) and .. (dot dot) can be used
as arguments to commands. To change the parent of the current
working directory into the current working directory, the command
is:

Sample Session:

```
/#####  
Spwd  
/user0/teacher  
Scd ..  
Spwd  
/user0  
$  
#####
```

The current working directory is the former parent.

This is all very interesting but what good is it? You can
specify the current working directory or its parent without
typing the entire absolute pathname. It can also be handy when
giving arguments to UNIX commands.

Why are the pathnames sjones/chem and ./sjones/chem equivalent?

4.7 Directory Access Modes

Directory access modes are listed and organized in the same
manner as any other file. There are a few differences that need
to be mentioned.

4.7.1 Read

Access to a directory means that the user can read the contents.
The user can look at the filenames inside the directory.

4.7.2 Write

Access means that the user can add or delete files to the
contents of the directory.

4.7.3 Execute

Executing a directory doesn't really make a lot of sense so think
of this as a traverse permission. This access allows the user to
reference the directory name in a command. The reference is not
necessarily explicit, since the shell deduces the absolute
pathname of a command from the user's environment. For example,
the shell knows that the full pathname of the ls command is
/bin/ls. A user must have execute access to the bin directory in
order to execute ls.

should complete the entire workshop. You may need to work in a team on the computer exercises.

DESK EXERCISES

1. What is a directory?
 2. What is an absolute path name?
 3. What is a relative path name?
 4. What command will create a directory?
 5. What command will remove a directory?
 6. What command is used to change from one directory to another?
 7. How would you change the name of a directory?
- Continue on the next page
8. What do the files . (dot) and .. (dot dot) represent?
 9. What does execute permission on a directory mean?

COMPUTER EXERCISES

10. Login to the Multimax.

11. What is the absolute pathname of your current working directory? Hint: pwd

12. Type cd etc

What message do you get? Can you explain why?

13. Type cd /etc

What is your current working directory? Why did this happen?

14. Enter the command that will return you to your home directory.

Continue on the next page

15. Enter the command that will change to your current working directory's parent.

16. List the contents of your current working directory

17. List the permissions, ownership, size, etc. of your current directory's parent.

18. Enter the command to change to your home directory. Create a new subdirectory with a name of your choice.

19. Change the current working directory to the subdirectory you just created.


```
/#####  
Smailx rharding(Ret)  
Subject:  
#####
```

Now enter the subject of your message followed by a (Ret). The cursor will appear on the next line. Simply start typing the message. There is no limit to the length of a message. When you have finished, send it by typing Ctrl-D on a new line.

Sample Session:

```
/#####  
Smailx rharding(Ret)  
Subject: Work schedule(Ret)  
Please check the bulletin board(Ret)  
for the new work schedule.(Ret)  
Ctrl-D  
$  
#####
```

The shell prompt on the last line indicates that the message has been queued (placed in a waiting line) and will be sent.

5.2 Reading Mail

To read your mail enter:

Example:

```
.....  
. Smailx  
.....
```

Executing this command places you in the command mode of mailx. If there are no mail messages waiting to be read, you will see the following message on the screen:

Sample Session:

```
/#####  
Smailx  
No mail for teacher  
$  
#####
```

Of course, your username will appear instead of 'teacher'.

When a mail message appears in the recipient's mailbox, the following message will appear on the screen.

Example:

```
.....  
. you have mail  
.....
```

This notice will appear when you login to the system or upon return to the shell from another procedure. When you have been notified of mail waiting to be read, enter the command to enter mail. The screen will look something like this:

is ignored)

:c all messages of type c where c is:

- d - deleted messages
- n - new messages
- o - old messages
- r - read messages
- u - unread messages

For example, suppose you wanted to delete all of your mail messages. Enter the following command at the command mode prompt. The command mode prompt for mailx is the question mark (?).

Sample Session:

```
/fffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff
Smailx

mailx version 3.1 Type ? for help.
"/usr/mail/teacher": 3 messages 3 new
>N 1 bhood          Fri Jul 13 13:01 21/324 Review session
  N 2 class2        Fri Jul 13 14:53 15/211 Meeting notice
  N 3 phajny        Fri Jul 13 16:53 11/272 Reorganization
? d *
? q
$
/fffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff
```

All of the messages have now been deleted. The messages are not actually deleted until the mailbox is exited. Until that happens the u (for undelete) command is available. Once the quit command (q) is entered, however, the deleted messages are gone.

5.5 Undeliverable Mail

If there has been an error in the recipient's username, the mail command will not be able to deliver the message. For example, let's say you misspelled the username. It will return the mail in a message that includes the system name and username of the sender and recipient. It also includes a message stating the reason for the failure.

The sender of the message would get a message from mailx indicating that an error had occurred.

Sample Session:

```
/fffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffff
Smailx

mailx version 3.1 Type ? for help.
"/usr/mail/teacher": 1 message 1 new
>N 1 teacher        Fri Jul 13 13:45 25/655 Returned mail:User unkno
?
Message 1:
From teacher Fri Jul 13 13:45:57 1990
Received: by domax1.UUCP (5.51/)
      id AA01997; Fri, 13 Jul 90 13:45:54 mdt
Date: Fri, 13 Jul 90 13:45:54 mdt
From: Mail Delivery Subsystem <MAILER-DAEMON>
Subject: Returned mail: User unknown
```

Message-Id: <9007131945.AA01997@domax1.UUCP>
To: teacher
Status: R

----- Transcript of session follows -----
550 snoopy... User unknown: No such file or directory

----- Unsent message follows -----
Received: by domax1.UUCP (5.51/
id AA01995; Fri, 13 Jul 90 13:45:54 mdt
Date: Fri, 13 Jul 90 13:45:54 mdt
From: Teacher Account D-7130 <teacher>
Message-Id: <9007131945.AA01995@domax1.UUCP>
To: snoopy
Subject: Meeting notice

Meeting will be held at Charlie Brown's house.
July 13, 1990
7:30 p.m.

?
^fffY

The ? is the mailx command mode prompt. Mailx is asking for input.

A list of commands available can be shown by entering a ?.

Sample Session:

/fff0
? ?

	mailx commands
type [msglist]	print messages
next	goto and type next message
edit [msglist]	edit messages
from [msglist]	give header lines of messages
delete [msglist]	delete messages
undelete [msglist]	restore deleted messages
save [msglist] file	append messages to file
reply [message]	reply to message, including all recipients
Reply [msglist]	reply to the authors of the messages
preserve [msglist]	preserve messages in mailbox
mail user	mail to specific user
quit	quit, preserving unread messages
xit	quit, preserving all messages
header	print page of active message headers
!	shell escape
cd [directory]	chdir to directory or home if none given
list	list all commands (no explanations)
top [msglist]	print top 5 lines of messages
z [-]	display next [last] page of 10 headers

[msglist] is optional and specifies messages by number, author, or type.

The default is the current message.

?
^fffY

This is a partial list of mailx commands available to you. We will not discuss all of them. If you are interested in the other features, you can use the on-line manual pages to find out how to use them.

5.6 Talk Utility

Regarding "talk", does the recipient need to be logged in?

Continue on the next page

COMPUTER EXERCISES

10. Login to the Multimax.

11. Send a mail message to another student in the class.

How can you find out who is logged in? (who?)

Does the recipient need to be logged in?

12. Send a mail message to username lucy. (lucy does not exist)

What happened? Why?

13. Read your mail and save one message to the current working directory.

Delete all other mail messages.

Continue on the next page

14. Establish a talk connection with another student.

15. What UNIX command do you enter to deny permission for a talk connection? Try it!

16. Send a message to another student using the write command.

How is this different from "talk?"

17. Logout of the Multimax and the Annex.

6. SHELL BASICS

There have been several shells written for UNIX. They have different features and each is in use through out the world. The BourneShell is the accepted standard for System V UNIX. Another shell is called the Cshell, named for "C" which is the high-level programming language. Another shell is the KornShell; it is named after the person who developed it, David Korn. It has more features than the BourneShell and is of special interest to programmers.

Using a comma as a separator between choices we can further restrict the range.

Example:

jo[s, m, 5]eph

The only set of characters that will make a match are lowercase s, lowercase m, and the number 5. No other character will make a match.

The string jos* causes the shell to look for every string that begins with the letters "jos," regardless of their length while [i-k]*h finds every string that begins with "i", "j", or "k" and ends with an "h".

Wildcards are extremely useful in wide variety of applications. For example, if you want to use the man pages, but do not know the exact command names on the subject of system accounting, try

Sample Session:

```
.....  
.  $man acc*  
.....
```

All of the commands that begin with the letters acc followed by any string (including none) will be passed to the man command as arguments.

If you wanted to get a listing of all the files in your current working directory that ended in .c (these are the C source code programs). You could enter the following command:

Sample Session:

```
.....  
.  $ls *.c  
.....
```

In order for the shell to stop interpretation of a special character (i.e., use it as a normal character), it must be preceded by a backslash (\) or enclosed in single quotes.

Example:

jo\?eph
or
'jo?eph'

Both of these examples represent the string jo?eph. The shell will not interpret the question mark character as a wildcard metacharacter.

6.7 Reestablishing a Background Job

Continue on the next page

5. What is "standard input?"
6. What symbol causes a command to take its input from a file?
7. What is "standard output?"
8. What symbol causes the output of a command to be redirected to a file?
9. What symbol causes the output of a command to be redirected to the input of another command?
10. What symbol is used to indicate input is to be from a file instead of the keyboard?
11. How can the output from a command be saved in an ordinary file?

Continue on the next page

12. What is a pipe? No, it's not something you smoke.

COMPUTER EXERCISES

13. Login to the Multimax

14. How many different on-line manual entries are displayed by executing the command `man ca*`?

15. Execute `man ls | pg`. What is the purpose of the `|` character?

16. Save the on-line manual pages on the `cat` command in a file called `mp0`. (hint: output redirection)

17. Save the on-line manual pages on the `assist` command in a file called `mp1`. (no hint this time)

18. Type `cp mp0 man`

Does file `mp0` still exist after this command is executed?

Why?

- Continue on the next page
19. Type `mv mp1 assist`

Does file `mp1` still exist after this command is executed?

Why?

20. Type `cp mp3 man`

What error message do you get?

21. Logout of the Multimax and the Annex.
7. UMAX FILE TRANSFER PROTOCOL (FTP)

File Transfer Protocol (FTP) is a utility which can transfer files to and from TCP/IP networked computers. TCP/IP stands for Transmission Control Protocol/Internet Protocol and consists of a suite of defacto standard protocols for networking computers. FTP is one protocol in that suite. (Other significant protocols

COMPUTER EXERCISES

1. Log into the Multimax.

Questions 2 through 11 have to do with a connection between the local computer (Multimax) and the remote computer (VAX).

2. Initialize FTP on the Multimax and create a connection to the VAX. (Hint: open)

What is the remote computer default username?
How can you enter a different username?

3. What files are on the remote computer's directory?
(Hint: If you can't remember the FTP command, how can you find out?)

4. What is the default type? (Hint: status)

Continue on the next page

5. Transfer the file "memo" from the Multimax to the VAX. Change the name of the file on the VAX to "memo.doc".
6. Transfer the file "DATA.MAY" from the VAX to the Multimax. Keep the same filename on both platforms.
7. Without entering it, what FTP command would you enter to change the remote computer working directory to D_1131:[STUDENT]?
8. Enter the FTP command to list the contents of the local computer working directory. What files are present?
9. Enter the FTP command to list the contents of the remote computer working directory. What files are present?

10. Without entering the command, how would you change the remote working directory to D_1131:[STUDENT1]?

11. What changes would you have to make in order to transfer a binary file from the Multimax to the VAX?

Continue on the next page
** NOTE **

Questions 12 through 20 have to do with a connection between the local computer (Multimax) and the remote computer (CYBER).

12. Close the connection with the VAX and then open a connection to the CYBER.

13. What files are on the remote computer's directory?

14. What is the default type? (Hint: status)

15. Transfer the file "memo" from the Multimax to the CYBER. Change the name on the CYBER to a filename of your choice.

16. Transfer the file "MAYDATA" from the CYBER to the Multimax. Keep the same filename on both platforms.

17. Without entering it, what FTP command would you enter to change the remote computer working directory?

18. Enter the FTP command to list the contents of the local computer working directory.

Continue on the next page

19. Enter the FTP command to list the contents of the remote

computer working directory.

20. Close the connection with the CYBER and exit FTP.

Continue on the next page

** NOTE **

The following questions have to do with your understanding of the Telnet communications protocol.

21. Enter the command to invoke the Telnet protocol.

22. Open a connection to the VAX.

mode activities and for error and status messages and does not contain any of the file's text. If the file already exists, the bottom line lists the filename in quotes and the number of lines and characters it contains. If the file is new, "New file" is displayed next to the filename. If the file does not fill an entire screen, a tilde (~) character appears in the leftmost column of any blank lines.

By default, you are always in command mode at the start of a vi session. The most common command mode activities are:

- cursor positioning
- entering text mode
- moving, copying, and deleting text
- storing changes
- quitting

Whenever you wish to return to command mode, or are unsure of what mode you are in, press the Esc key.

Esc can be entered any number of times without harm. The Esc key on the VT terminals is the Ctrl-3 combination. On the PC, it is the key marked Esc.

8.1 vi: Cursor Positioning

Below is a list of cursor positioning commands. Characters are not echoed on your screen when one of these commands is executed. The cursor simply moves to the desired location. If a command is not accepted, the cursor remains where it is. The current line is defined as the line on which the cursor currently resides. The letter N is a repeat factor.

N+ move down N lines from current line. The cursor can be anywhere on the current line. When complete, the cursor will be located at the first character on the line N lines down from the current line.

N- move up N lines from current line. The cursor can be anywhere on the current line. When complete, the cursor will be located on the first character on the line located N lines up from the current line.

(Ret) The cursor can be located anywhere on the current line. The will be on the first character of the next line.

\$ The cursor will move to the end of the current line

NG This command will move the cursor to line N. Default is to move to the last line.

Ctrl-D move down 1/2 screen (11 lines)

Ctrl-U move up 1/2 screen (11 lines)

NOTE: Words are delimited by spaces (i.e., a word begins and ends with a space).

Nw The cursor will be on the first character of the word located N words from the current word. The current word is the word where the cursor is located. The default is to skip to the beginning of the next word.

Nb The cursor will be on the first character of the word located N words back from the current word. The default is to skip back to the beginning of the previous word.

e The cursor will skip to the end of the current word.
The following keys are also defined for moving around the screen:

h back one space

j down one line

k up one line

l forward one space

The arrow keys will also work.

CAUTION NOTE: If you hold the arrow key down to move quickly to another area of the text, a line might be inserted into your file.

8.2 vi: Text Mode

Several commands in command mode allow you to enter text. Once the command is entered, all other characters that you type are inserted in your text until you press the Esc key.

To add text, use:

I enter text mode, additional text appears at the beginning of the current line.

i enter text mode, additional text appears before the current cursor position.

A enter text mode, additional text appears at the end of the current line.

a enter text mode, additional text appears after the current position.

O enter text mode, open a line above the current line.

o enter text mode, open a line below the current line.

To replace text, use:

R replace characters until Esc

r replace one character at current cursor position, then return to command mode

To substitute text, use:

Ns substitute character for the current N characters until Esc. Default is to substitute for the current character until Esc.

8.3 vi: Deleting Text

vi commands for deleting text take effect relative to the

cursor's current position. Text deletion commands are not echoed on your screen.

Ndd delete N lines starting at the current line. The default is to delete the current line.

Ndw delete N words starting with the current word. The default is to delete the current word.

Nx delete N characters starting at the current cursor position. The default is to delete one character.

D delete remainder of line

8.4 vi: Copying Text

Copying text is performed using one of the "yank and put" command pairs. The most straight forward command sequence for copying is:

1. Yank a word, line, or number of lines. A copy of the yanked text is stored invisibly. The original text is not disturbed.
2. Move the cursor to the desired location.
3. Put the yanked copy into place.
4. Move the cursor to the next block of text you want to copy, then go to step 1.

Here are some yank and put commands:

NY yank N lines. Default is to yank one line.

Nyw yank N words. Default is to yank one word.

P put yanked lines above current cursor position
or
put yanked words before current cursor position

p put yanked lines below current cursor position
or
put yanked words after current cursor position

8.5 vi: Moving Text

Moving text from one area to another can be accomplished in several different ways. You can use whichever method is the easiest for you to remember.

1. Yank, put, and delete:
 - a. Yank the desired text.
 - b. Move the cursor to the new location and then "put" the "yanked" text into its new location.
 - c. Move the cursor back to the original text and delete it.

2. Delete and put:
 - a. Delete the desired text
 - b. Move the cursor to the new location
 - c. Use a put command to add the text.

NOTE: The delete command stores an invisible copy of the deleted text in a buffer. This is done so the undo command is capable of restoring the previous command. That's why it is possible to move that deleted text to another area.

8.6 vi: Restoring the Last Change

The Undo command will reverse the last command you just entered. It will restore text that you have changed or deleted by mistake. The undo command will undo only the most recently changed text.

.....^a

Command Format: u

u - undo the last change

U - restore the current line to the way it was before you started changing it, even if several changes were made

.....^o

If you delete a line and then change a word, undo will restore the changed word but will not restore the line.

8.7 vi: Recovering Text After a Crash

You can often recover text that would have been lost because of a system crash. When the system has been brought back up enter the following command to see if the system saved a copy of your work buffer:

Example:

```
.....  
. $vi -r filename .  
.....
```

If your work buffer was saved, you will be editing a recent copy of the work buffer. Use the w command to write the edited version to the disk file.

The -r option will recover the version of filename that was in the buffer when the crash occurred. If no buffer was saved, the editor will assume you are going to edit a new empty file called filename.

8.8 vi: Saving Text and Quitting

Commands to save (write) text and to quit are entered from the Last Line Mode. The Last Line Mode is entered by entering a colon (:) character from the command mode.

To save changes without exiting vi, enter:

Example:

```
.....
. :w
.....
```

This command is displayed on the status line as it is typed in. The commands are executed by pressing the Enter key. The file's name and number of lines and characters are displayed on the status line. With no option, the work buffer will be written back to the original disk file. If, for some reason, you don't have write permission to the working directory, you can copy the work buffer to another file by specifying the complete pathname of a temporary file.

Example:

```
.....
. :w /user0/rharding/temp
.....
```

Now you can exit vi and not lose any of your work. The editing session is saved in the file /user/rharding/temp.

To exit vi without saving any of the changes since the last :w (or to discard all changes if no :w), enter:

Example:

```
.....
. :q!
.....
```

The exclamation mark (!) (in slang, it's a bang) indicates to quit the current editing session, regardless. If you just enter q alone, the editor will warn you that existing changes were not saved. It is difficult to get out of this mode. Use the exclamation mark to indicate do the exit no matter what and not save the changes since the last w command.

To save and quit, enter:

Example:

```
.....
. :wq
.....
```

The w command will write the work buffer to the disk file. The q command will exit the editor. The shell prompt (\$) will be displayed after the file has been saved and the editor exited.

8.9 Other vi Commands

To save the file you are editing under a different name, use:

Example:

```
.....
```


5. Move the cursor to the end of the current line.
What vi command did you use?

6. Move the cursor to the first line of the file.
What vi command did you use?

7. Move to the end of the file and insert a new line after it
that contains the following text:

fi

8. Remove all the blank lines from this file.

Continue on the next page

9. Locate the word grop and change it to grep .

10. Add the following text after the last line of the file.

rm ./temp\$\$

11. Now execute the script by typing rocket.sh

(Hint: What are the permissions on this file?)

If you did the editing correctly fireworks should appear. If not, compare your script to /user0/teacher/rocket.sh

To stop the fireworks enter the interrupt character (CTRL-C)

12. Create a file with a name of your own choice. Insert the output from the UNIX command `ls -la .` Save your change and exit vi.

13. Edit the file you just created. Go to the end of the file and without leaving vi, display a listing of the directory /user0/teacher. How do you return to the editing session? Did the listing get inserted into your editing session?

This command will also allow you to recheck your terminal setup.

The following is a list of useful assist commands:

Ctrl-A	-	assist help
Ctrl-O	-	help with current menu
Ctrl-Y	-	help with current menu item
Ctrl-T	-	call top level menu
Ctrl-F	-	call "pop up" menu
Ctrl-R	-	go back to previous menu
(Ret), Ctrl-N	-	move cursor to next menu item
Ctrl-P	-	return cursor to previous item
Ctrl-G	-	select (execute) current menu item
Ctrl-V	-	clear help message or prompt
Ctrl-D	-	exit

Assist contains information on many, but not all, of the UMAX commands. In addition, not all options and possibilities for each command are covered. For complete information about a UMAX command, please use the on-line manual pages.

9.2 UNIX Primer Plus

This manual is intended to be the reference manual for UNIX. It has several handy features. The inside of the front cover has a listing of UNIX command and the page number on which a description of the command and its options can be found. In addition, there are some quick reference sheets that can be removed from the book and used at your terminal. The book is well written, humorous, and contains a lot of information about UNIX. There might be subtle differences between generic UNIX and UMAX.

Another manual that is a good reference for UNIX is "A Practical Guide to UNIX System V" by Mark G. Sobell.

9.3 TAB (Technical Assistance Bulletin)

The TAB is published monthly and contains current articles and helpful hints for the Multimax minicomputers and UNIX in general. To be added to the mailing list to receive a FREE subscription, contact Gloria Armstrong (FTS) 776-4433 or (303) 236-4433.

9.4 Local Support

If you have a local technical person that is available, try them. Some regional offices have a hotline that you can call for assistance.

9.5 CCS Hotline

The is a technical Hotline service available in the Denver office. This service is available to the entire Bureau. This is the fastest way to get your questions answered. The Hotline number is (FTS) 776-HOTT (4688) or Commercial (303) 236-HOTT (4688).

9.6 CBT (DOS based training for UNIX)

There is a Computer Based Training course available on a PC in the Denver training room. It runs under DOS and doesn't need to be connected to a UNIX machine. It is easy to use and has lessons for the beginning and advanced UNIX user, as well as courses in C programming and UNIX system administration. It can also give you instruction about a particular command or topic that interests you.

Workshop 9

Lucky you! No workshop

Please complete the...

Summary Workshop

and

Course Evaluation NOTES

APPENDIX A: DENVER OFFICE LOGIN SEQUENCE

PRESS Space Bar

/fff
WELCOME TO THE B. O. R. NETWORK P/S: B
SYSTEMS PRESENTLY AVAILABLE ARE:

Table with 2 columns: **SYSTEM** and **NAME** containing system names like VAX 8300' S, CYBER/CDCNET F. E., ENCORE/UNIX, OUT DIAL, VAX, CDC, MAX, OD.

TO SELECT A SYSTEM, ENTER THE SYSTEM NAME AND CARRIAGE RETURN AT NEXT PROMPT.

CHANNEL 04/010. ENTER RESOURCE MAX
CONNECTED TO 04/052

zffy

Wait 2 seconds then PRESS (Ret) TWICE

/fff

All Rights Reserved

WARNINGUnauthorized access to/use of this U.S. Government computer is punishable by fine and/or imprisonment. ***WARNING***

~fffY

APPENDIX C: LOWER COLORADO LOGIN SEQUENCE

The following operating procedures show how a user gets to Denver using the Local Area Network (LAN) in Boulder City, starting with the PC prompt: M:\USERNAME>

ENTER PCPLUS(Ret)

/ffo

COMMUNICATION SERVICES
ON NETWORK

PROCOMM PLUS ADD SERVICES MENU

GENERAL SPECIFIC SERVER

UP/DOWN ARROW .. Highlight Services

MI COM * *
VAX_19.2 * *
MI 24 * *
ADMI COM * *

ENTER Connect Highlighted Services
PgPd Scroll Up One Page
PgPn Scroll Down One Page

Home First Service

End Last Service

Alt-E Expand/Contract Services

Alt-M Manual Connect

Alt-X Exit PROCOMM PLUS

Alt-Z Help

~ffY

SELECT MICOM PRESS (Ret) SEVERAL TIMES

/ffo

THIS IS THE LOWER COLORADO REGIONAL OFFICE INSTANET 6600
RESOURCES AVAILABLE
BLD460
BLD732
BLDT50
DEN (1200BPS)
DEN2 (2400BPS)
OUTDIAL (1200 BPS)
TELEBIT (1400 BPS OUTDIAL)
VAX (19.2 lines only)
CHANNEL 02/008. ENTER RESOURCE

~ffY

ENTER DEN(Ret)

/ffo

You are accessing the Denver MICOM through the Boulder City MICOM. Please remember to hit the break key three times after logging off. The first DISCONNECTED comes from the second DISCONNECTED comes from Boulder City. This will assure that other users can connect when you are finished.

E) EXIT to DOS

└──┘
└──┘

PRESS D(Ret)

/──
/──
/fffff\$ Denver Connect Menu ffffff
└──

- 1) Connect to the Denver VAX 8300 (USR)
- 2) Connect to the Denver CYBER AA & EE
- 3) Connect to the Denver ENCORE
- 4) Connect to the Denver IBM (FFS)
- 5) Connect to Sacramento Computers

E) EXIT to DOS

└──┘
└──┘

PRESS 3(Ret)

/──
hosts

Host Name	System Status	Load Factor	Inet Addr
domax0	up	0.46	137.77.1.2
domax1	up	1.23	137.77.1.3
dosun0	up	1.28	137.77.1.5
erc830	up	0.36	137.77.1.4

annex: c domax0
login: your username(Ret)
Password: your password(Ret)
UNIX System V Release ax.2.2j ns32332
domax0

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WARNINGUnauthorized access to/use of this U.S. Government
computer is punishable by fine and/or imprisonment. ***WARNING***

└──┘

DEDICATED LINE LOGIN

TYPE PCOM(Ret)

PRESS (Ret)

/──
NAME OF RESOURCE: DEN(Ret)

SYSTEM	**NAME**
VAX 8300' S	VAX
CYBER/CDCNET F. E.	CDC
ASC/CORP. CENTER	ASC
ENCORE/UNIX	MAX

WARNINGUnauthorized access to U.S. Government computers
is punishable by fine and/or imprisonment. ***WARNING***

annex: c domax1
login: your username(Ret)
Password: your password(Ret)
UNIX System V Release ax. 2. 2o ns32332
domax1
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zfffY

APPENDIX G: WASHINGTON OFFICE LOGIN SEQUENCE

PRESS Space Bar ONCE OR TWICE

/fff0

CONNECTED TO 01/044
WELCOME TO THE B. O. R. NETWORK P/S: C
SYSTEMS PRESENTLY AVAILABLE ARE:

SYSTEM **NAME**

CYBER SYSTEMS
(AA OR EE)
VAX CLUSTER DEN

OUT-DIAL MODEM OD

TO SELECT A SYSTEM, ENTER THE SYSTEM
NAME AND CARRIAGE-RETURN AT NEXT
PROMPT.

CHANNEL 02/026. ENTER RESOURCE DEN(Ret)
CONNECTED TO 01/051

SYSTEM **NAME**

VAX 8300' S VAX
CYBER/CDCNET F. E. CDC
ASC/CORP. CENTER ASC
ENCORE/UNIX MAX

TO SELECT A SYSTEM, ENTER THE SYSTEM
NAME AND CARRIAGE RETURN AT NEXT
PROMPT.

CHANNEL 02/079. ENTER RESOURCE MAX(Ret)
CONNECTED TO 06/025

zfffY
PRESS (Ret) TWICE

/fff0

Annex Command Line Interpreter * Copyright 1988 Xylogics, Inc.

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is punishable by fine and/or imprisonment. ***WARNING***

annex: c domax1
login: your username(Ret)
Password: your password(Ret)
UNIX System V Release ax. 2. 2o ns32332
domax1

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All Rights Reserved

WARNINGUnauthorized access to/use of this U.S. Government

computer is punishable by fine and/or imprisonment. ***WARNING***

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APPENDIX H: UNIX COMMANDS QUICK REFERENCE

a > b	put the output of command a into file b
a >> b	append the output of command a onto file b
a < b	take the input of command a from file b
a c	pipe the output of command a to the input of command c
a &	run command a in the background
assist	call up the assist menu for information on UMAX commands
at time < script	run script at time
at -l	list your at jobs waiting to be executed
at -r xx	remove at job xx
awk '/str1/,/str2/' file	display all lines between those containing str1 and str2
awk '{print \$n,\$m}' file	display fields n and m of file
call host	connect to a Multimax from an Annex
cat file	display file on the screen
cat file1 >> file2	append file1 onto file2
cd	return to your home directory
cd dir	work in directory dir
chmod perms file	change permissions on file to perms
cp file1 file2	copy file1 to file2
cp f1 f2 f3 dir	copy files f1, f2, and f3 into directory dir
csH	the C shell
cu options host	dial up a remote host
cut -fx file	display field x of file
cut -da -fx file	use a as a field separator
diff file 1 file 2	display differences between file1

	and file2
echo string	display string on the terminal
file file1	describe file1's type (data, text, binary, etc)
finger user	display information on user
ftp	interactive remote file transfer
grep string file	search for string in file
grep -c string file	display only the number of occurrences of string
grep -l string files	list file names that contain string
kill %x	kill background job x
ksh	the KornShell
lp -ddest file	Print file on the printer dest
ls	list the files in the current working directory
ls dir	list the files in directory dir
ls -a	include files that begin with a . (period)
ls -l	long listing including permissions, size and ownership
ls -C	list in columns
ls -ld	display detailed information on a directory, not its contents
mailx	read mail via interactive mail program
mailx user	send mail to user
man command	display the man pages for command
mkdir dir	create directory dir
mv file1 file2	move file1 to file2
mv f1 f2 f3 dir	move files f1, f2, and f3 into directory dir
nsh host commands	execute commands on a remote host
passwd	change your password
pg file	display file on screen at a time
ps	display process status of your current session
ps -u user	display process for user

pwd	print (current) working directory
rcp host1:file host2:file	copy files from one host to another
rlogin host	login to a remote host
rm file	remove file
rm -rdir	remove directory dir and contents
rmdir dir	remove directory dir
ruptime	display status of hosts on the network
rwho	display information on network users
sed -e "action" file	use stream editor on file
sh	Bourne shell
shl	the Shell Layer Manager
sort file	perform an alphabetic sort based on the first field of file
sort -n file	perform a numeric sort based on the first field of file
sort +x file	sort on field x+1
sort -ta file	use a as a field separator
spell file	check file for correct spelling
stty	display current stty settings
stty intr	set interrupt character to
stty kill	set kill character to
talk	talk with user on your terminal
talk file	display the last 10 lines of file
telenet host	connect to a remote host
telenet annex	connect to an Annex for use of an outbound port
tr a b file	in file, change every a to b
vi file	edit file with a full screen editor
wc file	list the number of lines, words and characters in file
write user	send a message to user's terminal
uucp file hostpath	remote copy

APPENDIX I: vi COMMANDS QUICK REFERENCE

Special Commands

Esc	return to command mode
u	undo last command
.	repeat last insert, delete or put command

Saving Text and Quitting

:w	write (save) text
:w newfile	save text to file newfile
:x,yw newfile	save lines x to y into newfile
:q!	quit without saving changes
:wq	save text and quit

Cursor Positioning

N	move to line N
N+	down N lines
N-	up N lines
^D	down one screen
^U	up one screen
k	up one line
j	down one line
^	beginning of line
\$	end of line
Nw	N words ahead
Nb	back N words
w	word ahead
b	back one word
e	end of word
h	backspace
l	forward one space
arrow keys	space left or right, go up or down one line

Searches

/pattern	search forward for pattern
?pattern	search backward for pattern
? or /	repeat the last search

Deleting Text

Ndd	delete N lines
dd	delete current line
D	delete remainder of line
Ndw	delete N words
dw	delete current word
Nx	delete N characters
x	delete one character

Copying Text

NY	yank N lines
Y	yank one line
Nyw	yank N words
yw	yank one word
P	put yanked lines above current cursor position, or put yanked words before current cursor position
p	put yanked lines below current cursor position, or put yanked words after current cursor position

Entering Text Mode

I	enter text mode, additional text appears at the beginning of the current line
---	--

automatically starting a new output line after a carriage return) and all ex(1) line editor commands are described on the ex(1) manual page.

When using vi, changes made to the file are reflected in what is displayed on the terminal screen. The position of the cursor on the screen indicates the position within the file.

INVOCATION

The following invocation options are interpreted by vi:

-t tag Edit the file containing the tag and position the cursor at its definition. The file (tags) containing the tag is found in the current directory or in /usr/lib/tags. Below is an example of a tags file:

```
line /tmp/vi.file /line/
this /tmp/vi.file /this/
```

Using "vi -t line", the edited file will be "/tmp/vi.file". The file will be searched for the first occurrence of "line", and the cursor will be placed at "line".

- r file Edit file after an editor or system crash. (Recovers the version of file that was in the buffer when the crash occurred.)
- L List the name of all files saved as the result of an editor or system crash.
- wn Set the default window size to n. This is useful when using the editor over a slow speed line.
- R Readonly mode; the readonly flag is set, preventing accidental overwriting of the file.
- x Encryption option; when used, vi simulates the X command of ex(1) and prompts the user for a key. This key is used to encrypt and decrypt text using the algorithm of crypt(1). The X command makes an educated guess to determine whether or not text read in is encrypted. The temporary buffer file is encrypted also, using a transformed version of the key typed in for the -x option. See crypt(1). Also, see the WARNING section at the end of this manual page.
- C Encryption option, same as the -x option, except that vi simulates the C command of ex(1). The C command is like the X command of ex(1), except that all text read in is assumed to have been encrypted.
- c command Begin editing by executing the specified editor command (usually a search or positioning command).

The file argument indicates one or more files to be edited.

The view invocation is the same as vi except that the readonly flag is set.

The vedit invocation is intended for beginners. It is the same as vi except that the report flag is set to 1, the

showmode and novice flags are set, and magic is turned off. These defaults make it easier to learn vi.

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 setting the following options: a i A I o
O c 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

In the descriptions, CR stands for carriage return and ESC stands for the escape key.

Sample Commands

<- ->	arrow keys move the cursor
h j k l	same as arrow keys
itextESC	insert text
cwnewESC	change word to new
easESC	pluralize word (end of word; append s; escape from input state)
x	delete a character
dw	delete a word
dd	delete a line
3dd	delete 3 lines
u	undo previous change
ZZ	exit vi, saving changes
:q!CR	quit, discarding changes
/textCR	search for text
U D	scroll up or down
:ex cmdCR	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
DEL	(delete or rubout) interrupts
L	reprint screen if DEL scrambles it
R	reprint screen if L is -> key

File Manipulation

ZZ	if file is modified, write and exit; otherwise, exit
:wCR	write back changes
:w!CR	forced write, if permission originally not valid
:qCR	quit
:q!CR	quit, discard changes
:e nameCR	edit file name
:e!CR	reedit, discard changes
:e + nameCR	edit, starting at end
:e +n filename CR	edit starting at line n
:e #CR	edit alternate file

```

:e! #CR      edit alternate file, discard changes
:w nameCR    write file name

:w! nameCR   overwrite file name
:shCR        run shell, then return
:!cmdCR     run cmd, then return
:nCR         edit next file in arglist
:n argsCR    specify new arglist
G            show current file and line
:ta tagCR    to tag file entry 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
Ng          go to the beginning of the specified
            line (end default), where n is a line
            number

/pat        next line matching pat
?pat        prev line matching pat
n           repeat last / or ? command
N           reverse last / or ? command
/pat/+n     nth line after pat
?pat?-n     nth 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
zCR         clear and redraw window if ^L is -> key
ZCR         redraw screen with current line at top
            of window
z-CR        redraw screen with current line at
            bottom of window
z. CR       redraw screen with current line at
            center of window
/pat/z-CR   move pat line to bottom of window
zn. 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
''          move cursor to first non-white space in
            line
mx         mark current position with the ACSII
            lower-case letter x
`x         move cursor to mark x
'x         move cursor to first non-white space in
            line marked by x

```

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-space character
0	beginning of line
\$	end of line
l or ->	forward
h or <-	backwards
H	same as <- (backspace)
space	same as -> (space bar)
fx	find next x
Fx	find previous x
tx	move to character prior to next x
Tx	move to character following previous x
;	repeat last f F
,	repeat last t T
n	to specified column
%	find matching () { or }

Words, Sentences, Paragraphs

w	forward a word
b	back a word
e	end of word
)	to next sentence
}	to next paragraph
(back a sentence
{	back a paragraph
W	forward a blank-delimited word
B	back a blank-delimited word
E	to end of a blank-delimited word

Corrections During Insert

H	erase last character (backspace)
W	erase last word
erase	erase, same as H
kill	kill, erase this line of input
\	quotes H, erase and kill characters
ESC	ends insertion, back to command mode
DEL	interrupt, terminates insert mode
D	backtab one character; reset left margin of autoindent
D	caret () followed by control-d (D); backtab to beginning of line; do not reset left margin of autoindent
OD	backtab to beginning of line; reset left margin of autoindent
V	quote non-printable character

Insert and Replace

a	append after cursor
A	append at end of line
i	insert before cursor
I	insert before first non-blank
o	open line below
O	open above
rx	replace single char with x
RtextESC	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. 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

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 (using the ASCII lower-case letters a - z), the text in that buffer is put instead.

3yy	yank 3 lines
3yl	yank 3 characters
p	put back text after cursor
P	put back text before cursor
"xp	put from buffer x
"xY ("xyy)	yank to buffer x
"xD ("xdd)	delete into buffer x

Undo, Redo, Retrieve

u	undo last change
U	restore current line
.	repeat last change
"dp	retrieve d'th last delete

AUTHOR

vi and ex were developed by The University of California, Berkeley California, Computer Science Division, Department of Electrical Engineering and Computer Science.

FILES

/tmp	default directory where temporary work files are placed; it can be changed using the directory option (see the ex(1) set command)
/usr/lib/terminfo/?/*	compiled terminal description database
/usr/lib/.COREterm/?/*	subset of compiled terminal description database, supplied on hard disk

NOTES

Two options, although they continue to be supported, have been replaced in the documentation by options that follow the Command Syntax Standard (see intro(1)). A -r option that is not followed with an option-argument has been replaced by -L and +command has been replaced by -c command.

SEE ALSO

ed(1), ex(1).
"Screen Editor Tutorial (vi)" in the UMAX V User's Guide.

WARNING

The encryption options are provided with the Security Administration Utilities package, which is available only in the United States.
Tampering with entries in /usr/lib/.COREterm/?/* or

/usr/lib/terminfo/?/* (for example, changing or removing an entry) can affect programs such as vi(1) that expect the entry to be present and correct. In particular, removing the "dumb" terminal may cause unexpected problems.

BUGS

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.

APPENDIX K: ftp COMMANDS REFERENCE

NAME

ftp - Internet file transfer program

SYNOPSIS

ftp [-v] [-d] [-i] [-n] [-g] [host]

DESCRIPTION

ftp is the user interface to the DARPA File Transfer Protocol. The program transfers files to and from a remote network site.

The client host with which ftp is to communicate can be specified on the command line. In this case, ftp immediately attempts to establish a connection to an FTP server on that host; otherwise, ftp enters its command interpreter and waits for instruction, displaying the prompt ftp>.

ftp recognizes the following commands:

! [command [args]]

Invoke an interactive shell on the local machine. If there are arguments, the first is taken to be a command to execute directly, with the rest of the arguments as its arguments.

\$ macro-name [args]

Execute the macro-name that was defined with the macdef command. Arguments are passed to the macro unglobbed.

account [passwd]

Supply a supplemental password required by a remote system for access to resources once a login has been successfully completed. If no argument is included, the user will be prompted for an account password in a non-echoing input mode.

append local-file [remote-file]

Append a local file to a file on the remote machine. If remote-file is left unspecified, the local file name is used to name the remote file after being altered by any ntrans or nmap setting. File transfer uses the current settings for type, format, mode, and structure.

ascii Set the file transfer type to network ASCII. This is the default type.

bell Sound a bell after each file transfer command is completed.

binary Set the file transfer type to support binary image

transfer.

bye Terminate the FTP session with the remote server and exit ftp.

case Toggle remote computer file name case mapping during mget commands. When case is on (default is off), remote computer file names with all letters in upper case are written in the local directory with the letters mapped to lower case.

cd remote-directory
Change the working directory on the remote machine to remote-directory.

cdup Change the remote machine working directory to the parent of the current remote machine working directory.

close Terminate the FTP session with the remote server, and return to the command interpreter. Any defined macros are erased.

cr Toggle carriage return stripping during ASCII type file retrieval. Records are denoted by a carriage return/linefeed sequence during ASCII type file transfer. When cr is on (the default), carriage returns are stripped from this sequence to conform with the UNIX single linefeed record delimiter. Records on non-UNIX remote systems may contain single linefeeds; when an ASCII type transfer is made, these linefeeds may be distinguished from a record delimiter only when cr is off.

delete remote-file
Delete the file remote-file on the remote machine.

debug [debug-value]
Toggle debugging mode. If an optional debug-value is specified, it is used to set the debugging level. When debugging is on, ftp prints each command sent to the remote machine, preceded by the string --> .

dir [remote-directory] [local-file]
Print the contents of directory, remote-directory, and, optionally, place the output in local-file. If no directory is specified, the current working directory on the remote machine is used. If no local file is specified, or local-file is -, output comes to the terminal.

disconnect
A synonym for close.

form format
Set the file transfer form to format. The default format is file.

get remote-file [local-file]
Retrieve the remote-file and store it on the local machine. If the local file name is not specified, it is given the same name it has on the remote machine, subject to alteration by the current case, ntrans, and nmap settings. The current settings for type, form, mode, and structure are used while transferring the file.

glob Toggle filename expansion for `mdelete`, `mget` and `mput`. If globbing is turned off with `glob`, the file name arguments are taken literally and not expanded. Globbing for `mput` is done as in `cs(1)`. For `mdelete` and `mget`, each remote file name is expanded separately on the remote machine and the lists are not merged. Expansion of a directory name is likely to be different from expansion of the name of an ordinary file: the exact result depends on the foreign operating system and FTP server, and can be previewed by doing `"m!s remote-files -"`. Note: `mget` and `mput` are not meant to transfer entire directory subtrees of files. That can be done by transferring a `tar(1)` archive of the subtree (in binary mode).

hash Toggle number-sign (#) printing for each data block transferred. The size of a data block is 1024 bytes.

help [command]
Print a description of `command`. With no argument, `ftp` prints a list of the known commands.

lcd [directory]
Change the working directory on the local machine. If no directory is specified, changes to the user's home directory.

ls [remote-directory] [local-file]
Print an abbreviated listing of the contents of a directory on the remote machine. If `remote-directory` is left unspecified, the current working directory is used. If no local file is specified, the output is sent to the terminal.

macdef macro-name
Define a macro. Subsequent lines are stored as the macro `macro-name`; a null line (consecutive newline characters in a file or carriage returns from the terminal) terminates macro input mode. There is a limit of 16 macros and 4096 total characters in all defined macros. Macros remain defined until a close command is executed. The macro processor interprets "\$" and "\" as special characters. A "\$" followed by a number (or numbers) is replaced by the corresponding argument on the macro invocation command line. A "\$" followed by an "i" signals that macro processor that the executing macro is to be looped. On the first pass "\$i" is replaced by the first argument on the macro invocation command line, on the second pass it is replaced by the second argument, and so on. A "\" followed by any character is replaced by that character. Use the "\" to prevent special treatment of the "\$".

mdelete [remote-files]
Delete the specified files on the remote machine.

mdir remote-files local-file
Like `dir`, except multiple remote files may be specified. If interactive prompting is on, `ftp` will prompt the user to verify that the last argument is indeed the target local file for

receiving mdir output.

mget remote-files

Expand the remote-files on the remote machine and do a get for each file name thus produced. See glob for details on the filename expansion. Resulting file names will then be processed according to case, ntrans, and nmap settings. Files are transferred into the local working directory, which can be changed with "lcd directory"; new local directories can be created with "! mkdir directory".

mkdir directory-name

Make a directory on the remote machine.

mls remote-files local-file

Like ls, except multiple remote files may be specified. If interactive prompting is on, ftp will prompt the user to verify that the last argument is indeed the target local file for receiving mls output.

mode [mode-name]

Set the file transfer mode to mode-name. The default mode is stream.

mput local-files

Expand wild cards in the list of local files given as arguments and do a put for each file in the resulting list. See glob for details of filename expansion. Resulting file names will then be processed according to ntrans and nmap settings.

nmap [inpattern outpattern]

Set or unset the filename mapping mechanism. If no arguments are specified, the filename mapping mechanism is unset. If arguments are specified, remote filenames are mapped during mput commands and put commands issued without a specified remote target filename. If arguments are specified, local filenames are mapped during mget commands and get commands issued without a specified local target filename. This command is useful when connecting to a non-UNIX remote computer with different file naming conventions or practices. The mapping follows the pattern set by inpattern and outpattern. inpattern is a template for incoming filenames (which may have already been processed according to the ntrans and case settings). Variable templating is accomplished by including the sequences "\$1", "\$2", ..., "\$9" in inpattern. Use "\" to prevent this special treatment of the "\$" character. All other characters are treated literally, and are used to determine the nmap inpattern variable values. For example, given inpattern \$1.\$2 and the remote file name mydata.data, \$1 would have the value mydata, and \$2 would have the value data. The outpattern determines the resulting mapped filename. The sequences "\$1", "\$2", ..., "\$9" are replaced by any value resulting from the inpattern template. The sequence "\$0" is replaced by the original filename. Additionally, the sequence "[seq1,seq2]" is replaced by seq1 if seq1 is not a null string; otherwise it is replaced by seq2. For example, the command "nmap \$1.\$2.\$3

[$\$1$, $\$2$]. [$\2,file]" would yield the output filename myfile.data for input filenames myfile.data and myfile.data.old, myfile.file for the input filename myfile, and myfile.myfile for the input filename .myfile. Spaces may be included in outpattern, as in the example:

```
nmap $1 | sed "s/ *$//" > $1
```

Use the "\" character to prevent special treatment of the "\$", "[", "]", and "," characters.

ntrans [inchars [outchars]]

Set or unset the filename character translation mechanism. If no arguments are specified, the filename character translation mechanism is unset. If arguments are specified, characters in remote filenames are translated during mput commands and put commands issued without a specified remote target filename. If arguments are specified, characters in local filenames are translated during mget commands and get commands issued without a specified local target filename. This command is useful when connecting to a non-UNIX remote computer with different file naming conventions or practices. Characters in a filename matching a character in inchars are replaced with the corresponding character in outchars. If the character's position in inchars is longer than the length of outchars, the character is deleted from the file name.

open host [port]

Establish a connection to the specified host's FTP server. An optional port number can be supplied, in which case, ftp attempts to contact an FTP server at that port. If the auto-login option is on (default), ftp also attempts to automatically log the user in to the FTP server (see below).

prompt

Toggle interactive prompting. Interactive prompting occurs during multiple file transfers to allow the user to selectively retrieve or store files. If prompting is turned off (default), any mget or mput transfers all files and mdelete will delete all files.

proxy ftp-command

Execute an ftp command on a secondary control connection. This command allows simultaneous connection to two remote FTP servers for transferring files between the two servers. The first proxy command should be an open, to establish the secondary control connection. Enter the command "proxy ?" to see other ftp commands executable on the secondary connection. The following commands behave differently when prefaced by proxy: open will not define new macros during the auto-login process, close will not erase existing macro definitions, get and mget transfer files from the host on the primary control connection to the host on the secondary control connection, and put, mput, and append transfer files from the host on the secondary control connection to the host on the primary control connection. Third party file transfers depend upon support of the FTP protocol PASV

command by the server on the secondary control connection.

put local-file [remote-file]

Store a local file on the remote machine. If remote-file is left unspecified, the local file name is used in naming the remote file, after processing according to any ntrans or nmap settings. File transfer uses the current settings for type, format, mode, and structure.

pwd Print the name of the current working directory on the remote machine.

quit A synonym for bye.

quote arg1 arg2 ...

The arguments specified are sent, verbatim, to the remote FTP server.

recv remote-file [local-file]

A synonym for get.

remotehelp [command-name]

Request help from the remote FTP server. If a command-name is specified, it is supplied to the server as well.

rename [from] [to]

Rename, on the remote machine, the file from to the file to.

reset Clear reply queue. This command re-synchronizes command/reply sequencing with the remote FTP server. Resynchronization may be necessary following a violation of the FTP protocol by the remote server.

rmdir directory-name

Delete a directory on the remote machine.

runique Toggle storing of files on the local system with unique filenames. If a file already exists with a name equal to the target local filename for a get or mget command, a ".1" is appended to the name. If the resulting name matches another existing file, a ".2" is appended to the original name. If this process continues up to ".99", an error message is printed, and the transfer does not take place. The generated unique filename will be reported. Note that runique will not affect local files generated from a shell command (see below). The default value is off.

send local-file [remote-file]

A synonym for put.

sendport Toggle the use of PORT commands. By default, ftp attempts to use a PORT command when establishing a connection for each data transfer. The use of PORT commands can prevent delays when performing multiple file transfers. If the PORT command fails, ftp uses the default data port. When the use of PORT commands is disabled, no attempt is made to use them for each data transfer. This is useful for certain FTP implementations that do ignore PORT commands but wrongly indicate they

have been accepted.

status Show the current status of ftp.

struct [struct-name]
Set the file transfer structure to struct-name.
The default structure is stream.

sunique Toggle storing of files on remote machine under unique file names. Remote FTP server must support the FTP protocol STOU command for successful completion. The remote server will report a unique name. Default value is off.

tenex Set the file transfer type to that needed to talk to TENEX machines.

trace Toggle packet tracing.

type [type-name]
Set the file transfer type to type-name. If no type-name is specified, the current type is printed. The default type is network ascii.

user user-name [password] [account]
The user identifies him/herself to the remote FTP server. If the password is not specified and the server requires it, ftp prompts the user for it (after disabling local echo). If an account field is not specified, and the FTP server requires it, the user is prompted for it. If an account field is specified, an account command will be relayed to the remote server after the login sequence is completed if the remote server did not require it for logging in. Unless ftp is invoked with "auto-login" disabled, this process is done automatically on initial connection to the FTP server.

verbose Toggle verbose mode. In verbose mode, all responses from the FTP server are displayed to the user. In addition, if verbose is on, when a file transfer completes, statistics regarding the efficiency of the transfer are reported. By default, verbose is on.

? [command]
A synonym for help.

Command arguments that have embedded spaces can be quoted with double quote (") marks.

ABORTING A FILE TRANSFER

To abort a file transfer, use the terminal interrupt key (usually <ctrl>C). Sending transfers will be immediately halted. Receiving transfers will be halted by sending a FTP protocol ABOR command to the remote server, and discarding any further data received. The speed at which this is accomplished depends upon the remote server's support for ABOR processing. If the remote server does not support the ABOR command, an ftp> prompt will not appear until the remote server has completed sending the requested file.

The terminal interrupt key sequence will be ignored when ftp has completed any local processing and is awaiting a reply from the remote server. A long delay in this mode may result from the ABOR processing described above, or from

unexpected behavior by the remote server, including violations of the FTP protocol. If the delay results from unexpected remote server behavior, the local ftp program must be killed by hand.

FILE NAMING CONVENTIONS

Files specified as arguments to ftp commands are processed according to the following rules.

1. If the file name is -, the standard input (for reading) or the standard output (for writing) is used.
2. If the first character of the file name is a bar |, the remainder of the argument is interpreted as a shell command. ftp then forks a shell, using popen(3S) with the argument supplied, and reads (writes) from the stdout (stdin). If the shell command includes spaces, the argument must be quoted; for example, "| ls -lt". A particularly useful example of this mechanism is "dir | more".
3. Failing the above checks, if globbing is enabled, local file names are expanded according to the rules used in the csh(1); see the glob command. If the ftp command expects a single local file (e.g., put), only the first filename generated by the globbing operation is used.
4. For mget commands and get commands with unspecified local file names, the local filename is the remote filename, which may be altered by a case, ntrans, or nmap setting. The resulting filename may then be altered if runique is on.
5. For mput commands and put commands with unspecified remote file names, the remote filename is the local filename, which may be altered by a ntrans or nmap setting. The resulting filename may then be altered by the remote server if sunique is on.

FILE TRANSFER PARAMETERS

The FTP specification identifies many parameters that can affect a file transfer. The type can be one of ascii, image (binary), ebcdic, and local byte size (for PDP-10's and PDP-20's mostly). ftp supports the ascii and image types of file transfer, plus local byte size 8 for tenex mode transfers.

ftp supports only the default values for the remaining file transfer parameters: mode, form, and struct.

OPTIONS

Options can be specified at the command line, or to the command interpreter.

The -v (verbose on) option forces ftp to show all responses from the remote server, as well as report on data transfer statistics.

The -n option restrains ftp from attempting "auto-login" upon initial connection. If auto-login is enabled, ftp checks the netrc file in the user's home directory for an entry describing an account on the remote machine. If no entry exists, ftp will prompt for the remote machine login name (default is the user identity on the local machine), and, if necessary, prompt for a password and an account with which to login.

The `-i` option turns off interactive prompting during multiple file transfers.

The `-d` option enables debugging.

The `-g` option disables file name globbing.

THE `.netrc` FILE

The `.netrc` file contains login and initialization information used by the "auto-login" process. It resides in the user's home directory. The following tokens are recognized; they may be separated by spaces, tabs, or newlines:

machine name

Identify a remote machine name. The auto-login process searches the `.netrc` file for a machine token that matches the remote machine specified on the `ftp` command line or as an open command argument. Once a match is made, the subsequent `.netrc` tokens are processed, stopping when the end of file is reached or another machine token is encountered.

login name

Identify a user on the remote machine. If this token is present, the "auto-login" process will initiate a login using the specified name.

password string

Supply a password. If this token is present, the "auto-login" process will supply the specified string if the remote server requires a password as part of the login process. Note that if this token is present in the `.netrc` file, `ftp` will abort the "auto-login" process if the `.netrc` is readable by anyone besides the user.

account string

Supply an additional account password. If this token is present, the "auto-login" process will supply the specified string if the remote server requires an additional account password, or the "auto-login" process will initiate an `ACCT` command if it does not.

macdef name

Define a macro. This token functions like the `ftp macdef` command functions. A macro is defined with the specified name; its contents begin with the next `.netrc` line and continue until a null line (consecutive newline characters) is encountered. If a macro named `init` is defined, it is automatically executed as the last step in the "auto-login" process.

SEE ALSO

`csh(1)`.
`ftpd(1M)` in the `UMAX V Administrator's Reference Manual`.

BUGS

Correct execution of many commands depends upon proper behavior by the remote server.

An error in the treatment of carriage returns in the 4.2BSD UNIX ASCII-mode transfer code has been corrected. This correction may result in incorrect transfers of binary files to and from 4.2BSD servers using the `ascii` type. Avoid this problem by using the `binary` image type.

APPENDIX L: telnet COMMANDS REFERENCE

NAME

telnet - user interface to the TELNET protocol

SYNOPSIS

telnet [host [port]]

DESCRIPTION

The telnet command communicates with another host using the TELNET protocol. If telnet is invoked without arguments, it enters command mode, indicated by its prompt (for example, telnet>). In this mode, it accepts and executes the commands listed below. If it is invoked with arguments, it performs an open command (see below) with those arguments. Once a connection has been opened, telnet enters input mode. The input mode entered will be either character at a time or line by line depending on what the remote system supports.

In character at a time mode, most text typed is immediately sent to the remote host for processing.

In line by line mode, all text is echoed locally, and (normally) only completed lines are sent to the remote host. The local echo character (initially ^E) may be used to turn off and on the local echo (this would mostly be used to enter passwords without the password being echoed).

In either mode, if the localchars toggle is TRUE (the default in line mode; see below), the user's quit, intr, and flush characters are trapped locally, and sent as TELNET protocol sequences to the remote side. There are options (see toggle autoflush and toggle autosynch below) which cause this action to flush subsequent output to the terminal (until the remote host acknowledges the TELNET sequence) and flush previous terminal input (in the case of quit and intr).

While connected to a remote host, telnet command mode may be entered by typing the telnet escape character (initially ^]). When in command mode, the normal terminal editing conventions are available.

COMMANDS

The following commands are available. Only enough of each command to uniquely identify it need be typed (this is also true for arguments to the mode, set, toggle, and display commands).

open host [port]

Open a connection to the named host. If no port number is specified, telnet attempts to contact a TELNET server at the default port. The host specification can be either a host name (see hosts(4)) or an Internet address specified in "dot notation" (see inet(3N)).

close Close a TELNET session and return to command mode.

quit Close any open TELNET session and exit telnet. An end-of-file (in command mode) will also close a session and exit.

<ctrl>Z Suspend telnet. This command only works when the user is using the csh(1) or the BSD application environment version of ksh(1).

status Show the current status of telnet. This includes the peer one is connected to, as well as the current mode.

display [argument ...]
Displays all, or some, of the set and toggle values (see below).

? [command]
Get help. With no arguments, telnet prints a help summary. If a command is specified, telnet will print the help information for just that command.

send arguments
Sends one or more special character sequences to the remote host. The following are the arguments which may be specified (more than one argument may be specified at a time):

escape
Sends the current telnet escape character (initially ^).

synch
Sends the TELNET SYNCH sequence. This sequence causes the remote system to discard all previously typed (but not yet read) input. This sequence is sent as TCP urgent data (and may not work if the remote system is a 4.2 BSD system -- if it doesn't work, a lower case r may be echoed on the terminal).

brk
Sends the TELNET BRK (Break) sequence, which may have significance to the remote system.

ip
Sends the TELNET IP (Interrupt Process) sequence, which should cause the remote system to abort the currently running process.

ao
Sends the TELNET AO (Abort Output) sequence, which should cause the remote system to flush all output from the remote system to the user's terminal.

ayt
Sends the TELNET AYT (Are You There) sequence, to which the remote system may or may not choose to respond.

ec
Sends the TELNET EC (Erase Character) sequence, which should cause the remote system to erase the last character entered.

el
Sends the TELNET EL (Erase Line) sequence, which should cause the remote system to erase the line currently being entered.

ga
Sends the TELNET GA (Go Ahead) sequence, which likely has no significance to the remote system.

`nop`
Sends the TELNET NOP (No operation) sequence.

`?`
Prints out help information for the send command.

set argument value

Set any one of a number of telnet variables to a specific value. The special value off turns off the function associated with the variable. The values of variables may be interrogated with the display command. The variables which may be specified are:

`echo`
This is the value (initially ^E) which, when in line by line mode, toggles between doing local echoing of entered characters (for normal processing), and suppressing echoing of entered characters (for entering, say, a password).

`escape`
This is the telnet escape character (initially ^[]) which causes entry into telnet command mode (when connected to a remote system).

`interrupt`
If telnet is in localchars mode (see toggle localchars below) and the interrupt character is typed, a TELNET IP sequence (see send ip above) is sent to the remote host. The initial value for the interrupt character is taken to be the terminal's intr character.

`quit`
If telnet is in localchars mode (see toggle localchars below) and the quit character is typed, a TELNET BRK sequence (see send brk above) is sent to the remote host. The initial value for the quit character is taken to be the terminal's quit character.

`flushoutput`
If telnet is in localchars mode (see toggle localchars below) and the flushoutput character is typed, a TELNET A0 sequence (see send ao above) is sent to the remote host. The initial value for the flush character is taken to be the terminal's flush character.

`erase`
If telnet is in localchars mode (see toggle localchars below), and if telnet is operating in character at a time mode, then when this character is typed, a TELNET EC sequence (see send ec above) is sent to the remote system. The initial value for the erase character is taken to be the terminal's erase character.

`kill`
If telnet is in localchars mode (see toggle localchars below), and if telnet is operating in character at a time mode, then when this character is typed, a TELNET EL sequence (see send el above) is sent to the remote system. The initial value for the kill character is taken to be the terminal's kill character.

eof

If telnet is operating in line by line mode, entering this character as the first character on a line will cause this character to be sent to the remote system. The initial value of the eof character is taken to be the terminal's eof character.

toggle arguments ...

Toggle (between TRUE and FALSE) various flags that control how telnet responds to events. More than one argument may be specified. The state of these flags may be interrogated with the display command. Valid arguments are:

localchars

If this is TRUE, then the flush, interrupt, quit, erase, and kill characters (see set above) are recognized locally, and transformed into (hopefully) appropriate TELNET control sequences (respectively ao, ip, brk, ec, and el; see send above). The initial value for this toggle is TRUE in line by line mode, and FALSE in character at a time mode.

autoflush

If autoflush and localchars are both TRUE, then when the ao, intr, or quit characters are recognized (and transformed into TELNET sequences; see set above for details), telnet refuses to display any data on the user's terminal until the remote system acknowledges (via a TELNET Timing Mark option) that it has processed those TELNET sequences. The initial value for this toggle is TRUE if the terminal user had not done an stty noflsh, otherwise FALSE (see stty(1)).

autosynch

If autosynch and localchars are both TRUE, then when either the intr or quit characters is typed (see set above for descriptions of the intr and quit characters), the resulting TELNET sequence sent is followed by the TELNET SYNCH sequence. This procedure should cause the remote system to begin throwing away all previously typed input until both of the TELNET sequences have been read and acted upon. The initial value of this toggle is FALSE.

crmod

Toggle carriage return mode. When this mode is enabled, most carriage return characters received from the remote host will be mapped into a carriage return followed by a line feed. This mode does not affect those characters typed by the user, only those received from the remote host. This mode is not very useful unless the remote host only sends carriage return, but never line feed. The initial value for this toggle is FALSE.

debug

Toggles socket level debugging (useful only to the super-user). The initial value for this

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