

Bull

AIX Commands Reference Vol.3
ibm3812 to mwm

AIX

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ibm3812 to mwm

AIX

Software

April 2000

**BULL ELECTRONICS ANGERS
CEDOC
34 Rue du Nid de Pie – BP 428
49004 ANGERS CEDEX 01
FRANCE**

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Commands Reference, Volume 3

First Edition (October 1997)

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About This Book

This book is Volume 3 of the six-volume *AIX Version 4.3 Commands Reference*, SBOF-1877, which contains reference information on Advanced Interactive Executive (AIX) Operating System commands. It describes the tasks each command performs, how commands can be modified, how they handle input and output, who can run them and provides a master index for all six volumes.

For a quick reference list of commands arranged in functional groups, see Volume 6.

Who Should Use This Book

This book is intended for users of AIX commands.

How to Use This Book

A command is a request to perform an operation or run a program. You use commands to tell the AIX Operating System what task you want it to perform. When commands are entered, they are deciphered by a command interpreter (also known as a shell) and that task is processed.

Some commands can be entered simply by typing one word. It is also possible to combine commands so that the output from one command becomes the input for another command. This is known as pipelining.

Flags further define the actions of commands. A flag is a modifier used with the command name on the command line, usually preceded by a dash.

Commands can also be grouped together and stored in a file. These are known as shell procedures or shell scripts. Instead of executing the commands individually, you execute the file that contains the commands.

Some commands can be constructed using Web-based System Manager applications or the System Management Interface Tool (SMIT).

Highlighting

The following highlighting conventions are used in this book:

- | | |
|------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bold | Identifies commands, subroutines, keywords, files, structures, directories, and other items whose names are predefined by the system. Also identifies graphical objects such as buttons, labels, and icons that the user selects. |
| <i>Italics</i> | Identifies parameters whose actual names or values are to be supplied by the user. |
| <code>Monospace</code> | Identifies examples of specific data values, examples of text similar to what you might see displayed, examples of portions of program code similar to what you might write as a programmer, messages from the system, or information you should actually type. |

Format

Each command may include any of the following sections:

- | | |
|--------------------|------------------------------------------------------------------------|
| Purpose | A description of the major function of each command. |
| Syntax | A syntax diagram showing command line options. |
| Description | A discussion of the command describing in detail its function and use. |

- Flags** A list of command line flags and associated variables with an explanation of how the flags modify the action of the command.
- Parameters** A list of command line parameters and their descriptions.
- Subcommands** A list of subcommands (for interactive commands) that explains their use.
- Exit Status** A description of the exit values the command returns.
- Security** Specifies any permissions needed to run the command.
- Examples** Specific examples of how you can use the command.
- Files** A list of files used by the command.
- Related Information** A list of related commands in this book and related discussions in other books.

Implementation Specifics

To list the installable software package (fileset) of an individual command use the **lslpp** command with the **-w** flag. For example, to list the fileset that owns the **installp** command, enter:

```
lslpp -w /usr/sbin/installp
```

Output similar to the following displays:

File	Fileset	Type
/usr/sbin/installp	bos.rte.install	File

To list the fileset that owns all file names that contain **installp**, enter:

```
lslpp -w "*installp*"
```

Output similar to the following displays:

File	Fileset	Type
/usr/sbin/installp	bos.rte.install	File
/usr/clvm/sbin/linstallpv	prpq.clvm	File
/usr/lpp/bos.sysmgt/nim/methods/c_installp	bos.sysmgt.nim.client	File

Syntax Diagrams

AIX command syntax is represented by syntax diagrams and usage statements.

Syntax diagrams are designed to provide information about how to enter the command on the command line. A syntax diagram can tell you:

- Which flags can be entered on the command line
- Which flags must take a parameter
- Which flags have optional parameters
- Default values of flags and parameters, if any
- Which flags can and cannot be entered together
- Which flags and parameters are optional
- When you can repeat flag and parameter sequences.

AIX commands use the following conventions in their syntax diagrams:

- Diagram items that must be entered literally on the command line are in **bold**. These items include

the command name, flags, and literal characters.

- Diagram items representing variables that must be replaced by a name are in *italics*. These items include parameters that follow flags and parameters that the command reads, such as *Files* and *Directories*.
- Default values that do not have to be entered are in the normal font on a **bold** path.

The Sample Syntax Diagram illustrates the conventions used in syntax diagrams. Each part of the diagram is labeled. An explanation of the labels follows the diagram.

You interpret the example diagram as follows.

- | | |
|-----------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 PATH LINE | The path line begins the syntax diagram. |
| 1 COMMAND NAME | This item in the diagram is the name of the command you want to invoke. It is in bold, which indicates that it must be entered exactly as it appears in the diagram. |
| 2 SINGLE CHOICE BOX | In the example diagram, the path branches into two paths after the command name. You can follow either the lower path (discussed in item 2) or the upper path (discussed in item 3).
If you follow the lower path, you encounter a box with the words <i>one of</i> over it. You can choose only one item from this box. |
| 3 DEFAULT LINE | If you follow the upper path, you bypass the single choice box, and enter nothing. The bold line around the box is a default line, which means that you do not have to enter anything from that part of the diagram. Exceptions are usually explained under "Description." One important exception, the blank default line around input and output files, is explained in item 10. |
| 4 REPEAT ARROW | When you follow a path that takes you to a box with an arrow around it, you must choose at least one item from the box. Then you can either follow the arrow back around and continue to choose items from the box, or you can continue along the path. When following an arrow that goes around a box (rather than an arrow that includes several branches in the diagram), do not choose the same item more than once. |
| 5 REQUIRED ITEM | Following the branch with the repeat arrow is a branch with three choices and no default line around them. This means that you must choose one of A, B, or C. |
| 6 GO TO NEXT LINE | If a diagram is too long to fit on one line, this character tells you to go to the next line of the diagram to continue entering your command. Remember, the diagram does not end until you reach the vertical mark. |
| 7 CONTINUE DIAGRAM | This character shows you where to continue with the diagram after it breaks on the previous line. |
| 8 OPTIONAL PARAMETER | If a flag can (but does not have to) take a parameter, the path branches after the flag. If you cannot enter a space between the flag and parameter, you are told in a footnote. |
| 9 DEFAULT VALUE | Often, a command has default values or actions that it will follow if you do not enter a specific item. These default values are indicated in normal font in the default line if they are equivalent to something you could enter on the command line (for example, a flag with a value). If the default is not something you can enter on the command line, it is not indicated in the diagram.
Note: Default values are included in the diagram for your information. It is not necessary to enter them on the command line. |
| 10 INPUT OR OUTPUT | A command that can read either input files or standard input has an empty |

default line above the file parameter. If the command can write its output to either an output file or to standard output, it is also shown with an empty default line above the output file parameter.

If a command can read only from standard input, an input file is not shown in the diagram, and standard input is assumed. If a command writes only to standard output, an output file is not shown in the diagram, and standard output is assumed.

When you must supply a file name for input or output, the file parameter is included in the diagram without an empty default line above it.

11 FOOTNOTE

If a command has special requirements or restrictions, a footnote calls attention to these differences.

12 VERTICAL MARK

This ends the syntax diagram.

Running Commands in the Background

If you are going to run a command that takes a long time to process, you can specify that the command run in the background. Background processing is a useful way to run programs that process slowly. To run a command in the background, you use the `&` (ampersand) operator at the end of the command:

Command&

Once the process is running in the background, you can continue to work and enter other commands on your system.

At times, you might want to run a command at a specified time or on a specific date. Using the **cron** daemon, you can schedule commands to run automatically. Or, using the **at** and **batch** commands, you can run commands at a later time or when the system load level permits.

Entering Commands

When you work with AIX, you typically enter commands following the shell prompt on the command line. The shell prompt can vary. In the following examples, `$` is the prompt.

To display a list of the contents of your current directory, you would type **ls** and press the Enter key:

`$ ls`

When you enter a command and it is running, the operating system does not display the shell prompt. When the command completes its action, the system displays the prompt again. This indicates that you can enter another command.

The general format for entering AIX commands is:

Command Flag(s) Parameter

The flag alters the way a command works. Many commands have several flags. For example, if you type the **-l** (long) flag following the **ls** command, the system provides additional information about the contents of the current directory. The following example shows how to use the **-l** flag with the **ls** command:

`$ ls -l`

A parameter consists of a string of characters that follows a command or a flag. It specifies data, such as the

name of a file or directory, or values. In the following example, the directory named **/usr/bin** is a parameter:

```
$ ls -l /usr/bin
```

When entering commands in AIX, it is important to remember the following:

- Commands are usually entered in lowercase.
- Flags are usually prefixed with a – (minus sign).
- More than one command can be typed on the command line if the commands are separated by a ; (semicolon).
- Long sequences of commands can be continued on the next line by using the \ (backslash). The backslash is placed at the end of the first line. The following example shows the placement of the backslash:

```
$ cat /usr/ust/mydir/mydata > \  
/usr/usts/yourdir/yourdata
```

When certain commands are entered, the shell prompt changes. Because some commands are actually programs (such as the **telnet** command), the prompt changes when you are operating within the command. Any command that you issue within a program is known as a subcommand. When you exit the program, the prompt returns to your shell prompt.

AIX can operate with different shells (for example, Bourne, C, or Korn) and the commands that you enter are interpreted by the shell. Therefore, you must know what shell you are using so that you can enter the commands in the correct format.

Stopping Commands

If you enter a command and then decide to stop that command from running, you can halt the command from processing any further. To stop a command from processing, press the Interrupt key sequence (usually Ctrl–C or Alt–Pause). When the process is stopped, your shell prompt returns and you can then enter another command.

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AIX 32–Bit Support for the X/Open UNIX95 Specification

Beginning with AIX Version 4.2, the operating system is designed to support the X/Open UNIX95 Specification for portability of UNIX–based operating systems. Many new interfaces, and some current ones, have been added or enhanced to meet this specification. Beginning with Version 4.2, AIX is even more open and portable for applications.

At the same time, compatibility with previous AIX releases is preserved. This is accomplished by the creation of a new environment variable, which can be used to set the system environment on a per–system, per–user, or per–process basis.

To determine the proper way to develop a UNIX95–portable application, you may need to refer to the X/Open UNIX95 Specification, which can be obtained on a CD–ROM by ordering the printed copy of *AIX Version 4.3 Commands Reference*, order number SBOF–1877, or by ordering *Go Solo: How to Implement and Go Solo with the Single Unix Specification*, order number SR28–5705, a book which includes the X/Open UNIX95 Specification on a CD–ROM.

AIX 32–Bit and 64–Bit Support for the UNIX98 Specification

Beginning with AIX Version 4.3, the operating system is designed to support the X/Open UNIX98 Specification for portability of UNIX–based operating systems. Many new interfaces, and some current ones, have been added or enhanced to meet this specification. Making AIX Version 4.3 even more open and portable for applications.

At the same time, compatibility with previous AIX releases is preserved. This is accomplished by the creation of a new environment variable, which can be used to set the system environment on a per–system, per–user, or per–process basis.

To determine the proper way to develop a UNIX98–portable application, you may need to refer to the X/Open UNIX98 Specification, which can be obtained on a CD–ROM by ordering the printed copy of *AIX Version 4.3 Commands Reference*, order number SBOF–1877, or by ordering *Go Solo: How to Implement and Go Solo with the Single Unix Specification*, order number SR28–5705, a book which includes the X/Open UNIX98 Specification on a CD–ROM.

Related Information

The following books contain information about or related to commands:

- *AIX and Related Products Documentation Overview*, Order Number SC23–2456.
- *AIX Version 4.3 Files Reference*, Order Number SC23–4168.
- *AIX Version 4.3 General Programming Concepts: Writing and Debugging Programs*, Order Number SC23–4128.
- *AIX Version 4.3 Problem Solving Guide and Reference*, Order Number SC23–4123.
- *AIX Version 4.3 System Management Guide: Communications and Networks*, Order Number SC23–4127.
- *AIX Version 4.3 System Management Guide: Operating System and Devices*, Order Number SC23–4126.
- *AIX Version 4.3 System User's Guide: Operating System and Devices*, Order Number SC23–4121.
- *AIX Version 4.3 System User's Guide: Communications and Networks*, Order Number SC23–4122.
- *AIX Versions 3.2 and 4 Performance Tuning Guide*, Order Number SC23–2365.
- *AIX Version 4.3 Guide to Printers and Printing*, Order Number SC23–4130.
- *AIX Version 4.3 Kernel Extensions and Device Support Programming Concepts*, Order Number SC23–4125.
- *5080 Graphics System Installation, Operation, and Problem Determination*, Order Number GA23–2063.
- *AIX Version 4.3 Technical Reference: Base Operating System and Extensions Volume 1* Order Number SC23–4159
- *AIX Version 4.3 Technical Reference: Base Operating System and Extensions Volume 2*, Order Number SC23–4160.
- *AIX Version 4.3 Technical Reference: Communications Volume 1*, Order Number SC23–4161.
- *AIX Version 4.3 Technical Reference: Communications Volume 2*, Order Number SC23–4162
- *AIX Version 4.3 Technical Reference: Kernel and Subsystems Volume 1*, Order Number SC23–4163.
- *AIX Version 4.3 Technical Reference: Kernel and Subsystems Volume 2*, Order Number SC23–4164.
- *AIX Version 4 Keyboard Technical Reference*, Order Number SC23–2631.
- *Distributed SMIT 2.2 for AIX: Guide and Reference*, Order Number SC23–2667.
- *3270 Host Connection Program 2.1 and 1.3.3 for AIX: Guide and Reference*, Order Number SC23–2563.

The following books also may be helpful:

- Lamb, Linda. *Learning the vi Editor*. Sebastopol, CA: O'Reilly & Associates, 1990. Order Number SR28–4966.

- Dougherty, Dale. *sed & awk*. Sebastopol, CA: O'Reilly & Associates, 1990. Order Number SR28-4968.
- Hunt, Craig. *TCP/IP Network Administration*. Sebastopol, CA: O'Reilly & Associates, 1992. Order Number SR23-7422.

Ordering Publications

You can order publications from your sales representative or from your point of sale.

To order additional copies of this book, use order number SC23-4117.

To order additional copies of all six volumes of *AIX Version 4.3 Commands Reference*, use Order Number SBOF-1877.

Use *AIX and Related Products Documentation Overview* for information on related publications and how to obtain them.

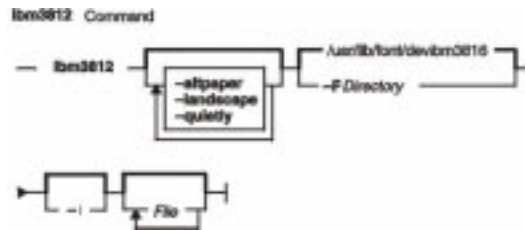
Alphabetical Listing of Commands

ibm3812 Command

Purpose

Postprocesses the **troff** command output for the IBM 3812 Model 2 Pageprinter.

Syntax



ibm3812 [-altpaper] [-landscape] [-quietly] [-F*Directory*] [-i] [*File...*]

Description

The **ibm3812** command is a postprocessor that can be used on intermediate output produced by the **troff** command.

Note: An entire page is placed in memory before it is printed.

If given one or more file names as options, the **ibm3812** command processes those files. If no file names are specified, this command acts as a filter interpreting standard input.

The **ibm3812** command's font files allow the postprocessor to send characters of more than one byte to the printer. These can be characters that require multiple bytes to represent them, such as code page and point; or, they can be characters that are composed of two or more concatenated glyphs.

For example, the character code for the `\(i.b` (improper subset) special character is:

```
"\001\125\xe2\xff\xe8\xe3%\x00\x16\001\074\xe3\xff\xe8"
```

The printer is in Page Map Primitive (PMP) mode when these bytes are sent, so you must use the `001` directive to introduce a character. For single-byte codes, this Generic Font Patterns command is automatically handled by the postprocessor. The `%` (percent sign) characters escape the bytes containing `0`, which would otherwise terminate the code sequence. To obtain a literal `%` character, escape it with another `%` character so that a percent sign is displayed as `%%`. A single-byte `%` code is assumed to be a literal percent sign, so that the single-byte `%` character needs no special handling in the font file.

Notes:

1. The **ibm3812** command depends on the files with names ending in **.out** in the `/usr/lib/font/devibm3812` directory. It does not produce usable output unless these files have been properly set up.
2. The postprocessor requires additional font information to be stored in the `/usr/lib/font/devibm3812/fonts` file. If new fonts are added to this file, make sure that the **DESC** file is also updated to reflect the additional fonts and special characters.

The format of the file must be preserved. The file contains the following four fields:

- The one- or two-letter name of the font
- The full name of the font on the printer-font diskette
- The one- or two-letter name of the substitute font
- An array of five available sizes.

Flags

- altpaper** Specifies that the file should be printed from the alternate paper drawer. By default, the **ibm3812** command prints from the primary paper drawer.
- landscape** Specifies that the file should be printed in landscape orientation, so that the wider part of the paper is horizontally oriented. This flag rotates the page to the right by 90 degrees. By default, the **ibm3812** command prints in portrait orientation.
- quietly** Suppresses all non-fatal error messages.
- FDirectory** Specifies the directory holding the font files. The default file is **devibm3812**. The command looks for font files in the **/usr/lib/font** directory by default.
- i** Suppresses initialization of the printer that runs the PMP.init macro, after the job has printed.

Example

Following is an example of the **troff** command used with the **ibm3812** command:

```
troff file|ibm3812|qprt-dp
```

Files

/usr/lib/font/devibm3812/*.out Contains font files for the **ibm3812** command.

/usr/lib/font/devibm3812/fonts Contains information about the available fonts for the **ibm3812** command.

Related Information

The **ibm3816** command, **troff** command.

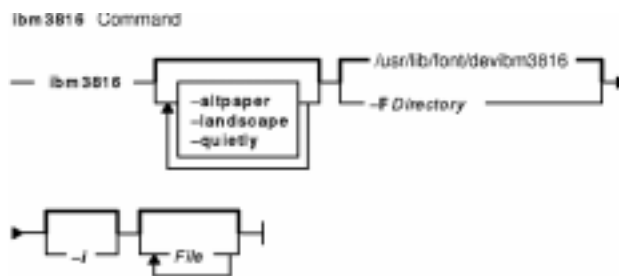
The **troff** font file format specifies description files for the troff command.

ibm3816 Command

Purpose

Postprocesses the **troff** command output for the IBM 3816 Pageprinter.

Syntax



ibm3816 [**-altpaper**] [**-landscape**] [**-quietly**] [**-FDirectory**] [**-i**] [*File...*]

Description

The **ibm3816** command is a postprocessor that can be used on intermediate output produced by the **troff** command.

Note: An entire page is placed in memory before it is printed.

If given one or more file names as options, the **ibm3816** command processes those files. If no file names are specified, this command acts as a filter interpreting standard input.

The **ibm3816** command's font files allow the postprocessor to send characters of more than one byte to the printer. These can be characters that require multiple bytes to represent them, such as code page and point; or, they can be characters that are composed of two or more concatenated glyphs.

For example, the character code for the `\(i b` (improper subset) special character is:

```
"\001\125\xe2\xff\xe8\xe3%\x00\x16\001\074\xe3\xff\xe3"
```

The printer is in Page Map Primitive (PMP) mode when these bytes are sent, so you must use the `001` directive to introduce a character. For single-byte codes, this Generic Font Patterns command is automatically handled by the postprocessor. The `%` (percent sign) characters escape the bytes containing `0`, which would otherwise terminate the code sequence. To obtain a literal `%` character, escape it with another `%` character so that a percent sign is displayed as `%%`. A single-byte `%` code is assumed to be a literal percent sign, so that the single-byte `%` character needs no special handling in the font file.

Notes:

1. The **ibm3816** command depends on the files with names ending in **.out** in the **/usr/lib/font/devibm3816** directory. It does not produce usable output unless these files have been properly set up.
2. The postprocessor requires additional font information to be stored in the **/usr/lib/font/devibm3816/fonts** file. If new fonts are added to this file, make sure that the **DESC** file is also updated to reflect the additional fonts and special characters.

The format of the file must be preserved. The file contains the following four fields:

- The one- or two-letter name of the font
- The full name of the font on the printer-font diskette
- The one- or two-letter name of the substitute font
- An array of five available sizes.

Flags

- altpaper** Specifies that the file should be printed from the alternate paper drawer. By default, the **ibm3816** command prints from the primary paper drawer.
- landscape** Specifies that the file should be printed in landscape orientation, so that the wider part of the paper is horizontally oriented. This flag rotates the page to the right by 90 degrees. By default, the **ibm3816** command prints in portrait orientation.
- quietly** Suppresses all non-fatal error messages.
- FDirectory** Specifies the directory holding the font files. The default file is **devibm3816**. The command looks for font files in the **/usr/lib/font** directory by default.
- i** Suppresses initialization of the printer that runs the PMP.init macro, after the job has printed.

Example

Following is an example of the **troff** command used with the **ibm3816** command:

```
troff file|ibm3816|qprt-dp
```

Files

/usr/lib/font/devibm3816/*.out Contains font files for the **ibm3816** command.

/usr/lib/font/devibm3816/fonts Contains information about the available fonts for the **ibm3816** command.

Related Information

The **ibm3812** command, **troff** command.

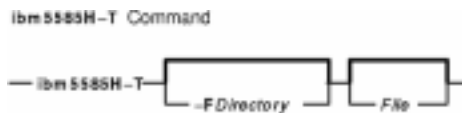
The **troff** font file format specifies description files for the troff command.

ibm5585H-T Command

Purpose

Processes **troff** command output for the IBM 5585H-T printer.

Syntax



ibm5585H-T [*-FDirectory*] [*File*]

Description

The **ibm5585H-T** command processes the output of the **troff** command for output to the IBM 5585H-T printer for traditional Chinese language. This command is provided exclusively for traditional Chinese language support.

The **ibm5585H-T** command processes one or more files specified by the *File* parameter. If no file is specified, the **ibm5585H-T** command reads from standard input.

The **ibm5585H-T** command uses font files in the `/usr/lib/font/devibm5585H-T` directory that have command names ending with `.out`. The **ibm5585H-T** command does not produce correct output unless these files are provided.

Flag

-FDirectory Specifies a directory name as the place to find font files. By default, the **ibm5585H-T** command looks for font files in the `/usr/lib/font/devibm5585H-T` directory.

Example

To process the `reports` file for the IBM 5585H-T printer, enter:

```
troff reports | ibm5585H-T | qprt -dp
```

The **ibm5585H-T** command first processes the output of the **troff** command, then sends the file to a print queue.

File

`/usr/lib/font/devibm5585H-T/*.out` Contains font files.

Related Information

The **troff** command.

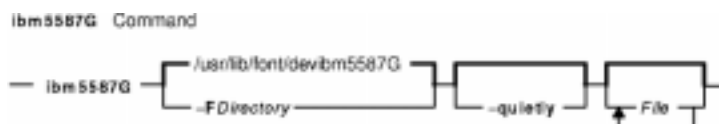
The **troff** font file format.

ibm5587G Command

Purpose

Postprocesses **troff** command output for the IBM 5587–G01, 5584–H02, 5585–H01, 5587–H01, and 5589–H01 printers with the (32x32/24x24) cartridge installed. This command is used exclusively for Japanese Language Support.

Syntax



ibm5587G [*-FDirectory*] [*-quietly*] [*File ...*]

Description

The **ibm5587G** command processes the output of the **troff** command for output to the 5587–G01, 5584–H02, 5585–H01, 5587–H01, and 5589–H01 printers.

If given one or more files as options, the **ibm5587G** command processes those files. If no files are specified, it acts as a filter interpreting standard input.

Note: The **ibm5587G** command assumes that the (32x32/24x24) cartridge is installed in the printer. Incorrect output from the printer may result if the wrong cartridge is installed in the printer.

The **ibm5587G** command depends on the files with names ending in **.out** in the **/usr/lib/font/devibm5587G** directory. It does not produce reasonable output unless these files have been properly set up.

Flags

- FDirectory** Specifies a directory name as the place to find the font files. By default, the **ibm5587G** command looks for font files in the **/usr/lib/font/devibm5587G** directory.
- quietly** Suppresses all nonfatal error messages.

Files

/usr/lib/font/devibm5587G/*out Contains font files.

Related Information

The **troff** command formats text for printing on typesetting devices.

The **troff** font file format specifies description files for the **troff** command.

iconv Command

Purpose

Converts the encoding of characters from one code page encoding scheme to another.

Syntax



```
iconv -f FromCode -tToCode [ FileName... ]
```

Description

The **iconv** command converts the encoding of characters read from either standard input or the specified file from one coded character set to another and then writes the results to standard output. The input and output coded character sets are identified by the *FromCode* and *ToCode* parameters. The input data should consist of characters in the code set specified by the *FromCode* parameter. If the *FileName* parameter is not specified on the command line, the **iconv** command reads from standard input.

You can use a Web-based System Manager System application (**wsm system** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit iconv** fast path to run this command.

Flags

- f FromCode** Specifies the code set in which the input data is encoded. The space between the **-f** flag and the *FromCode* parameter is optional.
- t ToCode** Specifies the code set to which the output data is to be converted. The space between the **-t** flag and the *ToCode* parameter is optional.
- FileName* Specifies a file to be converted.

The list of supported code set converters is provided in "List of Converters" in *AIX General Programming Concepts: Writing and Debugging Programs*.

Exit Status

This command returns the following exit values:

- 0** Input data was successfully converted.
- 1** The specified conversions are not supported; the given input file cannot be opened for read; or there is a usage-syntax error.
- 2** An unusable character was encountered in the input stream.

Examples

1. To convert the contents of the **mail.x400** file from code set IBM-850 and store the results in the **mail.local** file, enter:

```
iconv -f IBM-850 -t ISO8859-1 mail.x400 > mail.local
```
2. To convert the contents of the **mail.japan** file from the 7-bit interchange (ISO2022) encoding to the Japanese EUC code set (IBM-eucJP), enter:

```
iconv -f fold7 -t IBM-eucJP mail.junet > mail.local
```
3. To convert the contents of a local file to the mail-interchange format and send mail, enter:

```
iconv -f IBM-943 -t fold7 mail.local | mail fxrojas
```

Related Information

The **genxlt** command describes how to define a conversion table.

The **iconv** subroutine, **iconv_close** subroutine, and **iconv_open** subroutines provide a method to use the conversion service from within a program.

Converters Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

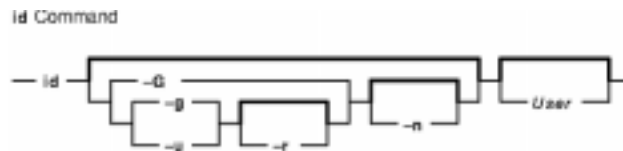
National Language Support Overview for Programming in *AIX Version 4.3 General Programming Concepts: Writing and Debugging Programs*.

id Command

Purpose

Displays the system identifications of a specified user.

Syntax



id [{ **-G** | **-g** [**-r**] | **-u** [**-r**] } [**-n**]] [*User*]

Description

The **id** command writes to standard output a message containing the system identifications (ID) for a specified user. The system IDs are numbers which identify users and user groups to the system. The **id** command writes the following information, when applicable:

- User name and real user ID
- Name of the user's group and real group ID
- Name of user's supplementary groups and supplementary group IDs

Supplementary group information is written only for systems supporting multiple-user groups and only if the specified user belongs to a supplementary group.

The **id** command also writes effective user and group IDs, but only for the user that invoked the **id** command. (If the *User* parameter is specified with the **id** command, the effective IDs are assumed to be identical to real IDs.) If the effective and real IDs for the invoking user are different, the **id** command writes the following effective ID information, when applicable:

- Effective user name and effective user ID
- Name of effective user's group and effective group ID

The **id** command will fail if the specified user does not exist or if the command cannot read the user or group information.

Flags

The contents and format of the message written by the **id** command can be altered with the following flags:

- G** Specifies that the **id** command write the effective, real, and supplementary group IDs only. If there are multiple entries for the effective, real, or supplementary IDs, they are separated by a space and placed on the same line.
- g** Specifies that the **id** command write only the effective group ID.
- u** Specifies that the **id** command write only the effective user ID.
- r** Specifies that the **id** command write the real ID instead of the effective ID. This flag can be invoked with either the **-g** flag to write the real group ID, or the **-u** flag to write the real user ID.

-n Specifies that the **id** command outputs the name, instead of the ID number, when it is specified with the **-G**, **-g**, and **-u** flags.

User Specifies the login name of a user for the **id** command. If no user is specified, the user invoking the **id** command is the default.

Security

Access Control: This program should be installed as a normal user program in the Trusted Computing Base.

Exit Status

This command returns the following exit values:

0 Successful completion.

>0 An error occurred.

Examples

1. To display all system identifications for the current user, enter:

```
id
```

Output for the **id** command is displayed in the following format:

```
uid=1544(sah) gid=300(build) euid=0(root) egid=9(printq) groups=0(system),10(audit)
```

In this example, the user has user name `sah` with an ID number of 1544; a primary group name of `build` with an ID number of 300; an effective user name of `root` with an ID number of 0; an effective group name of `printq` with an ID number of 9; and two supplementary group names of `system` and `audit`, with ID numbers 0 and 10, respectively.

2. To display all group ID numbers for the current user, enter:

```
id -G
```

Output is displayed in the following format:

```
0 10 300 9
```

The **-G** flag writes only the group IDs for a user. In this example, user `sah` is a member of the `system` (0), `audit` (10), `build` (300), and `printq` (9) groups.

3. To display all group names for the current user, enter:

```
id -Gn
```

Output is displayed in the following format:

```
system audit build printq
```

The **-n** flag writes only the names instead of the ID numbers.

4. To display the real group name for the current user, enter:

```
id -gnr
```

Output is displayed in the following format:

```
build
```

Files

`/usr/bin/id` Contains the **id** command.

Related Information

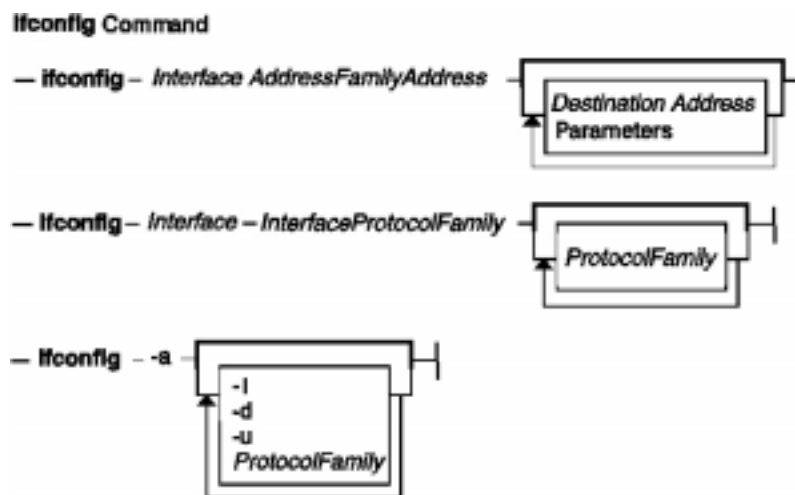
The **getty** command, **login** command, **setgroups** command, **su** command, **tsm** command.

ifconfig Command

Purpose

Configures or displays network interface parameters for a network using TCP/IP.

Syntax



ifconfig*Interface* [*AddressFamily* [*Address* [*DestinationAddress*]] [*Parameters...*]]

ifconfig*Interface* [*ProtocolFamily*] *InterfaceProtocolFamily*

ifconfig-a [-l] [-d] [-u] [*ProtocolFamily*]

Description

You can use the **ifconfig** command to assign an address to a network interface and to configure or display the current network interface configuration information. The **ifconfig** command must be used at system startup to define the network address of each interface present on a machine. After system startup, it can also be used to redefine an interface's address and its other operating parameters. The network interface configuration is held on the running system and must be reset at each system restart. The **ifconfig** command interprets the **IFF_MULTICAST** flag and prints its value if it is set.

An interface can receive transmissions in differing protocols, each of which may require separate naming schemes. It is necessary to specify the *AddressFamily* parameter, which may change the interpretation of the remaining parameters. The address families currently supported are **inet**, **inet6**, and **ns**.

For the DARPA–Internet family, **inet**, the address is either a host name present in the hostname database, that is, the **/etc/hosts** file, or a DARPA–Internet address expressed in the Internet standard dotted decimal notation.

For the Xerox Network Systems (XNS) family, **ns**, addresses are *net:a.b.c.d.e.f.*, where *net* is the assigned network number (in decimals), and each of the 6 bytes of the host number, a through f, are specified in hexadecimal. The host number may be omitted on 10–Mbps Ethernet interfaces, which use the hardware physical address, and on interfaces other than the first interface.

While any user can query the status of a network interface, only a user who has administrative authority can

modify the configuration of those interfaces.

The **ifconfig** function displays the current configuration for a network interface when no optional parameters are supplied.

If a protocol family is specified, **ifconfig** will report only the details specific to that protocol family.

Only a super user may modify the configuration of a network interface.

Gratuitous ARP is supported for ethernet, token-ring, and FDDI interfaces. This means when an IP address is assigned, the host sends an ARP request for its own address (the new address) to inform other machines of its address so that they can update their ARP entry immediately. It also lets hosts detect duplicate IP address. If you get a response to the ARP request, an error is logged in `/var/adm/ras/errlog` which can be viewed using `errpt` command (or using SMIT interface) for the error ID **AIXIF_ARP_DUP_ADDR**.

Flags

- a** Optionally, the **-a** flag may be used instead of an interface name. This flag instructs **ifconfig** to display information about all interfaces in the system.
- d** The **-d** flag displays interfaces that are down.
- l** This flag may be used to list all available interfaces on the system, with no other additional information. Use of this flag is mutually exclusive with all other flags and commands, except for **-d** and **-u**.
- u** The **-u** flag displays interfaces that are up.

ProtocolFamily This flag specifies protocols such as **tcp**, **udp**, **tcp6**, **udp6**, **icmp**, and **icmp6**.

Parameters

- Address* Specifies the network address for the network interface. For the **inet** family, the *Address* parameter is either a host name or an Internet address in the standard dotted decimal notation.
- AddressFamily* Specifies which network address family to change. The **inet**, **inet6**, and **ns** address families are currently supported. This parameter defaults to the **inet** address family.
- DestinationAddress* Specifies the address of the correspondent on the remote end of a point-to-point link.
- Interface* Specifies the network interface configuration values to show or change. You must specify an interface with the *Interface* parameter when you use the **ifconfig** command. Abbreviations for the interfaces include:
- at for ATM (Automated Transfer Mode)
 - en for Standard Ethernet (inet, xns)
 - et for IEEE 802.3 Ethernet (inet, xns)
 - tr for Token-Ring (inet, xns)
 - xt for X.25 (inet)
 - sl for serial line IP (inet)
 - lo for loopback (inet)
 - op for serial (inet)
- Include a numeral after the abbreviation to identify the specific interface (for example, `tr0`).
- If *Interface* is not yet loaded, **ifconfigInterface** loads that interface and **netstat -in** lists it. In processing a status query for *Interface*, that interface is loaded (if not already loaded) to complete the query processing.
- Parameter* Allows the following parameter values:

alias	Establishes an additional network address for the interface. When changing network numbers, this parameter is useful for accepting packets addressed to the old interface.
allcast	Sets the Token–Ring interface to broadcast to all rings on the network.
–allcast	Confines the Token–Ring interface to broadcast only to the local ring.
arp	Enables the ifconfig command to use the Address Resolution Protocol in mapping between network–level addresses and link–level addresses. The arp value is the default.
–arp	Disables the use of the Address Resolution Protocol.
authority	Reserved for future use.
bridge	Reserved for future use.
–bridge	Reserved for future use.
broadcast <i>Address</i>	(inet only) Specifies the address to use to broadcast to the network. The default broadcast address has a host part of all 1s.
–dad	(inet6 only) Does not perform duplicate IPv6 address address detection.
–debug	Disables driver–dependent debug code.
delete	Removes the specified network address. This is used when an alias is incorrectly specified or when it is no longer needed. Incorrectly setting an ns address has the side effect of specifying the host portion of the network address. Removing all ns addresses allows you to respecify the host portion.
device <i>dev_name</i>	This parameter applies to ATM Network interface only. It specifies the device name this interface is associated with. Unlike Token Ring or Ethernet, in case of ATM, there is not a one–to–one correspondence between interface and device. In the case of ATM, there can be more than one interface for every device.
detach	Removes an interface from the network interface list. If the last interface is detached, the network interface driver code is unloaded. In order for the interface route of an attached interface to be changed, that interface must be detached and added again with ifconfig .
down	Marks an interface as inactive (down), which keeps the system from trying to transmit messages through that interface. If possible, the ifconfig command also resets the interface to disable reception of messages. Routes that use the interface, however, are not automatically disabled.
eui64	(inet6 only) The real IPv6 address is computed by replacing the last 64 bytes of the given address with the Interface Identifier.
first	Puts an IPv6 address at the first place on an interface in order to select it as the source for unbound sockets. The syntax for using this parameter is, <code>ifconfig interface inet6 first address</code>

firstalias	(inet6 only) Same as alias, but sets the address in front of the interface address list in order to select it as the source for unbound sockets.
groupID	Adds a group ID to the group ID list for the interface. This list is used in determining the route to use when forwarding packets that arrived on the interface. This parameter only applies to AIX Version 4.2.1 or later.
-groupID	Removes a group ID from the group ID list for the interface. This list is used in determining the route to use when forwarding packets that arrived on the interface. This parameter only applies to AIX Version 4.2.1 or later.
hwoop	Enables hardware loopback. The hardware loopback specifies that locally addressed packets handled by an interface should be sent out using the associated adapter.
-hwoop	Disables hardware loopback. The hardware loopback specifies that locally addressed packets handled by an interface should be sent out using the associated adapter.
ipdst	Specifies an Internet host willing to receive IP packets encapsulating ns packets bound for a remote network. An apparent point-to-point link is constructed, and the specified address is taken as the ns address and network of the destination.
ipv6dst	Used to specify an IPv6 node that is willing to receive IPv6 packets encapsulating IPv6 or IPv4 packets through a tunnel. The apparent destination of the point to point tunnel interface may not be the real destination of the packets. At the tunnel endpoint, the decapsulated packets may then be forwarded to their final destination.
link [0-2]	Enables special processing of the link level of the interface. These three options are interface-specific. In actual effect, however, they are generally used to select special modes of operation. An example of this is to enable SLIP compression, or to select the connector type for some ethernet cards. Refer to the manual page for the specific driver for more information.
-link [0-2]	Disables special processing at the link level with the specified interface.
metric <i>Number</i>	Sets the routing metric of the interface to the value specified by the <i>Number</i> variable. The default is 0 (zero). The routing metric is used by the routing protocol (the routed daemon). Higher metrics have the effect of making a route less favorable. Metrics are counted as addition hops to the destination network or host.
mtu <i>Value</i>	Sets the maximum IP packet size for this system. The <i>Value</i> variable can be any number from 60 through 4096, depending on the network interface. See "Automatic Configuration of Network Interfaces" in <i>AIX Version 4.3 System Management Guide: Communications and Networks</i> for maximum transmission unit (MTU) values by interface.
netmask <i>Mask</i>	Specifies how much of the address to reserve for subdividing networks into subnetworks. This parameter

can be used only with an address family of **inet**.

The *Mask* variable includes both the network part of the local address and the subnet part, which is taken from the host field of the address. The mask can be specified as a single hexadecimal number beginning with 0x, in standard Internet dotted decimal notation, or beginning with a name or alias that is listed in the **/etc/networks** file.

In the 32-bit address, the mask contains 1s (ones) for the bit positions reserved for the network and subnet parts and 0s for the bit positions that specify the host. The mask should contain at least the standard network portion, and the subnet segment should be contiguous with the network segment.

pvc	This parameters applies to ATM Network interface only. It specifies that this interface will support PVC (Permanent Virtual Circuit) types of virtual connections only.
svc_c server_addr	This parameter applies to ATM Network interface only. It specifies that this interface will support both SVC (Switched Virtual Circuit) and PVC types of virtual connections. It further specifies that this interface will be an ARP client. The <i>server_addr</i> is the list of 20 byte ATM address of the ARP servers that this client will use. The addresses are specified in the form of xx.xx....xx. The first entry is considered the Primary ARP server and the rest are considered Secondary ARP servers. The list of 20 byte ARP server addresses must separate by a comma.
site6	Sets the IPv6 site number (default is zero). This should be used only with site-local addresses on a multi-sited node.
svc_s	This parameter applies to ATM Network interface only. It specifies that this interface will support both SVC and PVC types of virtual connections. It further specifies that this interface will be the ARP server for this Logical IP Subnetwork (LIS).
security	Reserved for future use.
snap	Reserved for future use.
-snap	Reserved for future use.
tcp_nocksum	Disables verification of the checksum of TCP data for local traffic to the subnet attached to the interface. Checksum verification of TCP, UDP and IP headers continues. Checksum verification of TCP data read or written from this interface from or to remote networks also continues. This parameter only applies to Version 4.2 or later.
-tcp_nocksum	Enables verification of the checksum of TCP data for local traffic to the subnet attached to the interface. This is the default.
thread	(inet only) Configures dedicated kernel threads for an

interface. This parameter can only be used on SMP machines that have multiple cpus, and it applies only to interfaces for certain high speed network adapters that provide support for it like Gigabit Ethernet. Setting this parameter can significantly increase throughput when receiving large amounts of data. This parameter only applies to AIX Version 4.3.3 or later.

- thread** (inet only) Disables kernel thread support that has been configured with the *thread* parameter. This parameter only applies to AIX Version 4.3.3 or later.
- up** Marks an interface as active (**up**). This parameter is used automatically when setting the first address for an interface. It can also be used to enable an interface after an **ifconfig down** command.

In AIX Version 4.3.3 and later versions, the following network options, commonly known as ISNO (Interface Specific Network Options), can be configured on a per interface basis:

- rfc1323 [0 | 1]** Enables or disables TCP enhancements as specified by RFC 1323, *TCP Extensions for High Performance*. A value of 1 specifies that all TCP connections using this interface will attempt to negotiate the RFC enhancements. A value of 0 disables **rfc1323** for all connections using this interface. The SOCKETS application can override this ISNO and global behavior on individual TCP connections with the **setsockopt** subroutine.
- rfc1323** Removes the use of ISNO for **rfc1323** for this network. A SOCKETS application can override the global behavior on individual TCP connections using the **setsockopt** subroutine.
- tcp_mssdflt***Number* Sets the default maximum segment size used in communicating with remote networks. If communicating over this interface, a socket uses *Number* as the value of the default maximum segment size.
- tcp_mssdflt** Removes the use of ISNO for **tcp_mssdflt**. The global value, manipulated via **/usr/sbin/no**, is used instead.
- tcp_recvspace** Specifies the default socket buffer size for interface sockets receiving data. The buffer size affects the window size used by TCP. (See the **no** command for more information.)
- tcp_recvspace** Removes the use of ISNO for **tcp_recvspace**. The global value is used instead.
- tcp_sendspace** Specifies the default socket buffer size for interface sockets sending data. The buffer size affects the window size used by TCP. (See the **no** command for more information.)
- tcp_sendspace** Removes the use of ISNO for **tcp_sendspace**. The global value is used instead.
- tcp_nodelay [0 | 1]** Specifies that sockets using TCP over this interface follow the Nagle algorithm when sending data. By default, TCP follows the Nagle algorithm.
- tcp_nodelay** Removes the use of ISNO for the **tcp_nodelay** option.

Examples

The following are examples using the **ifconfig** command on a TCP/IP network and an XNS network:

Inet Examples

1. To query the status of a serial line IP interface, enter the command in the following format:

```
ifconfig s11
```

In this example, the interface to be queried is `s11`. The result of the command looks similar to the following:

```
s11:  flags=51<UP,POINTOPOINT,RUNNING>
      inet 192.9.201.3 --> 192.9.354.7 netmask fffffff0
```

2. To configure the local loopback interface, enter the command in the following format:

```
ifconfig lo0 inet 127.0.0.1 up
```

3. To mark the local Token–Ring interface as down, enter the command in the following format:

```
ifconfig tr0 inet down
```

In this example, the interface to be marked is `token0`.

Note: Only a user with root user authority can modify the configuration of a network interface.

4. To turn **rfc1323** off for all connections over `en5` (assuming that the global value is 1), enter:

```
ifconfig en0 rfc1323 0
```

XNS Examples

1. To configure a Standard Ethernet type interface for XNS, enter the command in the following format:

```
ifconfig en0 ns 110:02.60.8c.2c.a4.98 up
```

In this example, `ns` is the XNS address family, `110` is the network number and `02.60.8c.2c.a4.98` is the host number, which is the Ethernet address unique to each individual interface. Specify the host number when there are multiple Ethernet hardware interfaces, as the default may not correspond to the proper interface. The Ethernet address can be obtained by the commands:

```
ifconfig en0
netstat -v
```

The XNS address can be represented several ways, as shown in the following examples:

- ◆ 123#9.89.3c.90.45.56
- ◆ 5-124#123-456-900-455-749
- ◆ 0x45:0x9893c9045569:90
- ◆ 0456:9893c9045569H

The XNS address in the first example is in decimal format. The address in the second example is broken into groups of three digits, with each group separated by a – (minus sign). The `0x` and `H` addresses are in hex format. Finally, the `0` in front of the last address indicates that the number is in octal format.

2. To configure an IEEE Ethernet 802.3 type interface for XNS, enter the command in the following format:

```
ifconfig et0 ns 120:02.60.8c.2c.a4.98 up
```

The `en0` and `et0` interfaces are considered as separate interfaces even though the same Ethernet adapter is used. Two separate networks can be defined and used at the same time as long as they have separate network numbers. Multiple Ethernet adapters are supported.

Note: The host number should correspond to the Ethernet address on the hardware adapter. A system can have multiple host numbers.

3. To configure an Internet encapsulation XNS interface, enter the command in the following format:

```
ifconfig en0 inet 11.0.0.1 up
ifconfig en0 ns 110:02.60.8c.2c.a4.98 up
ifconfig en0 ns 130:02.60.8c.34.56.78 ipdst 11.0.0.10
```

The first command brings up the Internet with the `inet` address `11.0.0.1`. The second command configures the `en0` interface to be network `110` and host number `02.60.8c.2c.a4.98` in the `ns` address family. This defines the host number for use when the XNS packet is encapsulated within the Internet packet. The last command defines network `130`, host number `02.60.8c.34.56.78`, and destination Internet address `11.0.0.10`. This last entry creates a new network interface, `nsip`. Use the **netstat -i** command for information about this interface.

Files

/etc/host Contains the host-name database.

/etc/networks Contains network names.

Related Information

The **netstat** command.

The **hosts** file format, **networks** file format.

TCP/IP Network Interfaces, Understanding Protocols, TCP/IP Routing, Subnet Addresses in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Xerox Network Systems (XNS) Overview for Programming in *AIX Version 4.3 General Programming Concepts: Writing and Debugging Programs*.

ike Command

Purpose

Starts, stops, and monitors IP Security dynamic tunnels which use the Internet Key Exchange Protocol (ISAKMP/Oakley).

Syntax



ike cmd= Subcommand [parameter ...]

Description

The **ike** is used to start, stop, and monitor IP Security dynamic tunnels using the Internet Key Exchange (IKE) protocol. IP Security tunnels protect IP traffic by authenticating and/or encrypting IP data. The **ike** command performs several functions. It can activate, remove, or list IKE and IP Security tunnels. For an overview of IP Security and IKE tunnels, see IP Security in the *AIX Version 4.3 System Management Guide: Communications and Networks*.

Note: You must have root access to use the **ike** command.

The IKE negotiation occurs in two phases. The first phase authenticates the two parties and sets up a **Key Management** (also known as phase 1) **Security Association** for protecting the data that is passed during the negotiation. In this phase the key management policy is used to secure the negotiation messages. The second phase negotiates **Data Management** (also known as the phase 2) **Security Association**, which uses the data management policy to set up IP Security tunnels in the kernel for encapsulating and decapsulating data packets. The secure channel established in phase 1 can be used to protect multiple data management negotiations between 2 hosts.

The **ike** command is used to activate tunnels with identification and policy information which has already been entered using the Web-based System Manager Graphical User Interface (GUI) under Virtual Private Networks (IP Security) in the Network application. The parameters to be used during the negotiation are entered by the user and stored in a database. The **ike** command allows the activation, removal and listing of tunnels that have been started using the security parameters stored in the database.

In most uses of the **ike** command, activation and deletion occurs for both phases, however the command allows these operations to be done separately.

Subcommands

activate

Purpose Start the negotiation of an IKE tunnel. If phase is not specified, both a phase 1 and phase 2 tunnel are started. If IP addresses are supplied, the tunnel is setup using those IP addresses. If the IDs used during the negotiation are not IP addresses, the local and remote host IDs must be entered using the Virtual Private Networks Web-based System Manager Graphical User Interface (GUI) panels. A unique tunnel number is created. The tunnel can then be referenced by the tunnel number in the **ike** command to indicate the

particular tunnel to be started.

Syntax **ike cmd=3Dactivate** [**phase=3D1|2**] [**numlist=3Dtunnel_num_list**]
 [**ipaddr=3Dsrc_addr,dst_addr**] [**autostart**]

Description The **activate** subcommand works using a two phase paradigm. A phase 1 tunnel must be established before a phase 2 tunnel can be started. If a phase 1 tunnel is specified, then only the phase 1 tunnel negotiation take place. If a phase 2 tunnel is specified, then the system checks for the existence of the corresponding phase 1 tunnel before creating the phase 2 tunnel. If the phase 1 negotiation has not been started, it is started automatically.

Upon successful completion of a phase 2 tunnel, the tunnel definition and corresponding filter rules are inserted into the IP Security kernel, and the new tunnel is activated. Traffic described by the tunnel definition passing between the designated endpoints are protected by the encryption and authentication algorithms indicated by the associated IKE security policy.

Multiple phase 2 tunnels can be started under the same phase 1 tunnel. A situation where this may be desired is if different types of traffic between two endpoints need different levels of security protection. The Security Association used for the phase 1 tunnel can be shared by multiple phase 2 tunnels. The phase 2 tunnels would specify the type of traffic (by protocol and port, or subnet mask, for instance) and could have different security policies protecting them.

The **ike** command returns if either a negotiation has been initiated, an error returns, or the tunnel already exists. Since the remote host must be contacted during the negotiation and the amount of time needed to complete the negotiation is uncertain, the **list** subcommand should be used to determine if the negotiation was successful.

Errors that are detected during the negotiation process can be captured by using **syslog**.

Flags

phase

Specifies the type of negotiation desired. If omitted, the **activate** subcommand activates both a phase 1 and phase 2 tunnel. The **phase** flag is an optional flag.

numlist

Initiates the **ike** tunnel number which corresponds to the desired phase 1 or phase 2 tunnel(s) to be started. The , (comma) and – (dash) characters can be used to delimit values and indicate ranges. The **list** subcommand with the database option **db** can be used to determine the tunnel number for a particular tunnel. An example using tunnel numbers is shown below:

```
ike cmd=3Dactivate numlist=3D1,3,5-7
```

This would start tunnels 1, 3, 5, 6 and 7.

ip_addr

Starts a phase 1 or phase 2 tunnel between the specified IP Addresses.

autostart

Causes the activation of all phase 1 and phase 2 tunnel database entries which were created with the **autostart** parameter set. The **autostart** flag does not work in conjunction with any other flags pertaining to the **activate** subcommand.

Examples

1. To activate a phase 2 tunnel between source IP address x.x.x.x and destination IP address y.y.y.y, enter:

```
ike cmd=3Dactivate phase=3D2 ipaddr=3Dx.x.x.x,y.y.y.y
```

The security policy indicated in the database for the IP addresses x.x.x.x and y.y.y.y is used for activating the tunnel.

2. To activate phase 1 tunnels for tunnels 1 and 2, enter:

```
ike cmd=3Dactivate phase=3D1 numlist=3D1,2
```

- To activate phase 2 tunnels for inactive tunnels 3, 4, 5, and 8 from the database enter:

```
ike cmd=3Dactivate phase=3D2 numlist=3D3-5,8
```

Note: Because each phase 2 tunnel must have an associated phase 1 tunnel, a phase 1 tunnel is automatically activated before the phase 2 tunnel is activated.

list

Purpose	Monitors the status of IP Security tunnels by phase. It is also used to view tunnel entries defined in the IKE database.
Syntax	ike cmd=3Dlist [phase=3D1 1+ 2] [numlist=3Dtunnel_num_list] [db role=3Di r] [verbose]
Description	The list subcommand queries the Tunnel Manager and lists phase 1 and phase 2 tunnel status and information according to the result of the query. This command can also be used to view information in the Tunnel Definition database. The default behavior is to list the tunnels currently active. To list the tunnels in the database, the db option must be used.
Flags	<p>phase</p> <p>Indicates the type and order of the tunnel(s) to be listed. A phase value of 1 results in only the requested phase 1 tunnel information being displayed. A phase value of 2 results in the information for the requested phase 2 tunnel(s) and their associated phase 1 tunnel(s) should be displayed. A phase value of 1+ means that the requested phase 1 tunnel and all associated phase 2 tunnels should be displayed. The default phase value is 1+.</p> <p>numlist</p> <p>Lists of the tunnel numbers which you would like to view. If omitted, the information from all tunnels is displayed. The , (comma) and – (dash) characters can be used to delimit values and indicate ranges. For example:</p> <pre>ike cmd=3Dlist numlist=3D1,3,5-7</pre> <p>When used in conjunction with db, tunnels from the IKE Security Policy database are shown.</p> <p>Note: Active tunnel numbers and tunnel numbers from the IKE Tunnel Definitions database do not necessarily match up. This is due to the fact that active tunnel numbers must reflect tunnels from the initiator and responder mode.</p> <p>db</p> <p>Shows the entries in the database. If this flag is omitted, only active tunnels are displayed. This cannot be used in conjunction with role. Supply the list of tunnel numbers which you would like to view.</p> <p>role</p> <p>Allows the display of tunnels by the point of initiation. If i is specified, then the tunnels that were initiated by the local host are displayed. If r is specified, then the tunnels where the local host acted as a responder are displayed. If this flag is omitted, both initiator and responder tunnels are shown. This flag cannot be used in conjunction with db.</p> <p>verbose</p> <p>Shows extended information about the specified tunnels. If this flag is not specified, then only a concise entry for each tunnel is shown.</p>

Examples **Note:** Tunnel numbers from the database and tunnel numbers from the tunnel manager do not necessarily reflect the same tunnel.

- To perform a concise (short form) listing of phase 1 tunnels with entries in the tunnel manger, enter:

```
ike cmd=3Dlist phase=3D1 numlist=3D1,2,3
```

These tunnels are either being negotiated, in the active state, or have expired. Only tunnels 1, 2, and 3 are listed. Tunnels can be either initiator or responder role.

- To perform a concise (short form) listing of the specified phase 2 tunnels in the database with each preceded by the associated phase 1 tunnel, enter:

```
ike cmd=3Dlist phase=3D2 numlist=3D1-3 db
```

These are tunnels defined in the database which may or may not be currently active in the tunnel manager. All tunnels in the database are used in the initiator role only.

- To perform a verbose (long form) listing of a phase 1 tunnel followed by all of its associated phase 2 tunnels from the tunnel manager, enter:

```
ike cmd=3Dlist phase=3D1+ role=3Dr verbose
```

Only tunnels which were activated in the responder role are listed. All available tunnel numbers are listed since no **numlist** was specified.

remove

Purpose	Deactivates specified phase 1 or phase 2 tunnel(s) and optionally removes an entry from the IKE Tunnel Definition database.
Syntax	ike cmd=3Dremove [phase=3D1 2] [numlist=3Dtunnel_num_list] [all]
Description	The remove subcommand requests the deactivation of phase 1 or phase 2 tunnel(s). Because phase 2 tunnels are associated with a phase 1 tunnel, if a phase 1 tunnel is removed, all phase 2 tunnels under the phase 1 tunnel are not refreshed when the phase 2 tunnel lifetime expires.
Flags	<p>phase Indicates the phase of the tunnel to be deactivated and must be specified. A phase value of 1 refers to a phase 1 tunnel and a phase value of 2 refers to a phase 2 tunnel.</p> <p>numlist List the tunnel numbers you would like to remove. The , (comma) and – (dash) characters can be used to delimit values and indicate ranges. For example: ike cmd=3Dremove numlist=3D1,3,5-7</p> <p>When numlist is omitted, all tunnels are deactivated or removed from the database.</p> <p>all Removes entries from the IKE Tunnel Definition database.</p> <p>all Removes all entries from the IKE Tunnel Definition database. This parameter does not work in conjunction with numlist.</p>
Examples	<ol style="list-style-type: none"> To deactivate phase 1 tunnels numbered 1, 2, and 3, enter: ike cmd=3Dremove phase=3D1 numlist=3D1-3 To remove all phase 1 and phase 2 tunnels, enter: ike cmd=3Dremove all To remove all phase 2 tunnels but keep all phase 1 tunnels active, enter:


```
ike cmd=3Dremove phase=3D2 all
```

4. To deactivate all phase 1 tunnels (corresponding phase 2 tunnels will not be refreshed), enter:

```
ike cmd=3Dremove phase=3D1 all
```

log

Purpose

Read the ISAKMP daemon log level from the `/etc/isakmpd.conf` file and start logging at that level. The log output is sent to the file specified in the `/etc/isakmpd.conf` file.

Syntax

ike cmd=3Dlog

Description

The **log** subcommand reads the log level and a path and filename from the `/etc/isakmpd.conf` file. The logging level specified is set and the log output is placed in the path and filename specified.

Note

There are four valid logging levels for the ISAKMP daemon. They are **none**, **errors**, **events**, and **information**. **none** means no logging, **errors** means logging of only ISAKMP daemon errors will occur, **events** means errors and other ISAKMP daemon events will be logged, and **information** is the highest level of logging which is all inclusive.

Files

/usr/sbin Location of the **ike** admin commands.

imake Command

Purpose

C preprocessor interface to the **make** command.

Syntax



```
imake [ -DDefine ] [ -I Directory ] [ -T Template ] [ -f FileName ] [ -C FileName ] [ -s FileName ] [ -e ] [ -v ]
```

Description

The **imake** command generates **Makefiles** from a template, a set of cpp macro functions, and a per-directory input file called **Imakefile**. This command keeps machine dependencies (such as compiler options, alternate command names, and special **make** command rules) separate from the descriptions of the items to build.

imake invokes cpp with any **-I** or **-D** flags passed on the command line and passes to it the following three lines:

```
#define IMAKE_TEMPLATE "Imake.tmpl"
#define INCLUDE_MAKEFILE "Imakefile"
#include IMAKE_TEMPLATE
```

Override **Imake.tmpl** and **Imakefile** by using the **-T** and **-f** flags, respectively.

The `IMAKE_TEMPLATE` typically reads the following files:

- A machine-dependent parameters file in which the parameters are specified as cpp symbols
- A site-specific parameters file
- A file that defines variables
- A file containing cpp macro functions for generating **make** command rules
- The **Imakefile** (specified by `INCLUDE_MAKEFILE`) in the current directory.

The **Imakefile** file uses the macro functions to indicate what targets to build and the **imake** command generates the appropriate rules.

Imake configuration files contain two types of variables, imake variables and make variables. The imake variables are interpreted by cpp when the **imake** command is run. By convention, they are not case-sensitive. The make variables are written into the **Makefile** for later interpretation by the **make** command. By convention, make variables are uppercase.

The rules file (usually named **Imake.rules** in the configuration directory) contains a variety of cpp macro functions that are configured according to the current platform. The **imake** command replaces any

occurrences of the string ``@@'' with a newline (carriage return) to support macros that generate more than one line of make rules. For example, the macro:

```
#define program_target(program, objlist)    @@\
program: objlist                          @@\
      $(CC) -o $@ objlist $(LDFLAGS)
```

when called with `program_target(foo,foo1.o foo2.o)` will expand to:

```
foo:    foo1.o foo2.o
      $(CC) -o $@ foo1.o foo2.o $(LDFLAGS)
```

On systems whose `cpp` reduces multiple tabs and spaces to a single space, the **imake** command attempts to put back any necessary tabs (the **make** command distinguishes between tabs and spaces). For this reason, precede all colons (:) in command lines by a backslash (\).

Use with AIXwindows

AIXwindows uses the **imake** command extensively for both full builds within the source tree and builds of external software. Two special variables, `TOPDIR` and `CURDIR`, are set to make referencing files using relative path names easier. For example, the following command is generated automatically to build the **Makefile** in the `lib/X` directory (relative to the top of the sources):

```
% ../../../../config/imake -I../../../../config \
      -DTOPDIR=../../../../ -DCURDIR=./lib/X
```

To build AIXwindows programs outside the source tree, a special symbol, `UseInstalled`, is defined and the `TOPDIR` and `CURDIR` variables are omitted. If the configuration files are properly installed, you can use the **xmkmf** command.

The **imake** command reads the following files as used by AIXwindows.

Note: The indented format indicates files that include other files.

Imake.tmpl	generic variables
site.def	site-specific, BeforeVendorCF defined
*.cf	machine-specific
*Lib.rules	shared library
site.def	site-specific, AfterVendorCF defined
Imake.rules	rules
Project.tmpl	X-specific variables
*Lib.tmpl	shared library variables
Imakefile	
Library.tmpl	library rules
Server.tmpl	server rules
Threads.tmpl	multi-thread rules

Note: The `site.def` file is included twice, both before and after the `*.cf` file. Although most site customizations are specified after the `*.cf` file, some, such as the choice of compiler, need to be specified before, because other variable settings may depend on them.

The first time the `site.def` file is included, the **BeforeVendorCF** variable is defined, and the second time, the **AfterVendorCF** variable is defined. All code in the `site.def` file should be

placed inside a **#ifdef** macro for one of these symbols.

Flags

- DDefine** Passed directly to **cpp** to set directory-specific variables. For example, X-windows uses this flag to set the **TOPDIR** variable to the name of the directory containing the top of the core distribution, and the **CURDIR** variable to the name of the current directory, relative to the top.
- e** Indicates that the **imake** command should execute the generated **Makefile**. The default is to leave this to the user.
- fFileName** Specifies the name of the per-directory input file. The default is the **Imakefile** file.
- IDirectory** (Uppercase i) Passed directly to **cpp** to indicate the directory in which the **imake** template and configuration files are located.
- CFileName** Specifies the name of the **.c** file that is constructed in the current directory. The default is **Imakefile.c**.
- sFileName** Specifies the name of the **make** description file to be generated, without invoking the **make** command. If the *FileName* variable is a **-** (dash), the output is written to **stdout**. The default is to generate, but not execute, a **Makefile**.
- TTemplate** Specifies the name of the master template file (which is usually located in the directory specified with **-I**) used by the **cpp** command. The default is the **Imake.tmpl**.
- v** Indicates that **imake** should print the **cpp** command line that it is using to generate the **Makefile**.

Environment Variables

Note: The following environment variables may be set, but their use is not recommended because they introduce dependencies that are not readily apparent when the **imake** command is run.

IMAKEINCLUDE

If defined, specifies an include argument for the C preprocessor. For example:

```
-I/usr/include/local
```

IMAKECPP

If defined, specifies a valid path to a preprocessor program. For example:

```
/usr/local/cpp
```

The default is the **/lib/cpp** program.

IMAKEMAKE

Specifies a valid path to a **make** program such as **/usr/local/make**. By default, **imake** uses whatever **make** program is found using the **execvp** subroutine. This variable is only used if the **-e** flag is specified.

Example

```
imake -I/usr/lib/X11/config -DTOPDIR=/usr/lpp/X11/Xamples
```

Files

/usr/tmp/tmp-imake.nnnnnn Specifies the temporary input file for the **cpp** preprocessor.

`/usr/tmp/tmp-make.nnnnnn` Specifies the temporary input file for make.

`/lib/cpp` The default C preprocessor.

Related Information

The **make** command, **xmkmf** command.

imapd Daemon

Purpose

Starts the Internet Message Access Protocol (IMAP) server process. This command only applies to AIX Version 4.2.1 or later.

Syntax

```
imapd Command  
-- imapd --|
```

imapd

Description

The **imapd** command is an IMAP4 server. It supports the IMAP4 remote mail access protocol. Also, it accepts commands on its standard input and responds on its standard output. You normally invoke the **imapd** command with the **inetd** daemon with those descriptors attached to a remote client connection.

The **imapd** command works with the existing mail infrastructure consisting of **sendmail** and **bellmail**.

Exit Status

All error and status information is written to a logfile if **syslogd** is configured for logging.

Security

Access Control: You must have root authority to run this command.

Auditing Events: N/A

Files

/usr/sbin/imapd

Contains the **imapd** command.

/etc/services

Specifies the file with port assignments for required services. The following entry must be in this file:

```
imap2 143/tcp # Internet Mail Access Protocol
```

Related Information

The **pop3d** daemon.

impfilt Command

Purpose

Imports filter rules from an export file.

Syntax



impfilt [-v 4|6] -f*directory* [-I*filt_id_list*]

Description

Use the **impfilt** command to import filter rules from text export file(s) that are generated by the **expfilt** command.

Flags

-v IP version of the rules to be imported. The value of **4** specifies IP version 4 and the value of **6** specifies IP version 6. When this flag is not used, both IP version 4 and IP version 6 are imported. -f Specifies the directory where the imported text files are to be read. -I Lists the IDs of the filter rules to be imported. The filter rule IDs can be separated by ",". If this flag is not used, all filter rules for the applicable IP version(s) in the text export files will be imported.

Related Information

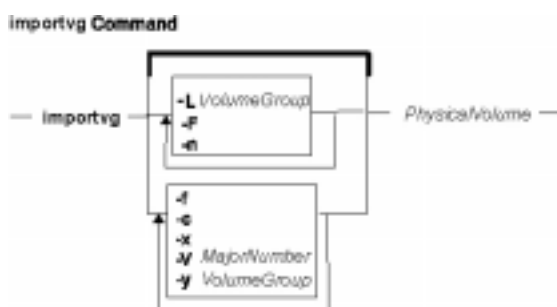
The **expfilt** command.

importvg Command

Purpose

Imports a new volume group definition from a set of physical volumes.

Syntax



```
importvg [ -V MajorNumber ] [ -y VolumeGroup ] [ -f ] [ -c ] [ -x ] [ -L VolumeGroup ] [ -n ] [ -F ] [ -R ] PhysicalVolume
```

Description

Attention: You may import an AIX Version 3.2 created volume group into an AIX Version 4 system, and you may import an AIX Version 4 volume group into an AIX Version 3.2 system, provided striping has not been applied. Once striping is put onto a disk, its importation into Version 3.2 is prevented.

Attention: When you issue the **importvg** command to a previously defined volume group, the QUORUM and AUTO ON values will be reset to volume group default values. You should verify the parameters of the newly imported volume group with the **lsvg** command and change any values with the **chvg** command.

The **importvg** command makes the previously exported volume group known to the system. The *PhysicalVolume* parameter specifies only one physical volume to identify the volume group; any remaining physical volumes (those belonging to the same volume group) are found by the **importvg** command and included in the import. An imported volume group is automatically varied unless the volume group is Concurrent Capable. You must use the **varyonvg** command to activate Concurrent Capable volume groups before you access them.

When a volume group with file systems is imported, the **/etc/filesystems** file is updated with values for the new logical volumes and mount points. After importing the volume group and activating it with the **varyonvg** command, you must run the **fsck** command before the file systems can be mounted. However, the mount point information would be missing from the LVCB (logical volume control block) if it is longer than 128 characters. In this case, the **importvg** command will not be able to update the **/etc/filesystems** file with the stanza for the newly imported logical volume. You should manually edit the **/etc/filesystems** file to add a new stanza for this logical volume.

The **importvg** command changes the name of a logical volume if the name already exists in the system. It prints a message and the new name to standard error, and updates the **/etc/filesystems** file to include the new logical volume name.

Notes:

1. To use this command, you must either have root user authority or be a member of the **system** group.
2. AIX Version 4 changed the behavior of **importvg** so that as part of the **importvg** process, the volume group is automatically varied on by the system after it is imported. However, if the volume group is Concurrent Capable or was imported with the **-c** flag, then the **importvg** command prompts you to **varyonvg** the imported volume group manually.
3. A volume group with a mirrored striped logical volume cannot be back ported into a version of AIX older than 4.3.3.

You can use a Web-based System Manager Volumes application (**wsm lvm** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit importvg** fast path to run this command.

Flags

-c	Imports the volume group and creates it as a Concurrent Capable volume group. Only use the -c flag with the HACMP. It has no effect on volume groups and systems not using the HACMP product. This flag only applies to AIX Version 4.2 or later.
-f	Forces the volume group to be varied online.
-LVolumeGroup	Takes a volume group and learns about possible changes performed to that volume group. Any new logical volumes created as a result of this command emulate the ownership, group identification, and permissions of the /dev special file for the volume group listed in the -y flag. The -L flag performs the functional equivalent of the -F and -n flags during execution.

Restrictions:

1. The volume group must not be in an active state on the system executing the **-L** flag.
2. The volume group's disks must be unlocked on all systems that have the volume group varied on and operational. Volume groups and their disks may be unlocked, remain active and used via the **varyonvg -b -u** command.
3. The physical volume name provided must be of a good and known state, the disk named may not be in the missing or removed state.
4. If an active node has both added AND deleted logical volumes on the volume group, the **-L** flag may produce inconsistent results. The **-L** flag should be used after each addition or deletion, rather than being deferred until after a sequence of changes.
5. If a logical volume name clash is detected, the command will fail. Unlike the basic **importvg** actions, clashing logical volume names will not be renamed.

-F	Provides a fast version of importvg that checks the Volume Group Descriptor Areas of only the disks that are members of the same volume group. As a result, if a user exercises this flag, they must ensure that all physical volumes in the volume group are in a good and known state. If this flag is used on a volume group where a disk may be in missing or removed state, the command may fail or the
-----------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

- results may be inconsistent.
- n** Causes the volume not to be varied at the completion of the volume group import into the system.
- The volume group name can only contain the following characters: A through Z, a through z, 0 through 9, or _ (the underscore), - (the minus sign), or . (the period). All other characters are considered invalid.
- R** Restores the ownership, group ID, and permissions of the logical volume special device files. These values will be restored only if they were set using **U**, **G** and **P** flags of **mklv** and **chlv** commands. This flag is applicable only for big vg format volume groups only.
- V MajorNumber** Specifies the major number of the imported volume group.
- x** When used with the **-c** flag, sets the Concurrent Capable volume group to be autovaried on in concurrent mode. When used without the **-c** flag, does nothing. Only use the **-c** flag with the HACMP. It has no effect on volume groups and systems not using the HACMP product. This flag only applies to AIX Version 4.2 or later.

In order for this auto-varyon into concurrency of the volume group to take effect, you must enter the following line into the **/etc/inittab** file:

```
rc_clvmv:2:wait:/usr/sbin/clvm_cfg 2>&1
```

Attention: This entry must be added after the entry used to initiate **srcmstr**.

- y VolumeGroup** Specifies the name to use for the new volume group. If this flag is not used, the system automatically generates a new name.

The volume group name can only contain the following characters: "A" through "Z," "a" through "z," "0" through "9," or "_" (the underscore), "-" (the minus sign), or "." (the period). All other characters are considered invalid.

Examples

1. To import the volume group **bkgv** from physical volume **hdisk07**, enter:

```
importvg -y bkgv hdisk07
```

The volume group **bkgv** is made known to the system.

2. To use the **-L** on a multi-tailed system:

```
Node A has the volume group datavg varied on.
Node B is aware of datavg, but it is not varied on.
Node A: varyonvg -b -u datavg
Node B: importvg -L datavg hdisk07
Node A: varyonvg datavg
```

Files

/usr/sbin Directory where the **importvg** command resides.

/tmp Directory where the temporary files are stored while the command is running.

Related Information

The **exportvg** command, **varyonvg** command.

The Logical Volume Storage Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains the Logical Volume Manager, physical volumes, logical volumes, volume groups, organization, ensuring data integrity, and allocation characteristics.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

The System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

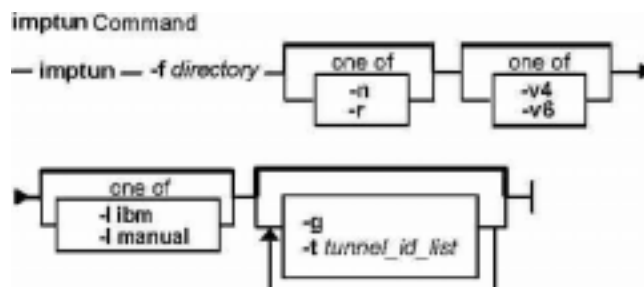
AIX HACMP/6000 Concepts and Facilities.

imptun Command

Purpose

Adds the exported tunnel definitions and optional user-defined filter rules associated with the tunnels to the local host.

Syntax



imptun-*f*directory [*-t*tunnel_id_list] [*-v*4 | 6] [*-n*] [*-r*] [*-g*] [*-libm* | **manual**]

Description

Use the **imptun** command to add exported tunnel definitions and optional user-defined filter rules associated with the exported tunnels (files generated by the tunnel owner by using the **exptun** command) to the local host. This command can also import tunnel definitions from the exported files generated by the IBM firewall (SNG) product export command.

A new tunnel ID is generated by the local host when a tunnel is imported to the local tunnel table. The auto-generated filter rules associated with the tunnel also is generated automatically. Importing the exported user-defined filter rules is optional.

If the exported files are transmitted by diskette, it is assumed they will be loaded to a local file directory using an AIX command such as **tar**, depending on the tunnel owner's instructions.

Flags

- f** Specifies the directory from where the exported files will be read.
- g** The suppress system auto-generated filter rule flag. If the **-g** flag is not used, the **imptun** command generates two filter rules for each imported tunnel automatically. The auto-generated filter rules allow all traffic between the two end points of the tunnel to go through the tunnel. If the **-g** flag is specified, the command only imports the tunnel **ibm** definitions, and the user must add user-defined filter rules to use the tunnel.
- l** Specifies the type of the tunnel(s) you want to import. If **ibm** is specified, only **ibm** tunnel(s) will be imported. If **manual** is specified, only manual tunnel(s) are imported. **-n** and **-l** flags are mutually exclusive.
- n** Specifies that the export files were generated by the IBM firewall (version 2.2) tunnel export command. This flag cannot be specified with the **-v** flag. The **-n** flag is also mutually exclusive with the **-r** flag.
- r** Imports the user-defined filter rules associated with the tunnels that are being imported. To use the **-r** flag, it must have been specified with the **exptun** command when the exported files were generated. The **-r** flag is mutually exclusive with the **-n** flag.

- t** Lists the set of tunnel IDs to be imported from the export files. The tunnel definitions identified by these tunnel IDs are added to the local host. If this flag is not used, all the tunnel definitions in the export files are added to the local host.
- v** Specifies the IP version of the tunnel definitions from the exported files that you wish to import. If the -**v** flag is not given, then all IP version 4 and IP version 6 tunnel definitions that exist in the export files are imported.

Related Information

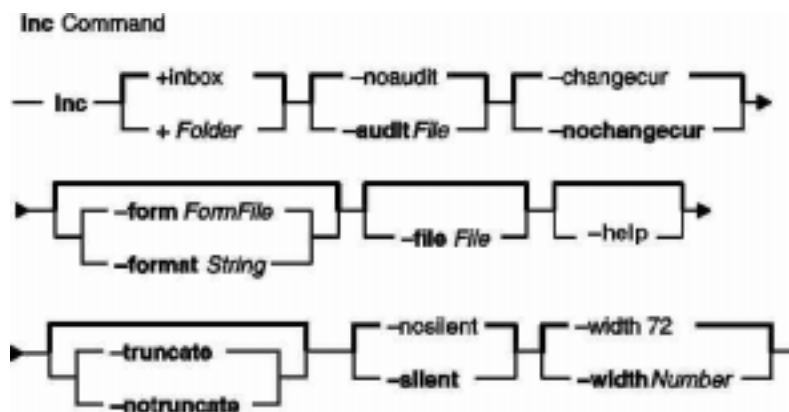
The **gentun** command, **chtun** command, **rmtun** command, **exptun** command, **mktun** command, and **lstun** command.

inc Command

Purpose

Files new mail in a folder.

Syntax



inc [*+Folder*] [**-noaudit** | **-audit File**] [**-changecur** | **-nochangecur**] [**-form FormFile** | **-format String**] [**-help**] [**-file File**] [**-truncate** | **-nottruncate**] [**-nosilent** | **-silent**] [**-width Number**]

Description

The **inc** command files incoming mail in a specified folder and outputs a list of the messages filed. A folder is a system directory. By default, the **inc** command removes the new messages from your mail drop and places them in the specified folder. To file new mail without deleting the mail drop, use the **-nottruncate** flag.

If the specified folder does not exist, the **inc** command prompts you for permission to create it. The system creates the folder as a subdirectory of the user's Message Handler (MH) directory. The default folder is **inbox**.

Note: If you do not have a **Path:** entry specified in your **.mh_profile** file, the **inc** command creates the folder as a subdirectory of the current directory.

Filed messages are assigned consecutive message numbers starting with the next highest number in the folder. Each new message receives the protection code specified in the **Msg-Protect:** entry in your **.mh_profile** file. If the **Msg-Protect:** entry does not exist, a protection code of 644 is assigned. If the **Unseen-Sequence:** entry exists, new messages are added to each sequence specified by the entry.

Flags

- audit File** Copies the current date to the specified file and appends the output of the **inc** command to the file.
- changecur** Sets the first new message as the current message for the specified folder. This flag is the default.
- file File** Files messages from the specified file instead of the user's maildrop.
- +Folder** Specifies the folder in which to place new messages. By default, the system creates a subdirectory called **inbox** in the user's MH directory.

- form** *FormFile* Identifies a file that contains an alternate output format for the **inc** command.
- format** *String* Specifies a string that defines an alternate output format for the **inc** command.
- help** Lists the command syntax, available switches (toggles), and version information.
Note: For MH, the name of this flag must be fully spelled out.
- noaudit** Suppresses recording of information about any new messages filed. This is the default.
- nochangecur** Prevents alteration of the current message for the specified folder.
- nosilent** Prompts the user for any necessary information. This flag is the default.
- nottruncate** Prevents clearing of the mailbox or file from which the **inc** command is taking new messages. If the **-file** flag is specified, the **-nottruncate** flag is the default.
- silent** Prevents prompting by the **inc** command for information. This flag is useful when running the **inc** command in the background.
- truncate** Clears the mailbox or file from which the **inc** command is taking new messages. If the **-file** flag is not specified, the **-truncate** flag is the default.
- width** *Number* Sets the number of columns in the command output. The default is the width of the display.

Profile Entries

The following entries are entered in the *UserMhDirectory/.mh_profile* file:

```
Alternate-Mailboxes: Specifies alternate mailboxes.
Folder-Protect:      Sets the protection level for new folder directories.
Msg-Protect:         Sets the protection level for new message files.
Path:                Specifies the user's MH directory.
Unseen-Sequence:    Specifies the sequences used to keep track of unseen messages.
```

Examples

1. To incorporate new mail into the default mail folder, **inbox**, enter:

```
inc
```

If the **inbox** folder exists, the system displays a message similar to the following:

```
Incorporating new mail into inbox...
65+      04/08      jim@athena.a      Meeting      <<The me
66        04/08      jim@athena.a      Schedule     <<Schedu
```

In this example, two messages are filed in the **inbox** folder. The subject of the first message is **Meeting**, and the first line starts with the words **The meeting will**. The subject of the second message is **Schedule**, and the first line starts with the words **Schedule change**.

2. To incorporate new mail into a new folder called **testcases**, enter:

```
inc      +testcases
```

The system prompts you as follows:

```
Create folder "/home/mary/testcases"?
```

If you wish to create the folder, enter:

```
yes
```

A message similar to the following is displayed:

```
Incorporating new mail into testcases...
67+      04/08      jim@athena.a      Meeting      <<We v
68      04/08      jim@athena.a      Schedule     <<Sch
```

Files

- \$HOME/.mh_profile** Customizes the MH user profile.
- /etc/mh/mtstailor** Tailors the MH environment to the local environment.
- /var/spool/mail/\$USER** Specifies the location of the mail drop.
- /usr/bin/inc** Contains the **inc** command.

Related Information

The **mhmail** command, **post** command, **scan** command.

The **mh_alias** file format, **mh_profile** file format.

Mail Overview in *AIX Version 4.3 System Management Guide: Communications and Networks*.

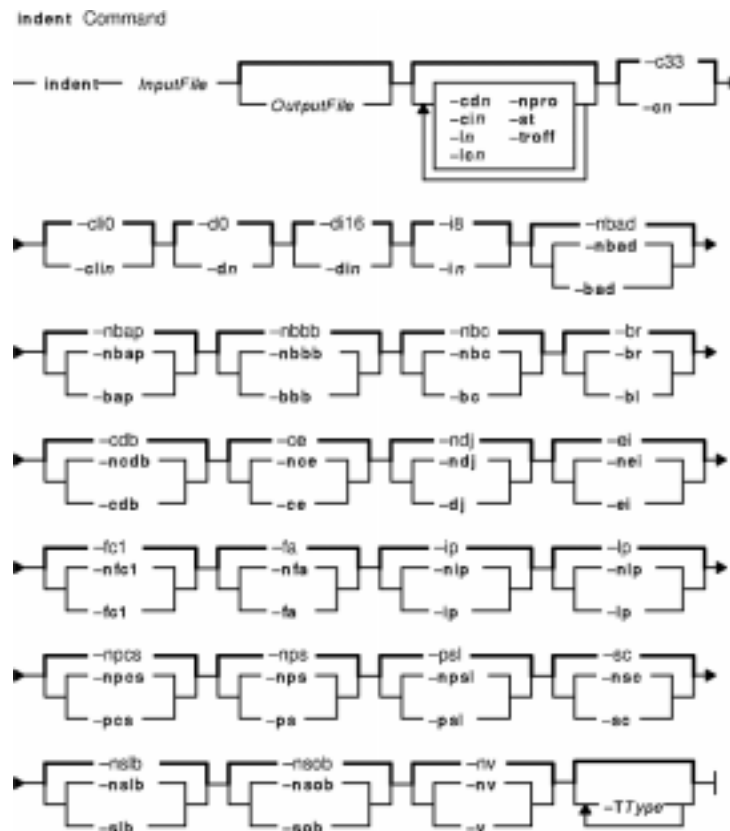
Peek, Jerry. *MH and xmh: E-mail for Users and Programmers*. Sebastopol, CA: O'Reilly & Associates, 1992.

indent Command

Purpose

Reformats a C language program.

Syntax



```
indent InputFile [ OutputFile ] [ -nbad | -bad ] [ -nbap | -bap ] [ -nbbb | -bbb ] [ -nbc | -bc ] [ -br |
-bl ] [ -cn ] [ -cdn ] [ -ncdb | -cdb ] [ -nce | -ce ] [ -cin ] [ -clin ] [ -dn ] [ -din ] [ -ndj | -dj ] [ -nei | -ei
] [ -fa ] [ -nfa ] [ -nfc1 | -fc1 ] [ -in ] [ -nip | -ip ] [ -ln ] [ -lcn ] [ -nlp | -lp ] [ -npro ] [ -npcs | -pcs ] [
-nps | -ps ] [ -npsl | -psl ] [ -nsc | -sc ] [ -nsob | -sob ] [ -nslb | -slb ] [ -st ] [ -troff ] [ -nv | -v ] [
-TType ] ...
```

Description

The **indent** command reformats a C program as specified by flags entered with the command.

If you only specify the *InputFile* parameter, the reformatted file is written back into the *InputFile* parameter and a backup copy of the *InputFile* parameter is written in the current directory with a **.BAK** filename suffix.

If you specify the *OutputFile* parameter, the **indent** command checks to make sure its name is different from the *InputFile* parameter.

To set up your own profile of defaults for the **indent** command, create a file called **.indent.pro** in your login directory or the current directory. In this file, include as many flags as desired, separated by spaces, tabs, or new lines.

Flags in the **.indent.pro** file in the current directory override those in your login directory (with the exception of **-TType** flags, which accumulate). If the **indent** command is run and a profile file exists, the profile file is read to set up the defaults of the program. Flags on the command line, however, override profile flags.

Comment Handling

The **indent** command assumes that any comment with a **-** (dash) or ***** (asterisk) immediately after the start of a comment marker (**/*-** or **/****) is a comment surrounded by asterisks. Each line of the comment is left unchanged, except for its indentation. This indentation can be adjusted to account for the change in indentation of the first line of the comment.

All other comments are treated as text. The **indent** command fits as many words (separated by blanks, tabs, or new-lines) on a line as possible. Blank lines break paragraphs.

A block comment is a comment that is not to the right of the code, and extends for more than one line.

If a comment is on a line with code, it is started in the comment column set by the **-cn** flag. Otherwise, the comment is started at *n* indentation levels less than where code is currently being placed, where *n* is specified by the **-dn** flag. If the code on a line extends past the comment column, the comment starts further to the right. The right margin can be extended automatically in extreme cases.

Preprocessor Lines Handling

In general, the **indent** command leaves preprocessor lines alone. The only reformatting it does is to straighten up trailing comments. It leaves embedded comments alone. Conditional compilation (code between **#ifdef** and **#endif** lines) is recognized and the **indent** command attempts to compensate correctly for the syntactic peculiarities introduced.

C Syntax Handling

The parser built into the **indent** command attempts to cope with incomplete and malformed syntax. In particular, the use of macros like:

```
#define forever for(;;)
```

is handled properly. For best results, use the **indent** command on source that is syntactically correct.

Flags

Note: Flags can appear before or after file names.

-bad	Forces a blank line after every block of declarations.
-nbad	Suppresses a blank line after every block of declarations; active unless turned off with the -bad flag.
-bap	Forces a blank line after every procedure body.
-nbap	Suppresses a blank line after every procedure body; active unless turned off with the -bap flag.
-bbb	Forces a blank line before every block comment.
-nbbb	Suppresses a blank line before every block comment; active unless turned off with the -bbb flag.
-bc	Forces a new line after each comma in a declaration.
-nbc	Suppresses a new line after each comma in a declaration; active unless turned off with the -bc flag.

- bl** Formats compound statements, structure initializations, and enum initializations, as follows:
- ```
if (...)
{
 code
}
```
- br** Formats compound statements, structure initializations, and enum initializations, as follows:
- ```
if (...) {
    code
}
```
- This flag is active unless turned off with the **-bl** flag.
- cn** Sets the initial tab position for comments on code to the *n* variable. The default value is 33.
- cdn** Sets the initial tab position for comments on declarations to the *n* variable. By default, this flag uses the value defined with the **-c** flag.
- cdb** Enables placing comment delimiters on blank lines; active unless turned off with the **-ncdb** flag. The **-cdb** flag affects only block comments, not comments to the right of code. Resulting comments look like the following:
- ```
/*
 * this is a comment
 */
```
- ncdb** Disables placing comment delimiters on blank lines. The **-ncdb** flag affects only block comments, not comments to the right of code. Resulting comments look like the following:
- ```
/* this is a comment */
```
- ce** Enables forcing **else** statements to follow the immediately preceding **}** (left bracket); active unless turned off with the **-nce** flag.
- nce** Disables forcing **else** statements to follow the immediately preceding **}** (left bracket).
- cin** Indents the continuation lines *n* positions from the beginning of the first line of the statement. Expressions in parentheses have extra indentation added to indicate the nesting, unless the **-lp** flag is in effect. By default, this flag uses the value defined by the **-i** flag.
- clin** Indents the case labels *n* positions to the right of the containing flag statement. Entering **-cli0.5** causes case labels to be indented half a tab stop. This option is the only one that takes a fractional argument. By default, the value is **-cli0**.
- dn** Controls the placement of comments that are not to the right of code with the *n* variable. Specifying the **-d1** flag causes such comments to appear one indentation level to the left of code. By default, this flag uses **-d0** and comments are aligned with code. The location of comment lines relative to program code affects the comment indentation.
- din** Specifies the number of positions to indent an identifier from a preceding declaration keyword with the *n* variable. By default, this flag uses **-di16**.

-dj	Left-justifies declarations.
-ndj	Indents declarations; active unless turned off with the -dj flag.
-ei	Enables special else-if processing; active unless turned off with the -nei flag. The -ei flag causes if statements following else statements to have the same indentation as the preceding if statement.
-nei	Disables special else-if processing.
-fa	Flips assign operators from old style C code to the ANSI format. This flag remains active unless turned off with the -nfa flag. Attention: The possibility of changing the meaning of the code exists if the code was meant for the ANSI compiler. For example, $A=-B$ becomes $A-=B$. Note: Use no spaces between operators. If the user means subtraction, then the flipping is necessary; on the other hand, if the user means A equals the negative of B , the flipping alters the meaning.
-nfa	Suppresses flipping the operators. Use this flag if the code is written for an ANSI compiler.
-fc1	Enables formatting comments that start in column 1; active unless turned off with the -nfc1 flag.
-nfc1	Disables formatting comments that start in column 1.
-in	Sets the indentation level size. By default, the level size is 8 positions.
-ip	Enables indenting parameter declarations; active unless turned off with the -nip flag.
-nip	Disables indenting parameter declarations.
-ln	Sets the maximum column position of comments that are to the right of the code. If the comment does not fit on a line, a maximum of 25 characters are printed.
-lcn	Sets the maximum line length for block comments to the n variable. By default, this flag uses the length specified with the -l flag.
-lp	Aligns code surrounded by parentheses in continuation lines; active unless turned off with the -nlp flag. If a line has a left parenthesis with no matching right parenthesis on that line, continuation lines start at the position following the left parenthesis. With the -lp flag in effect, such lines appear as follows: <pre>p1 = first_procedure(second_procedure(p2,p3), third_procedure(p4,p5));</pre> Inserting two more new lines yields the following: <pre>p1 = first_procedure(second_procedure(p2, p3), third_procedure(p4, p5));</pre>
-nlp	Leaves code surrounded by parentheses in continuation lines unaligned. With

the **-nlp** flag in effect, such lines appear as follows:

```
p1 = first_procedure(second_procedure(p2,p3),
                    third_procedure(p4, p5));
```

-npro	Causes the profile files ./indent.pro and \$HOME/indent.pro to be ignored.
-pcs	Inserts a space between each procedure call name and the following ((left parenthesis).
-npcs	Suppresses a space between each procedure call name and the following ((left parenthesis); active unless turned off with the -pcs flag.
-ps	Inserts spaces on both sides of the pointer following the -> operator.
-nps	Suppresses spaces on both sides of the pointer following the -> operator; active unless turned off with the -ps flag.
-psl	Left-justifies the names of procedures being defined; active unless turned off with the -npsl flag. The procedure types, if any, remain on the previous lines.
-npsl	Disables left-justification of names of defined procedures.
-sc	Enables the placement of * (asterisks) to the left of comments; active unless turned off with the -nsc flag.
-nsc	Disables the placement of * (asterisks) to the left of comments.
-slb	Treats any single-line comment that is not to the right of the code as a block comment.
-nslb	Disables treating any single-line comment that is not to the right of the code as a block comment; active unless turned off with the -slb flag.
-sob	Removes optional blank lines. Works in combination with any of the following flags: -nbad , -nbap , or -nbbb . Removes only blank lines that were inserted by the -bad , -bap , or -bbb flags.
-nsob	Retains optional blank lines; active unless turned off with the -sob flag.
-st	Causes the indent command to take its input from stdin and output to stdout.
-TType	Adds the <i>Type</i> variable to the list of type keywords. Names accumulate so -T can be specified more than once. You should specify all the types appearing in your program defined by typedef statements to produce the best output from the indent command.
-troff	Formats the C program for processing by troff . Produces a listing similar to listings produced by the vgrind command. If no output file is specified, the default is standard output, rather than formatting in place.
-v	Turns on verbose mode, which reports when one line of input is split into two or more lines of output and gives size statistics at completion.
-nv	Turns off verbose mode; active unless turned off with the -v flag.

Examples

1. To format the `test.c` file using the default settings of the **indent** command and place the output into the `newtest.c` file, enter:

```
indent test.c newtest.c
```

2. To format the `test.c` file so that a blank line is forced after every block of declarations and procedure body, use all other default settings, and store the output in the `newtest.c` file, enter:

```
indent test.c newtest.c -bad -bap
```

3. To format the `test.c` file using the default settings of the **indent** command and to define `uint` as a type keyword recognizable to the **indent** command, enter:

```
indent test.c newtest.c -Tuint
```

Files

- `./indent.pro` Contains the profile file.
- `$HOME/indent.pro` Contains the profile file.
- `/usr/ccs/bin/indent` Contains the **indent** command.

Related Information

The **cb** command.

Commands Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

indxbib Command

Purpose

Builds an inverted index for a bibliography.

Syntax



indxbib*Database* ...

Description

The **indxbib** command makes an inverted index to the named database (or files) for use by the **lookbib** and **refer** commands. These files contain bibliographic references (or other kinds of information) separated by blank lines.

Note: The **indxbib** command expects the database to exist in the current working directory.

A bibliographic reference is a set of lines, constituting fields of bibliographic information. Each field starts on a line beginning with a % (percent sign), followed by a key letter, then a space character, and finally the contents of the field, which can continue until the next line starting with a % (percent sign). All key letters are ASCII characters.

The **indxbib** command is a shell script that calls the **/usr/lib/refer/mkey** and **/usr/lib/refer/inv** files. The first program, **mkey**, performs the following operations:

1. Truncates words (delimited by blanks or tabs) to six characters.
2. Maps uppercase to lowercase characters.
3. Discards words shorter than three characters.
4. Discards the most commonly used words according to an existing **ign** file. An English language file, **/usr/lib/eign**, has been provided with a list of common English words. It is suggested, but not necessary, that users create their own files, named **ign**, consisting of language-specific common words. This file, if created, should exist in the **/usr/lib/nls/msg/\$LANG** directory.
5. Discards numbers (dates) less than 1900 or greater than 2099.

Note: All dates should be indexed because many disciplines refer to literature written in the 1800s or earlier.

These parameters can be changed. (For more information, see Lesk, M.E. *Some Applications of Inverted Indexes on the UNIX System*.)

The second program, **inv**, creates in the working directory an entry file (**.ia**), a posting file (**.ib**), and a tag file (**.ic**).

Files

/usr/lib/eign Contains the default list of common words the **indxbib** command discards while processing.

Database.ia Contains the entry file.

Database.ib Contains the posting file.

Database.ic Contains the tag file.

Environment Variables

NLSPATH Refers to a list of directory names where the message catalog files can be found.

Related Information

The **addbib** command, **lookbib** command, **refer** command, **roffbib** command, **sortbib** command.

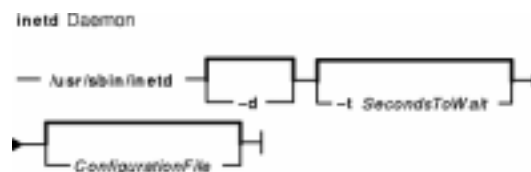
Some Applications of Inverted Indexes on the UNIX System by M.E. Lesk.

inetd Daemon

Purpose

Provides Internet service management for a network.

Syntax



Note: Use SRC commands to control the **inetd** daemon from the command line. Use the **rc.tcpip** file to start the daemon with each system restart.

```
/usr/sbin/inetd [ -d ][-tSecondsToWait][ ConfigurationFile ]
```

Description

The **/usr/sbin/inetd** daemon provides Internet service management for a network. This daemon reduces system load by invoking other daemons only when they are needed and by providing several simple Internet services internally without invoking other daemons.

The **inetd** daemon starts by default each time you start your system. When the daemon starts, it reads its configuration information from the file specified in the *ConfigurationFile* parameter. If the parameter is not specified, the **inetd** daemon reads its configuration information from the **/etc/inetd.conf** file.

Once started, the **inetd** daemon listens for connections on certain Internet sockets in the **/etc/inetd.conf**. The **/etc/inetd.conf** file describes to the **inetd** daemon how Internet service requests on Internet sockets should be handled. When the **inetd** daemon receives a request on one of these sockets, it determines which service corresponds to that socket and then either handles the service request itself or invokes the appropriate server.

Subservers of the inetd Daemon

The **inetd** daemon (a subsystem) controls the following daemons (subservers):

- **comsat** daemon
- **ftpd** daemon
- **fingerd** daemon
- **rlogind** daemon
- **rexecd** daemon
- **rshd** daemon
- **talkd** daemon
- **telnetd** daemon
- **tftpd** daemon
- **uucpd** daemon.

The **ftpd**, **rlogind**, **rexecd**, **rshd**, **talkd**, **telnetd**, and **uucpd** daemons are started by default. The **tftpd**, **fingerd**, and **comsat** daemons are not started by default unless they are uncommented in the **/etc/inetd.conf** file.

Inetd Configuration File

The `/etc/inetd.conf` file can be updated by using the System Management Interface Tool (SMIT), the System Resource Controller (SRC), or by editing the `/etc/inetd.conf`.

If you change the `/etc/inetd.conf`, using SMIT, then the `inetd` daemon will be refreshed automatically and will read the new `/etc/inetd.conf` file. If you change the file using your favorite editor, run the `refresh -s inetd` or `kill -1 InetdPID` command to inform the `inetd` daemon of the changes to its configuration file.

The entries in the `/etc/inetd.conf` file include the following information:

Service Name	Specifies the name of a valid Internet service.
Socket Type	Specifies the type of Internet socket used for the Internet service. (Only stream and datagram sockets are implemented.) Valid values are:
	stream
	dgram
	sunrpc_udp
	sunrpc_tcp
Protocol	Specifies the Internet Protocol used for the Internet service. Valid values are:
	tcp
	tcp6
	udp
	udp6
Wait/Nowait	Specifies whether the <code>inetd</code> daemon should wait for the service to complete before continuing to listen for this type of service request.
Wait/Nowait	Specifies whether the <code>inetd</code> daemon should wait for the service to complete before continuing to listen for this type of service request. SRC works like wait, but instead of forking and waiting for the child to die, it does a <code>startsrc</code> on the subsystem and store information about the starting of the service. When the service is removed from the <code>inetd.conf</code> file and <code>inetd</code> is restarted, the service has a <code>stopsrc</code> issued to the service to stop it.
User	Specifies the user name that <code>inetd</code> should use to start the subserver.
Path	Specifies the fully qualified path name that <code>inetd</code> should execute to provide the service. For services that <code>inetd</code> provides internally, this entry should be internal.
Command	Specifies the name of the service to start and its parameters. This field is empty for internal services.

The `inetd` daemon can be run with or without the SRC. In addition, the `inetd` daemon can be controlled by issuing signals using the `kill` command.

Flags

- `-d` Sends debugging messages to the `syslogd` daemon.
- `-t SecondsToWait` Specifies the number of seconds to wait in the `select()` system call before looping. The `SecondsToWait` can be a number from 1 to 999999. Without this flag the `inetd` daemon will block until one of the active services is requested by a network connection. This flag

should only be used when a machine is servicing many wait services like **tftp** and is not being used for other services. Since timing out the `select()` system call will cause the **inetd** daemon to use more CPU cycles, this flag is not recommended for most situations.

Service Requests

The Internet service requests that are supported internally by the **inetd** daemon are generally used for debugging. They include the following internal services:

ECHO Returns data packets to a client host.

DISCARD Discards received data packets.

CHARGEN Discards received data packets and sends predefined or random data.

DAYTIME Sends the current date and time in user-readable form.

TIME Sends the current date and time in machine-readable form.

Related Information

The **fingerd** daemon, **ftpd** daemon, **rexecd** daemon, **rlogind** daemon, **rshd** daemon, **syslogd** daemon, **talkd** daemon, **telnetd** daemon, **tftpd** daemon.

The **inetd.conf** file format, **protocols** file format, **services** file format.

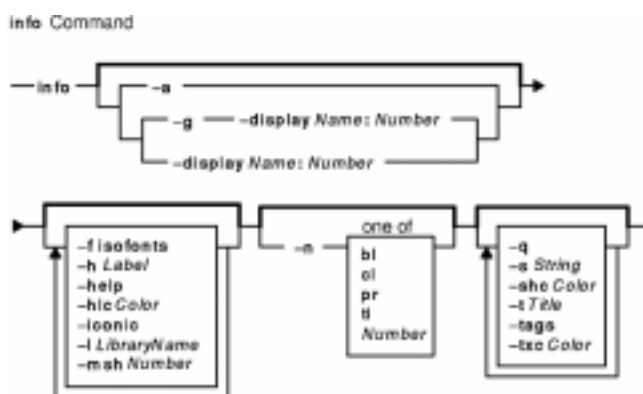
TCP/IP Daemons in *AIX Version 4.3 System Management Guide: Communications and Networks*.

info Command

Purpose

Starts the InfoExplorer program.

Syntax



```

info [ -a | -g -display Name:Number | -display Name:Number ] [ -f isofonts ] [ -h Label ] [ -help ] [
-hlc Color ] [ -i iconic ] [ -l LibraryName ] [ -msh Number ] [ -n { bl | cl | pr | ti | Number } ] [ -q ] [ -s
String ] [ -shc Color ] [ -t Title ] [ -tags ] [ -txc Color ]
  
```

Description

The **info** command starts the InfoExplorer program. The InfoExplorer program provides documentation for the operating system and associated programs. For details about using the InfoExplorer program, select the Help option from the menu bar at the top of a navigation or reading window or a navigation or reading screen.

Note: For information on selecting Help, see "Accessing Information with InfoExplorer (AIX Version 4.3 System User's Guide: Operating System and Devices)"

Flags

- a** Forces the ASCII version of the InfoExplorer program to run on the default display. Use this flag to start the ASCII program from any shell, LFT, or aixterm terminal.
- displayName:Number** Identifies the host name and Xserver display number where the InfoExplorer program is displayed. By default, the **info** command gets the host name and display number from the **DISPLAY** environment variable. Use this flag to set the display if you are using the InfoExplorer program in an AIXwindows session running on a foreign host or Xstation 120 or 130.
- f isofonts** Displays text using ISO9241-compliant fonts instead of X11 fonts. ISOfonts must be installed on your system for this option to succeed. This flag can only be used for the window version of InfoExplorer.
- g** Forces the window version of the InfoExplorer program to run on the default display or the display specified by the **-display** flag. Use this flag to start the window version of InfoExplorer if you are running in an AIXwindows session on a non-AIX host. This flag is not valid for character (ASCII) displays.

Note: To use the **-g** flag, either the **DISPLAY** environment variable must be set to a host name, or you must also specify the

–**display** flag.

–**h** *Label*

Specifies a help string, or label, to search on. InfoExplorer performs a search for the **hlp***Label* string. The following lists give examples of some of the labels available in the library:

Operating system topics and tasks, such as:

- file
- directory
- print
- smit
- start
- stop
- security
- shell

Communications topics, such as:

- ate
- bnu
- hcon
- mail

Programming topics and tasks, such as:

- streams
- xdr
- sockets
- lvm
- iohan

–**help**

Displays the syntax for the **info** command.

–**hlc***Color*

Specifies the color to be used for the text in the hypertext link box. This flag can only be used for the window version of InfoExplorer.

–**iconic**

Forces the windows to come up iconified.

–**l***LibraryName*

Specifies the library for InfoExplorer to load.

–**msh***Number*

Specifies the maximum number of search hits. The default is 5000. This flag can only be used for the window version of InfoExplorer.

–**n**

Specifies the navigation article to select. The following navigation articles are available for the default InfoExplorer library:

bl Books contains a list of the books you can read in a sequence similar to the one you could follow in reading a book in hardcopy.

cl Commands contains an alphabetical and a functional list of the commands in the system.

Number Specifies which primary navigation article to display. Valid values are 1–8 and are defined in the **isprime** file.

pr Programming Reference contains an alphabetical and a functional list of the commands in the system.

ti Topic & Task Index contains a list of the types of topics you might want to read about or tasks you might want to perform with the system.

–**q**

Specifies that the window displaying the `info` initializing message is not displayed. This flag also suppresses the automatic retrieval of the "Welcome to InfoExplorer" article.

- s *String*** Specifies the search string for which you want to search.
- The *String* variable contains one or more words of text for which you want to search. If more than one word is entered, the *String* variable must be surrounded by " " (double quotes). When the InfoExplorer program starts, a search is performed on this string. Capitalization of the string is ignored. For example, `text` matches both `Text` and `teXt`.
- A list of locations in the documentation where the string was located is displayed in the navigation window or screen. You can select from this list to open the article you need.
- If a word entered in the *String* parameter ends with an * (asterisk), the search looks for the prefix entered, followed by one or more additional letters. Search strings can end with these pattern-matching characters but cannot begin with them.
- shcColor** Specifies the color to be used for the search hits displayed in reading windows. This flag can only be used for the window version of InfoExplorer.
- tTitle** Specifies a title to search on. The *Title* variable contains one or more words of text for which you want to search. If more than one word is entered, the *Title* variable must be enclosed by " " (double quotes). When the InfoExplorer program starts, a search is performed on this string. Capitalization of the string is ignored. For example, `text` matches both `Text` and `teXt`.
- A list of locations in the documentation where the string was located is displayed in the navigation window or screen. You can select from this list to open the article you need.
- If a word entered in the *Title* parameter ends with an * (asterisk), the search looks for the prefix entered, followed by one or more additional letters. Search strings can end with these pattern-matching characters but cannot begin with them.
- tags** Enables the inclusion of the **Tags** menu option on the **Preferences** window menu bar. This flag is used for debugging information bases created with the hypertext creation tool.
- txcColor** Specifies the color to be used for article text. This flag can only be used for the window version of InfoExplorer.

Examples

1. To start the InfoExplorer program with a navigation window or screen and a "Welcome to InfoExplorer" article, enter:

```
info
```

2. To start the InfoExplorer program and get a list of articles that discuss the **grep** command, enter:

```
info -s grep
```

In this case, the string is not unique so the list of locations appears in the navigation window or screen.

3. To start the InfoExplorer program with the "List of Commands" navigation article displayed, enter:

```
info -n cl
```

4. The following example uses the name `rosebud` for your local system, and the name `kane` for the host where you can access InfoExplorer. To start the InfoExplorer program from within an X-Windows session on the foreign host named `rosebud`, follow these steps:

- a. Enter the following command on `rosebud` to allow `kane` to display processes in your local AIXwindows session:
`xhost + kane`
5. Begin a remote login session on system `kane`.
6. On `kane`, issue the command:
`info -g -display rosebud:0`

After this command is issued, the InfoExplorer `initializing` window appears in your AIXwindows session, and `rosebud` now has access to the information installed on `kane`.

- To start the InfoExplorer program and designate a specific database library, enter:
`info -l LibraryName`
- To start the InfoExplorer program and specify a help string to search on, such as **print**, enter:
`info -h print`
- To start the InfoExplorer program and specify a title to search on, such as "InfoExplorer Window Interface Overview", enter:
`info -t "InfoExplorer Window Interface Overview"`
- To start the InfoExplorer program and disable the displaying of the `info initializing` message and the welcome article, enter:
`info -q`
- To start the InfoExplorer program and have the windows iconified, enter:
`info -iconic`

Files

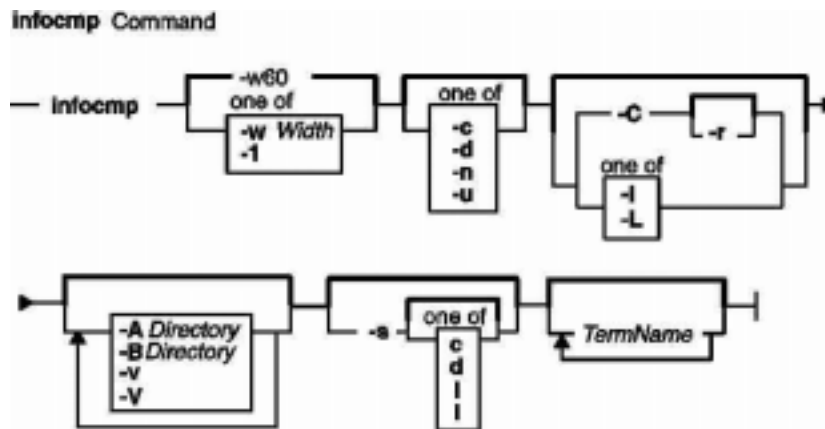
\$HOME/info	Contains the user preferences file and saved private notes, bookmarks, and history files.
\$HOME/info/.isdefs	Contains InfoExplorer defaults established in the Defaults Editor.
\$HOME/info/.isprefs	Contains InfoExplorer preferences established in the Preferences Editor.
\$HOME/info/notes	Contains InfoExplorer notes files.
\$HOME/info/.dowinsiz	Contains the default size for reading windows in the InfoExplorer program. This file name is supplied by the user.
\$HOME/info/.nawinsiz	Contains the default size for navigation windows in the InfoExplorer program.

infocmp Command

Purpose

Manages **terminfo** descriptions.

Syntax



infocmp [-d] [-c] [-n] [-I] [-L] [-C] [-r] [-u] [-s{d|i|l|c}] [-v] [-V] [-1] [-wWidth] [-ADirectory] [-BDirectory] [TermName...]

Description

The **infocmp** command manages **terminfo** descriptions. You can use this command to:

- Compare a binary **terminfo** entry with other **terminfo** entries.
- Print a **terminfo** description from the binary file.
- Rewrite a **terminfo** description to take advantage of the **use** attribute.

The **infocmp** command prints the Boolean attributes first, the numeric attributes second, and the string attributes last.

Comparing Entries

Use the **-d**, **-c**, and **-n** flags to compare entries. The **-d** flag returns the differences between entries. The **-c** flag produces a list of the capabilities that are set and in common between two entries. The **-n** flag returns a list of the capabilities that neither entry has.

To compare **terminfo** entries, you specify two or more *TermName* parameters. The **infocmp** command compares the **terminfo** description of the first *TermName* parameter with each of the descriptions for the subsequent *TermNames* specified. If a capability is defined for only one of the terminal descriptions, the value returned will depend on the type of capability. For Boolean capabilities the **infocmp** command returns an F, the command returns a -1 for integer capabilities, and null for string capabilities.

Producing a Source Listing

Use the **-I** (uppercase i), **-L**, **-C**, and **-r** flags to produce a source listing for one or more terminals. If you do not specify a *TermName* parameter, the system uses the **TERM** environment variable. You can use these source options to produce a source file for a **terminfo** binary when one is not available.

The **I** (uppercase i) flag produces a listing with the terminfo names. The **-L** flag produces a listing using the long **C** variable names listed in `/usr/include/term.h`.

The **-C** flag uses **termcap** names instead of terminfo capability names when producing the source listing. The **infocmp** command translates and outputs only those **terminfo** capabilities that have a corresponding **termcap** code name. To remove this restriction, specifying the **-r** flag. This flag causes the command to output **terminfo** capabilities that cannot be translated into **termcap** format.

When using the **-C** and **-r** flags, the **infocmp** command notes any string parameters it was unable to convert to the **termcap** format. You must edit these parameters manually. The command collects all padding information for strings together and places it at the beginning of the string where **termcap** expects it. Mandatory padding is optional after translation. Mandatory padding is padding information with a trailing / (slash).

Note: The **-C** and **-r** flags cannot always convert a **terminfo** string into its equivalent **termcap** form. Similarly, a conversion from the **termcap** file format back into the **terminfo** file format does not necessarily reproduce the original source.

Definitions with the use Attribute

Given a list of terminal menus and the **-u** flag, the **infocmp** command compares the first terminal's description against the other terminal descriptions. The **infocmp** command then creates a new description for the first terminal using as much of the subsequent terminal descriptions as possible.

When you specify the **-u** flag and a list of terminal names, the **infocmp** command does the following:

- Compares subsequent terminal descriptions against the first.
- Creates a description of the first terminal you specified relative to the description of the other terminals.

The new description for the first terminal will have the following:

- Capabilities that exist in the subsequent terminals but do not exist for the first terminal will appear with an **@** in the resulting description.
 - Note:** The **@** implies that the capability does not exist.
- Capabilities defined in a subsequent terminal with the same value are replaced with `use=<subsequent terminal>`.
- Any capabilities in the first terminal not found in any of the other terminals are printed along with the corresponding values.
- If the first terminal has a capability whose value differs from the value found in at least one of the other terminals, the capability is printed.

You can change a description and specify a capability after the **use** attribute. If this capability is also found in the terminal referenced by the **use** attribute, the second capability takes precedence over the one referenced by the **use** attribute.

Changing Databases

By default, terminal descriptions appear in the system **terminfo** database directory, `/usr/share/lib/terminfo`. You can specify a different database location with the **TERMINFO** environment variable. The **infocmp** command first checks to see if this variable exists. If the variable does not exist, the command uses the system **terminfo** database.

You can use the **-A** and **-B** flag with the **infocmp** command to override the system database. The **-A** flag identifies the **terminfo** database for the first *TermName* parameter. The **-B** flag identifies the database to use for any subsequent terminals you name. Together, these flags make it possible to compare descriptions for

two terminals with the same name located in two different databases.

Flags

- ADirectory** Identifies the **terminfo** database for the first *TermName* parameter.
- BDirectory** Identifies the **terminfo** database for every *TermName* parameter except the first.
- C** Uses the **termcap** code names to produce the source listing. Will not list **terminfo** capabilities that cannot be translated to **termcap** format.
- c** Lists the capabilities that are common between the two entries. Capabilities that are not set are ignored. This flag can be used as a quick check to see if it is desirable to use the **-u** flag.
- d** Lists the capabilities that are different between terminals. You can use this flag to pinpoint the differences between similar terminal entries.
- I** (uppercase i) Uses the **terminfo** capability names when producing the source listing.
- 1** (numeral) Prints the capabilities one to a line. by default, the fields are printed several to a line to a maximum width of 60 characters.
- L** Uses the long C variable name listed in `/usr/include/term.h` file to produce the source listing.
- n** Compares two entries and lists the capabilities that do not exist in either. If you do not specify a *TermName* parameter, the system uses the **TERM** environment variable for both *TermName* parameters. You can use this as a quick check to see if anything was left out of the description.
- r** Instructs the **infocmp** command to output **terminfo** capabilities that cannot be translated to **termcap** format. This flag is valid only with the **-C** flag.
- s** Sorts the output from the **infocmp** command within each capability type (Boolean, numeric, and string) and according to the argument below:
 - d** Sort in the order specified in the **terminfo** database.
 - i** Sort by **terminfo** name.
 - l** Sort by the long C variable name.
 - c** Sort by the **termcap** name.

If you do not specify an option with the **-s** flag, the command sorts each capability alphabetically by the **terminfo** name within each type. If you specify the **-C** or the **-L** flags with the **-s** flag, the capabilities are sorted by the **termcap** name or the long C variable name, respectively.
- u** Compares two or more terminal descriptions and produces new descriptions using the **use** attribute.
- v** Prints out tracing information on standard error.
- V** Prints out the version of the program in use on standard error and exits.
- wWidth** Changes the output to the specified number of characters per line. The output includes as many fields as possible that can fit within the specified number of characters.

Note: Fields are not truncated.

Examples

1. To list the common capabilities between the `aixterm` and `lft` terminals, enter:


```
infocmp -c aixterm lft
```
2. To list all of the capabilities that are possible but do not currently exist for the current terminal, enter:


```
infocmp -n
```
3. To produce a source listing for the `lft` terminal in **terminfo** format, enter:


```
infocmp -I lft
```

4. To produce a source listing for the terminal description `my_term` that is located in `/tmp` using as much of the `lft` description as possible, enter:

```
infocmp -A /tmp -u my_term lft
```

File

`/usr/share/lib/terminfo` Contains the compiled terminal description database.

Related Information

The `tic` and `captoinfo` commands.

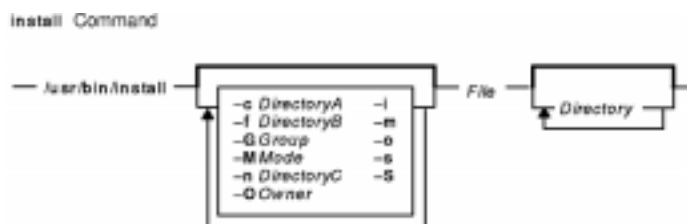
The `terminfo` file format.

install Command

Purpose

Installs a command.

Syntax



```

/usr/bin/install [-cDirectoryA] [-fDirectoryB] [-i] [-m] [-MMode] [-OOwner] [-GGroup] [-S]
[-nDirectoryC] [-o] [-s] File [Directory ... ]
  
```

Description

The **install** command installs a specified file in a specific place within a file system. It is most often used in makefiles. When replacing files, the **install** command copies (or moves) each file into the appropriate directory, thereby retaining the original owner and permissions based on the behavior of the **cp** and **mv** commands. An attempt is made to change the destination to owner **bin** and group **bin**. The **-OOwner** and **-GGroup** flags can be used to specify a different owner or group. The **install** command writes a message telling you exactly which files it is replacing or creating and where they are going.

If you do not specify the *Directory* parameter, the **install** command searches a set of default directories (**/usr/bin**, **/etc**, and **/usr/lib**, in that order) for a file with the same name as the *File* parameter. The first time it finds one, it overwrites it with *File* and issues a message indicating that it has done so. If a match is not found, the **install** command issues a message telling you there was no match and exits with no further action. If the *File* parameter does not exist in the current directory, the **install** command displays an error message and exits with a nonzero value.

If any directories are specified on the command line, the **install** command searches them before it searches the default directories.

Flags

- c DirectoryA** Installs a new command file in the *DirectoryA* variable only if that file does not already exist there. If it finds a copy of *File* there, it issues a message and exits without overwriting the file. This flag can be used alone or with the **-s**, **-M**, **-O**, **-G**, or **-S** flag.
- f DirectoryB** Forces installation of *File* in *DirectoryB* whether or not *File* already exists. If the file being installed does not already exist, the command sets the permission code and owner of the new file to **755** and **bin**, respectively. This flag can be used alone or with the **-o**, **-s**, **-M**, **-O**, **-G**, or **-S** flags.
- GGroup** Specifies a different group for the destination file. The default group is **bin**.
- i** Ignores the default directory list and searches only those directories specified on the command line. This flag cannot be used with the **-c**, **-f**, or **-m** flags.
- m** Moves the *File* parameter to the directory instead of being copied. Cannot be used with the

- `-c, -f, -i, or -n` flag.
- `-MMode` Specifies the mode of the destination file.
- `-n DirectoryC` Installs the *File* parameter in the *DirectoryC* variable if it is not in any of the searched directories, and sets the permissions and owner of the file to **755** and **bin**, respectively. This flag cannot be used with the `-c`, `-f`, or `-m` flag.
- `-o` Saves the old copy of the *File* parameter by copying it into a file called **OLDFile** in the same directory. This flag cannot be used with the `-c` flag.
- `-OOwner` Specifies a different owner of the destination file. The default owner is **bin**.
- `-s` Suppresses the display of all but error messages.
- `-S` Causes the binary to be stripped after installation.

Examples

1. To replace a command that already exists in one of the default directories, enter:

```
install fixit
```

This replaces the **fixit** file if it is found in the **/usr/bin**, **/etc**, or **/usr/lib** directory. Otherwise, the **fixit** file is not installed. For example, if **/usr/bin/fixit** exists, then this file is replaced by a copy of the file **fixit** in the current directory.

2. To replace a command that already exists in a specified or default directory and to preserve the old version, enter:

```
install -o fixit /etc /usr/games
```

This replaces the **fixit** file if it is found in the **/etc** or **/usr/games** directory or in one of the default directories. Otherwise the **fixit** file is not installed. If the file is replaced, the old version is preserved by renaming it **OLDfixit** in the directory in which it was found.

3. To replace a command that already exists in a specified directory, enter:

```
install -i fixit /home/jim/bin /home/joan/bin /usr/games
```

This replaces the **fixit** file if it is found in the **/home/jim/bin**, **/home/joan/bin**, or **/usr/games** directory. Otherwise, the file is not installed.

4. To replace a command found in a default directory or install it in a specified directory if it is not found, enter:

```
install -n /usr/bin fixit
```

This replaces the **fixit** file if it is found in one of the default directories. If the file is not found, it is installed as **/usr/bin/fixit**.

5. To install a new command, enter:

```
install -c /usr/bin fixit
```

This creates a new command by installing a copy of the **fixit** file as **/usr/bin/fixit**, but only if this file does not already exist.

6. To install a command in a specified directory whether or not it already exists, enter:

```
install -f /usr/bin -o -s fixit
```

This forces the **fixit** file to be installed as **/usr/bin/fixit** whether or not it already exists. The old version, if any, is preserved by moving it to **/usr/bin/OLDfixit** (a result of the `-o` flag). The messages that tell where the new command is installed are suppressed (a result of the `-s` flag).

Compatibility

For compatibility with Berkeley Software Distribution (BSD), two **install** commands exist. See the **installbsd** command.

Files

/usr/bin/install Contains the **install** command.

Related Information

The **chgrp** command, **chmod** command, **chown** command, **cp** command, **installbsd** command, **make** command, **mv** command, **strip** command.

install_assist Command

Purpose

Starts the Installation Assistant application.

Syntax

```
install_assist Command  
— install_assist —|
```

install_assist

Description

The **install_assist** command starts Installation Assistant, an application designed to simplify the customization of your system after a Base Operating System installation. The Installation Assistant guides you through post-installation tasks and, in some cases, automatically installs software packages for you. The Installation Assistant has two interfaces, ASCII and graphical. The interface that displays is based on your terminal type (defined in the **TERM** environment variable).

Most Installation Assistant tasks create or add to the **smit.log** and **smit.script** files in your home directory. (These are the same files appended when you run a SMIT session.) The commands built and run by the Installation Assistant tasks are added to the end of the **smit.log** file along with the command output. The time, name of the task, and the command (flags and parameters included) are added to the end of the **smit.script** file in a format that can easily be used to create executable shell scripts.

Example

To start the Installation Assistant from the command line, enter:

```
install_assist
```

Files

smit.log Specifies detailed information on your session, with time stamps.

smit.script Specifies the task commands run during your session, with time stamps.

Related Information

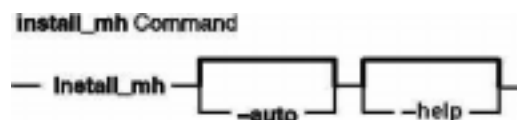
Customizing Your Installation in *AIX Installation Guide*

install_mh Command

Purpose

Sets up mailbox directories.

Syntax



install_mh [-auto] [-help]

Description

The **install_mh** command sets up mailbox directories. The **install_mh** command is not started by the user. The **install_mh** command is called by other programs only.

The **install_mh** command starts automatically the first time you run any Message Handler (MH) command. The **install_mh** command prompts you for the name of your mail directory. If the directory does not exist, the **install_mh** command queries you if it should be created. Upon receiving a positive response, the **install_mh** command creates the **\$HOME/.mh_profile** file and places the `Path:` profile entry in it. This entry identifies the location of your mailbox by specifying the directory path for your MH directory, *UserMHDirectory*.

Flags

- auto Creates the standard MH path without prompting.
 - help Lists the command syntax, available switches (toggles), and version information.
- Note:** For MH, the name of this flag must be fully spelled out.

Files

\$HOME/.mh_profile Contains the MH user profile.

Related Information

Mail Overview in *AIX Version 4.3 System User's Guide: Communications and Networks*.

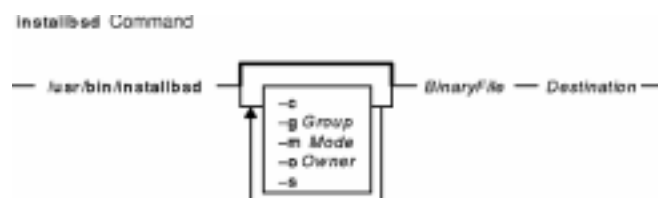
Peek, Jerry. *MH and xmh: E-mail for Users and Programmers*. Sebastopol, CA: O'Reilly & Associates, 1992.

installbsd Command

Purpose

Installs a command (BSD version of the **install** command).

Syntax



```
/usr/bin/installbsd[-c][-gGroup][-mMode][-oOwner][-s] BinaryFileDestination
```

Description

The **installbsd** command installs the file specified by the *BinaryFile* parameter by moving it to a file or directory specified by the *Destination* parameter. Use of the **-c** flag copies the *BinaryFile* rather than moving it. If the specified *Destination* parameter is a directory, the *BinaryFile* is moved into the directory. If the specified *Destination* parameter already exists as a file, the **installbsd** command removes that file before the *BinaryFile* is moved. The **installbsd** command does not move a file onto itself.

Installing the file `/dev/null` creates an empty file.

Flags

- c** Copies the file specified by the *BinaryFile* parameter to the file or directory specified by the *Destination* parameter.
- g Group** Specifies a group for the file specified by the *Destination* parameter. The default group is `staff`.
- m Mode** Specifies a mode for the file specified by the *Destination* parameter. The default mode is `755`. The specified mode can be an octal number or a symbolic value.
- o Owner** Specifies the owner for the file specified by the *Destination* parameter. The default owner is the root user.
- s** Causes the file specified by the *BinaryFile* parameter to be stripped after installation.

Examples

To install a new command called **fixit**, enter:

```
installbsd -co mike fixit /usr/bin
```

This command sequence installs a new command by copying the program `fixit` to `/usr/bin/fixit`, with user `mike` as the owner.

Files

/usr/ucb/install Hard-link to the **/usr/bin/installbsd** file.

/usr/bin/installbsd Contains the **installbsd** command.

Related Information

The **chgrp** command, **chmod** command, **chown** command, **cp** command, **install** command, **mv** command, **strip** command.

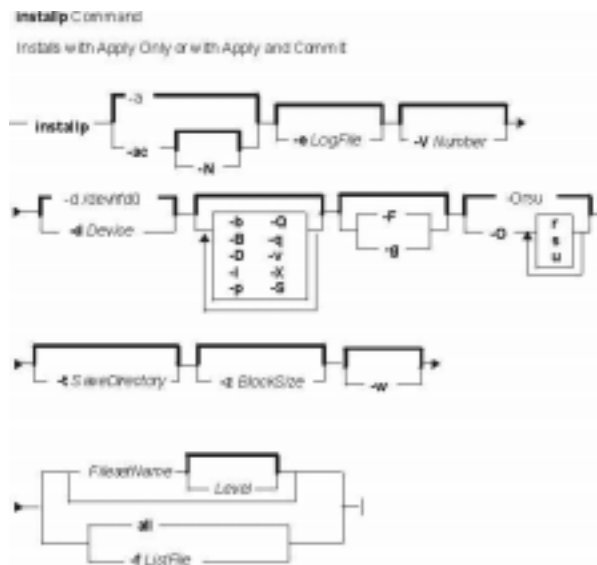
installp Command

Purpose

Installs available software products in a compatible installation package.

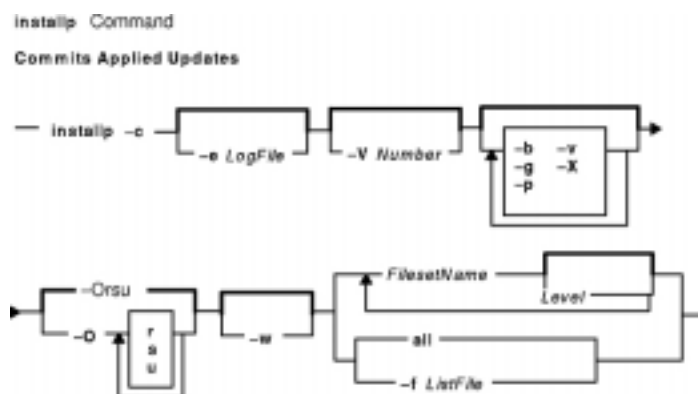
Syntax

To Install with Apply Only or with Apply and Commit



installp [**-a** | **-ac** [**-N**]] [**-eLogFile**] [**-VNumber**] [**-dDevice**] [**-b**] [**-S**] [**-B**] [**-D**] [**-I**] [**-p**] [**-Q**] [**-q**] [**-v**] [**-X**] [**-F** | **-g**] [**-O** { **r** } [**s**] [**u**] }] [**-tSaveDirectory**] [**-w**] [**-zBlockSize**] { *FilessetName* [*Level*]... | **-f ListFile** | **all** }

To Commit Applied Updates

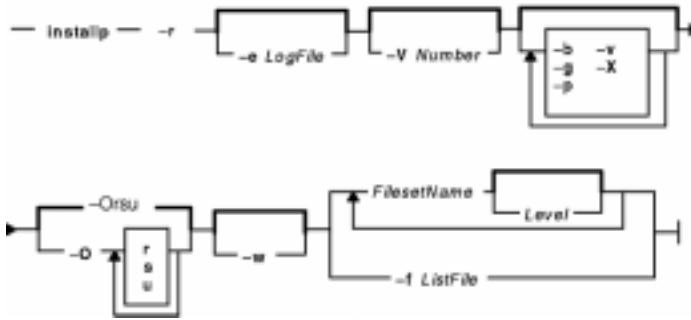


installp-c [**-eLogFile**] [**-VNumber**] [**-b**] [**-g**] [**-p**] [**-v**] [**-X**] [**-O** { **r** } [**s**] [**u**] }] [**-w**] { *FilessetName* [*Level*]... | **-f ListFile** | **all** }

To Reject Applied Updates

installp Command

Rejects Applied Updates

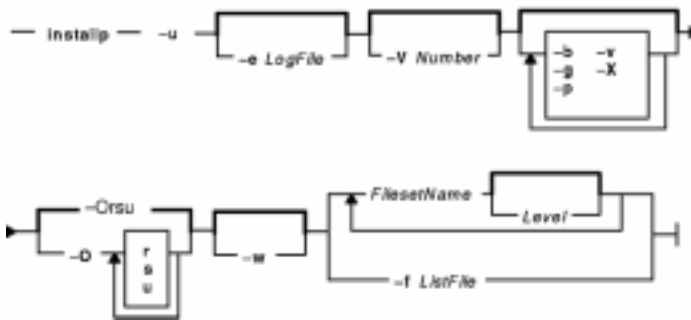


installp -r [*-eLogFile*] [*-VNumber*] [*-b*] [*-g*] [*-p*] [*-v*] [*-X*] [*-O* { *r* } { *s* } { *u* }] [*-w*] { *FilesetName* [*Level*]... | *-f ListFile* }

To Deinstall (Remove) Installed Software

installp Command

Deinstalls (Removes) Installed Software

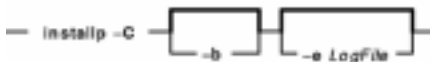


installp -u [*-eLogFile*] [*-VNumber*] [*-b*] [*-g*] [*-p*] [*-v*] [*-X*] [*-O* { *r* } { *s* } { *u* }] [*-w*] { *FilesetName* [*Level*]... | *-f ListFile* }

To Clean Up a Failed Installation:

installp Command

Cleans Up a Failed Installation

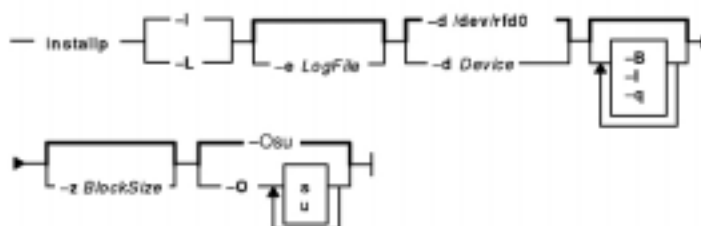


installp -C [*-b*] [*-eLogFile*]

To List All Installable Software on Media

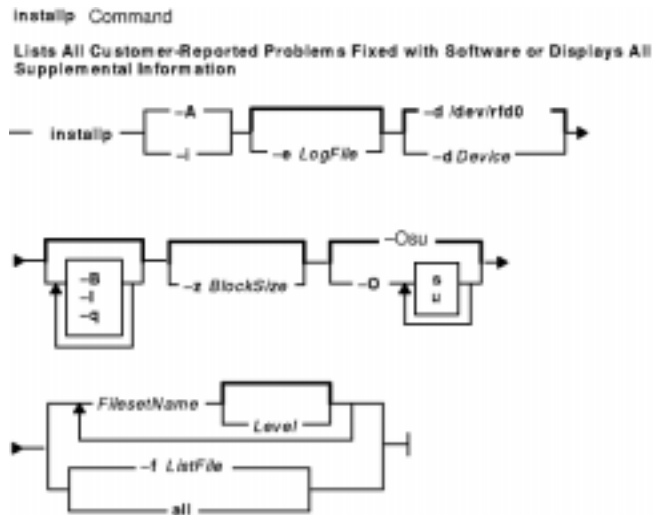
installp Command

Lists All Installable Software on Media



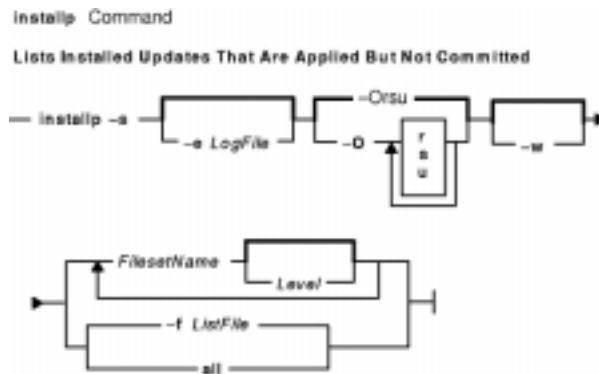
installp { *-I* | *-L* } [*-eLogFile*] [*-dDevice*] [*-B*] [*-I*] [*-q*] [*-zBlockSize*] [*-O* { *s* } { *u* }]

To List All Customer–Reported Problems Fixed with Software or Display All Supplemental Information



installp { **-A|-i** } [**-eLogFile**] [**-dDevice**] [**-B**] [**-I**] [**-q**] [**-z BlockSize**] [**-O { [s][u]}**] { *FilesetName* [*Level*]... | **-f ListFile** | **all** }

To List Installed Updates That Are Applied But Not Committed



installp-s [**-eLogFile**] [**-O { [r][s][u]}**] [**-w**] { *FilesetName* [*Level*]... | **-fListFile** | **all** }

Description

Note: The **noclobber** option of the Korn or C shell should be unset in the environment from which an installation is performed.

The **installp** command installs and updates software.

A fileset is the lowest installable base unit. For example, **bos.net.tcp.client 4.1.0.0** is a fileset. A fileset update is an update with a different fix ID or maintenance level. For example, **bos.net.tcp.client 4.1.0.2** and **bos.net.tcp.client 4.1.1.0** are both fileset updates for **bos.net.tcp.client 4.1.0.0**.

When a base level (fileset) is installed on the system, it is automatically committed. You can remove a fileset regardless of the state (committed, broken, committed with applied updates, committed with committed updates, etc.).

When a fileset update is applied to the system, the update is installed. The current version of that software, at the time of the installation, is saved in a special save directory on the disk so that later you can return to that version if desired. Once a new version of a software product has been applied to the system, that version

becomes the currently active version of the software.

Updates that have been applied to the system can be either committed or *rejected* at a later time. The **installp -s** command can be used to get a list of applied updates that can be committed or rejected.

When updates are committed with the **-c** flag, the user is making a commitment to that version of the software product, and the saved files from all previous versions of the software product are removed from the system, thereby making it impossible to return to a previous version of the software product. Software can be committed at the time of installation by using the **-ac** flags. Note that committing already applied updates does not change the currently active version of a software product. It merely removes saved files for previous versions of the software product.

When a base level is removed with the **-u** flag, the files that are part of the software product and all its updates are removed from the system. Most cleanup of system configuration information pertaining to the product is also done, but this is dependent on the product and may not always be complete.

When a software product update is rejected with the **-r** flag, the active version of the software product is changed to the version immediately previous to the rejected update. Files saved for the rejected update and any updates that were applied after it are removed from the system.

A software product that is to be removed from the system can be in any state. Any product updates can be in either the applied or committed state, and they will also be removed.

If a previously interrupted installation leaves any software in a state of either applying or committing, it is necessary to perform cleanup with the **-C** flag before any further installations will be allowed. Although the **installp -C** command accepts software product names on the command line without returning an error, an attempt is always made to clean up all products when the **-C** flag is used. An attempt is made to clean up any incomplete installations by removing those parts that were previously completed. An attempt is also made to return to the previous version of the software product, if one exists, as the currently active version. If this cannot be done, the software product is marked as *broken*, and unpredictable results can occur if the user attempts to use it. Therefore, it is advisable for the user to reinstall any broken software products or updates.

The **-t** flag specifies an alternate location for a save directory that holds files being replaced by an update. This option is primarily useful in the following two circumstances.

- You have enough local disk space for saving replaced files but you do not want to permanently expand the root and **/usr** file systems.

In this case, you can choose to create a separate file system for the alternate save directory. Once you are satisfied with the updated system and have committed all applied updates, disk space can be retrieved by deleting the save file system.

- If you do not have enough local disk space for saving replaced files but you have access to ample disk space on a remote system, then you can specify a directory that is mounted from a remote file system.

It is recommended that if a remote file system is used, you should commit the updates as soon as possible. You may want to initiate the installation action as an apply and commit operation with the **-ac** flags. If you want to apply only in order to retain the capability of rejecting any unwanted updates, then it is highly recommended that you test the newly installed updates as soon as possible and then commit or reject them.

The following considerations should be taken into account when using an alternate save directory:

- It is recommended that you use the same alternate save location on each invocation of the **installp** command.

- If an alternate save directory is used for an apply operation, you should make sure that the file system containing that directory remains mounted. It is highly recommended that any necessary mounts be done automatically on a reboot.
- If an alternate save directory is missing on a commit operation, the commit takes place, and a warning is given stating that the save directory could not be deleted. It is then your responsibility to delete the save directories that are no longer used in order to retrieve that disk space.
- If an alternate save directory is missing on reject, the reject operation cannot be done because the saved files are missing. An error is given, and the entire reject operation is cancelled. If the missing save directory is not caused by a temporary situation (for example, the inability to contact a remote directory on the network,) your only options are to commit the updates or leave them in an applied state permanently.
- When doing a system backup, you are responsible for backing up any alternate save directories that do not reside in the root volume group.
- The installation process safeguards users with a remote save directory from the possibility of two different systems using the same remote directory. However, you should use directory pathnames that easily and uniquely identify each user's system. For example, you might add the system's hostname somewhere in the pathname.
- Do not create a **mksysb** backup of a system with a remote save directory and then try to restore the **mksysb** image onto a system other than the original. In this case, using a **mksysb** image to install several like systems causes multiple ownership of the same remote save directory.

The **installp -A** command can be used to obtain a list of the Authorized Program Analysis Report (APAR) numbers and summaries for all customer-reported problems that are fixed in the specified software package. The **installp -i** command can be used to display supplemental information contained in files that can be a part of the specified software package.

To list all the software products and updates on the specified installation media, use the **installp -l** command. The output of the **installp** command with the **-l** flag resembles the following:

```
# Fileset Name                Level                I/U Q Content
#=====
# X11.adt.include              4.1.0.0              I  N  usr
#   AIXwindows Application Development Toolkit Include F
#
# X11.adt.lib                  4.1.0.0              I  N  usr
#   AIXwindows Application Development Toolkit Libraries
#
# X11.adt.motif                4.1.0.0              I  N  usr
#   AIXwindows Application Development Toolkit Motif
#
#
# X11.adt.bitmaps              4.1.0.0              I  N  usr
#   AIXwindows Application Development Toolkit Bitmap Fi
#
#
# X11.adt.ext                  4.1.0.0              I  N  usr
#   AIXwindows Application Development Toolkit for X Ext
#
# X11.adt.imake                4.1.0.0              I  N  usr
#   AIXwindows Application Development Toolkit imake
#
# X11.apps.rte                 4.1.0.0              I  N  usr
#   AIXwindows Runtime Configuration Applications
#
# X11.apps.msmit               4.1.0.0              I  N  usr
#   AIXwindows msmit Application
```

The fields have the following meanings:

Fileset Name Name of the fileset to be installed.

Level	Level of the fileset to be installed.
I/U	Indicates the type of package of which the fileset is a part. The fileset may belong to an installation package or to one of several types of update packages. The package types are as follows: I Indicates an installation package. S Indicates a single update. SR Indicates a required update. Whenever the installp command encounters a required update, the update is automatically included in the input list. SF Indicates a required update. Whenever the installp command encounters a required update, the update is automatically included in the input list. Reserved for updates to the installp fileset. M Indicates a maintenance package. This is a packaging update that contains only a list of other updates to be applied. This package delivers no files. ML Indicates an update package that identifies a new maintenance level for the product. This is a cumulative set of all updates since the previous product level.
Q	Quiescent (quiet) column. A Y indicates that running processes can be affected by the installation of this fileset. Refer to the documentation supplied with the software product. An N indicates that running processes are not affected by the installation of this fileset. A B indicates bosboot and quiescent. A b indicates bosboot and not quiescent.
Content	Content column: usr,root /usr and root file systems (Version 3.2 and later) usr /usr file system only (Version 3.2 and later) share /usr/share file system only (Version 3.2 and later)

Output from the **installp -s** command, which is used to get a list of applied software fileset updates and updates that are available to be either committed or rejected, resembles the following:

```

Installp Status
-----
Name                               Part      Level                               State
-----
bos.net.tcp.client                 USR       4.1.0.2                             APPLIED
bos.net.tcp.client                 ROOT      4.1.0.2                             APPLIED
bos.rte.commands                   USR       4.1.0.1                             APPLIED
bos.rte.misc_cmds                  USR       4.1.0.1                             APPLIED
bos.rte.tty                         USR       4.1.0.1                             APPLIED
    
```

The fields have the following meanings:

- Name Name of the installed software product fileset.
- Part The part of the fileset where:
ROOT root file system
SHARE **/usr/share** file system
USR **/usr** file system.
- Level The level of the installed software product option.
- State The state of the installed software product option.

The software products and updates to be installed can be identified in one of three ways:

- by the keyword **all**, which indicates that all software contained on the specified installation media is to be installed
- by a list of software product names (each of which can optionally be followed by a level) that

indicates the software to be installed

- by the **-f** flag followed by a file name, where each line in the file is an entry containing a software product name, optionally followed by a level, or is a comment line that begins with a **#** and is ignored

Note: The **installp** program uses the **sysck** command to verify files after restoring them. The **sysck** command does not recognize the following special characters in file names: **~**, **`**, **'**, ****, **"**, **\$**, **^**, **&**, **(**, **)**, **|**, **{**, **}**, **[**, **<**, **>**, and **?**. If a file name contains one of these characters, installation fails.

The *FilesetName* parameter can be used to specify an entire software product or any separately installable filesets within the software package. For example, **bos.net** is the name of a software package, and the separately installable filesets within that software package are **bos.net.ncs.client**, **bos.net.nfs.client**, and **bos.net.tcp.client**. If the user specifies **bos.net** for the *FilesetName* parameter, then all of the separately installable filesets listed are installed. If the user specifies **bos.net.tcp.client** for the *FilesetName* parameter, then only that fileset is installed.

The *Level* parameter indicates the level of the software product or update that is to be installed. The *Level* parameter is of the form *vv.rr.mmmm.fff.ppppppppp* where:

- vv* is a numeric field of 1 to 2 digits that represents the version number.
- rr* is a numeric field of 1 to 2 digits that represents the release number.
- mmm* is a numeric field of 1 to 4 digits that represents the modification level.
- fff* is a numeric field of 1 to 4 digits that represents the fix level.
- ppppppppp* is a character field of 1 to 9 characters that represents the fix ID.

If a user is installing an installation package from installation media that contains only installation packages it is not usually necessary to specify the level. More than one software product installation package with different levels does not often exist on the same installation medium, but when this does occur **installp** installs the specified software product at the latest software product level when *Level* is not specified with *FilesetName*. For installation media that contain either update packages only or contain both installation and update packages, all applicable update packages that are present on the installation media for the specified *FilesetName* are also installed when *Level* is not specified. For installation media that contain both installation and update packages the user can request the installation of only installation packages or only update packages by specifying the **-I** or **-B** flags, respectively. If the user wants to install only some of the updates on the installation medium for a specific software product both *FilesetName* and *Level* for each of the updates to be installed for that software product must be specified.

An example of what might be entered to install TCP/IP and one of its updates that are both contained in the **/usr/sys/inst.images** directory would be the following:

```
installp -a -d/usr/sys/inst.images bos.net.tcp.client 4.1.0.0
bos.net.tcp.client 4.1.0.2
```

Note: In the event that there are duplicate filesets at the same level, **installp** will use the first one that it finds in the install table of contents (**.toc**). This situation can occur when **bffcreate** is used to extract images from different media to the same installation directory. For this reason, care should be taken to ensure that update images are not extracted to the same directory as base level images for the same fileset at the same level.

A summary report is given at the end of the **installp** output that lists the status of each of the software products that were to be installed. An example summary report for the previous **installp** command follows:

```
Installp Summary
-----
Name                Level           Part           Event           Result
```

```
-----
bos.net.tcp.client      4.1.0.0      USR      APPLY      SUCCESS
bos.net.tcp.client      4.1.0.0      ROOT     APPLY      SUCCESS
bos.net.tcp.client      4.1.0.2      USR      APPLY      SUCCESS
```

Note: If a previously installed level of a fileset update is in the broken state, the **-acgN** flags must be used when that fileset update is installed again.

Summary Report Values

The summary report identifies the name of the product option and the part of the product. Other information given includes the requested action (event) and the result of that action.

Event Values

The Event column of the summary report identifies the action that has been requested of the **installp** command. The following values may be found in this column:

Event	Definition
APPLY	An attempt was made to apply the specified fileset.
COMMIT	An attempt was made to commit the specified fileset update.
REJECT	An attempt was made to reject the specified fileset update.
CLEANUP	An attempt was made to perform cleanup for the specified fileset.
DEINSTALL	An attempt was made to remove the specified fileset.

Result Values

The Result column of the summary report gives the result of **installp** performing the requested action. It can have the following values:

Result	Definition
SUCCESS	The specified action succeeded.
FAILED	The specified action failed.
CANCELLED	Although preinstallation checking passed for the specified option, it was necessary to cancel the specified action before it was begun. Interrupting the installation process with Ctrl-c can sometimes cause a canceled action, although, in general, a Ctrl-c interrupt causes unpredictable results.

Flags

-A	Displays the APAR number and summary of all customer-reported problems that are fixed in the specified software package. No installation is attempted.
-a	Applies one or more software products or updates. This is the default action. This flag can be used with the -c flag to apply and commit a software product update when installed.
-b	Prevents the system from performing a bosboot in the event that one is needed.
-B	Indicates that the requested action should be limited to software updates.
-C	Cleans up after an interrupted installation and attempts to remove all incomplete pieces of the previous installation. Cleanup should be performed whenever any software product or update is in a state of either <i>applying</i> or <i>committing</i> and can be run manually as needed. For backwards

- compatibility other flags and parameters can be accepted with **installp -C**, but are ignored because all necessary cleanup is attempted.
- c** Commits all specified updates that are currently applied but not committed. When an update is committed all other software products it is dependent on must also be committed (unless they are already in the committed state). The specified software product is dependent on any software product that is a prerequisite or corequisite of the specified product. The commit will fail and error messages will be given if any requisite software products are not in the committed state. The **-g** flag can be used to automatically commit requisite software product updates.
- D** Deletes the installation image file after the software product or update has been successfully installed. When the **-g** flag is specified, the installation image files for any products that are automatically included will also be deleted. This flag is valid only with the **-a** or **-ac** flags and is not valid with the **-Or** flag. This flag is also only valid when the device is a directory and an installation image file on the system where the installation is taking place.
- d Device** Specifies where the installation media can be found. This can be a hardware device such as tape or diskette, it can be a directory that contains installation images, or it can be the installation image file itself. When the installation media is a product tape or Corrective Service tape, the tape device should be specified as **no-rewind-on-close** and **no-retension-on-open**. Examples of this would be **/dev/rmt0.1** for a high density tape, or **/dev/rmt0.5** for a low density tape. Use the options specified by the tape supplier. The default device is **/dev/rfd0**.
- eLogFile** Enables event logging. The **-e** flag enables the user to append certain parts of the **installp** command output to the file specified by the *LogFile* variable. By default the output of the **installp** command goes to **stdout** and **stderr**, unless SMIT or VSM is used, in which case the output goes to the **smit.log**. The *LogFile* variable must specify an existing, writable file, and the file system in which the file resides must have enough space to store the log. The log file does not wrap.
- Not all output is appended. Copyright information is still displayed to the user. Any error messages are displayed on the screen and sent to the file specified by the *LogFile* variable. A results summary of the **installp** command invocation is also displayed on the screen and sent to the *LogFile*. This flag is primarily used by NIM and BOS install to limit the output shown to the user, but keep useful information for later retrieval.
- F** This option can be used to force the installation of a software product even if there exists a previously installed version of the software product that is the same as or newer than the version currently being installed. It is not advisable to force an AIX Version 3.2 software product on top of an AIX Version 4.1 software product. The **-F** flag is not valid with update packages or the **-g** flag. When you use the **-F** flag, the **-I** flag is implicit.
- f ListFile** Reads the names of the software products from *ListFile*. If *ListFile* is a **-** (dash), it reads the list of names from the standard input. Software fileset names, optionally followed by a level, should be one per line of text, and any text following the second set of white spaces or tabs on a line is ignored. Output from the **installp-l** command is suitable for input to this flag.
- g** When used to install or commit, this flag automatically installs or commits, respectively, any software products or updates that are requisites of the specified software product. When used to remove or reject software, this flag automatically removes or rejects dependents of the specified software.

The **-g** flag is ignored for installation and update packages in AIX Version 3.1 format. The automatic inclusion of requisites or dependents will not be done for these packages. The **-g** flag is not valid when used with the **-F** flag.

Note: This flag also automatically pulls in a superseding update present on the media if the specified update is not present. This flag causes the newest update to be installed for a given fileset, when there are multiple superseding updates for the same fileset on the installation media.

- I** (uppercase i) Indicates that the requested action should be limited to base level filesets.
- i** Displays on standard output the **lpp.instr**, **lpp.doc**, **lpp.README**, and **README** files on the installation media for the software product, if they exist. This flag can take a significant amount of time for a large number of filesets.
- J** This flag is used when the **installp** command is executed from the System Management Interface Tool (SMIT) menus.
- l** (lowercase L) Lists all the software products and their separately installable options contained on the installation media to standard output. No installation occurs. The **-l** flag is not valid with the **-Or** flag.
- L** Displays the contents of the media by looking at the table of contents (TOC) and displaying the information in colon-separated output. This flag is used by **smit** and **vsm** to list content of the media. The format provided:
`package:fileset:v.r.m.f:PTF:type:state:supersede:\
sup_ptf:sup_state:latest_sup:quiesce:Descr:\
netls_vendor_id:netls_prod_id:netls_prod_ver`
- N** Overrides saving of existing files that are replaced when installing or updating. This flag is valid only with the **-ac** flags. If there is a failure in the system during the installation, there is no recovery of replaced files when this flag is used.
- O{[r][s][u]}** Installs the specified part of the software product. The **r** indicates the / (root) part is to be installed, the **s** indicates the **/usr/share** part is to be installed, and the **u** indicates the **/usr** part is to be installed. The **-O** flag is not needed with standard systems because without this flag all parts are installed by default. This flag is needed for use with the installation of diskless or dataless workstations and is designed for use by the **nim** command. The **-Or** option is not valid with the **-d** or **-l** flags.
- p** Performs a preview of an action by running all preinstallation checks for the specified action. This flag is only valid with **apply**, **commit**, **reject**, and **remove** (**-a**, **-c**, **-r**, and **-u**) flags.
- Q** Suppresses errors and warnings concerning products failing to install due to insterequisites. This flag applies only to AIX Version 4.2 or later.
- q** Specifies quiet mode, which suppresses the prompt for the device, except for media volume change.
- r** Rejects all specified software updates that are currently applied but not committed. When a software update is rejected any other software product that is dependent on it (that is, those software products that have the specified software product as a requisite) must also be rejected. The **-g** flag can be used to reject automatically dependent software updates. The keyword **all** is not valid with the reject flag (**-r**). For backwards compatibility, the **-R** flag is also accepted as a reject flag. The **-R** cannot be used to remove base level filesets; use the **-u** flag.
- s** Lists information about all software products and updates that have been applied but not committed. This list comprises the software that is available

- to be either committed or rejected.
- S** Suppresses multiple volume processing when the installation device is a CD-ROM. Installation from a CD-ROM is always treated as a single volume, even if the CD-ROM contains information for a multiple volume CD set. This same suppression of multiple volume processing is performed if the **INU_SINGLE_CD** environment is set.
- t *SaveDirectory*** Specifies an alternate save directory location for files being replaced by an update.
- The **-t** flag is only valid with an apply or an apply/commit operation for updates. This flag is not valid with the **-N** flag.
- The **-t** flag is useful when there is insufficient space in the default file systems (*/* and */usr*) or when it is undesirable to permanently expand these file systems. It may be desirable for the specified directory to be a remote file system. A remote file system must have ample space, because the **installp** command cannot expand remote file systems.
- u** Removes the specified software product and any of its installed updates from the system. The product can be in either the committed or broken state. Any software products that are dependent on the specified product must also be explicitly included in the input list unless the **-g** flag is also specified. Removal of any **bos.rte** fileset is never permitted.
- v** Verifies that all installed files in the fileset have the correct checksum value after the installation. Installed files are always verified for correct file size after installation. This flag should be used after network or remote device installations. If any errors are reported, it might be necessary to install the software product again. Post-installation requisite consistency checks are also started by this flag.
- V *Number*** Specifies the verbose option which provides four levels of detail for preinstallation output. The valid values for the *Number* parameter are 2, 3, or 4. The default level of verbosity, without the use of the **-V** flag, prints an alphabetically ordered list of FAILURES, WARNINGS, and SUCCESSES from preinstallation processing. Requisite failures are reported with emphasis on the real cause of the failure. Extraneous requisites for failed filesets are not displayed. The preinstallation output is modified by levels 2 through 4 as described below:
- 2 Prints alphabetically ordered list of FAILURES and WARNINGS. Requisite failures are displayed with additional information describing requisite relationships between selected filesets and the requisites causing them to fail. Failing requisites suppressed under *Level 1* are displayed. Preinstallation SUCCESSES are displayed in the order in which they are processed.
 - 3 Level 3 is the same as Level 2, with the exception that additional requisite information is displayed for SUCCESSES.
 - 4 Level 4 is the same as Level 3 for SUCCESSES and WARNINGS. Requisite failures are displayed in a format depicting detailed requisite relationships.
- Note:** If verbosity level 2 or higher is used, the files that are restored on to the system is shown in the output. Since this will make **installp**'s output much more verbose, you should make sure that your */* (root) filesystem does not become full when the */smit.log* becomes large (if using *smit* to run *installp*).
- w** Does not wildcard *FilesetName*. Use this flag from *smit* so it only installs

the fileset chosen and will not install filesets that match. For example, if you choose `foo.rte`, `foo.rte.bar` is not automatically pulled in, as it would be by default, without the `-w` flag. This flag applies only to AIX Version 4.2 or later.

<code>-X</code>	Attempts to expand any file systems where there is insufficient space to do the installation. This option expands file systems based on current available space and size estimates that are provided by the software product package. Note that it is possible to exhaust available disk space during an installation even if the <code>-X</code> flag is specified, especially if other files are being created or expanded in the same file systems during an installation. Also note that any remote file systems cannot be expanded.
<code>-zBlockSize</code>	Indicates in bytes the block size of the installation media. The default value of <i>Size</i> is 512.
<i>FilesetName</i>	This is the name of the software product to be installed and can specify either an entire software product or any separately installable filesets within the software product. This can be used to specify the name of a fileset or fileset update.
<i>Level</i>	This indicates the level of the software product or update that is to be installed and is of the form <i>vv.rr.mmmm.ffff</i> . If a fileset update has an additional fix id (also know as ptf id), that id should also be specified in the <i>Level</i> as in <i>vv.rr.mmmm.ffff.pppppppp</i> .

Return Values

A zero (0) return value indicates that all attempted installations were successful, or that no processing was required for the requested action on the requested filesets (for example, if a requested fileset was already installed).

A nonzero return value indicates that some part of the installation was not successful.

A summary report is given at the end of the **installp** output that lists the status of each of the software products that were to be installed. For those software products that could not be installed or whose installation failed, the user can search for the cause in the more detailed information that is continually displayed from the **installp** command during the installation process.

Security

Privilege Control: Only the root user can run this command.

Auditing Events:

Event	Information
INSTALLP_Inst	Success or failure of the apply, commit, reject, and cleanup operations.

Examples

1. To list all software products and installable options contained on an installation cartridge tape, enter:

```
installp -L -d /dev/rmt0.1
```

2. To list all customer-reported problems fixed by all software products on an installation tape, enter:

```
installp -A -d /dev/rmt0.1 all
```

3. To install (automatically committed) all filesets within the **bos.net** software package (located in the

/usr/sys/inst.images directory) and expand file systems if necessary, enter:

```
installp -aX -d/usr/sys/inst.images bos.net
```

4. To reinstall and commit the NFS software product option that is already installed on the system at the same level (from tape), enter:

```
installp -acF -d/dev/rmt0.1 bos.net.nfs.client 4.1.0.0
```

5. To install (apply only) certain updates that are contained on diskette for the TCP/IP software product, enter:

```
installp -a bos.net.tcp.client 4.1.0.2 bos.net.tcp.server 4.1.0.1
```

6. To remove a fileset named `bos.net.tcp.server`, enter:

```
installp -u bos.net.tcp.server
```

7. To specify an alternate storage directory on a remote file system for a BOSNET TCP/IP update with **-t/temp_space**, see the following example: the save directory becomes **/temp_space/My_Hostname/usr/lpp/bos.net/bos.net.nfs.client/4.1.1.0.save**.

```
mount Server_Name:/Save_Area /temp_space
```

```
installp -a -t /temp_space/My_Hostname \
bosnet.nfs.client 4.1.1.0
```

8. In order to capture a log file of all output from the **installp** command, the **script** command can be used as in the following example. Output is written to the **typescript** file in the current directory.

```
script
installp ...
<Ctrl>d
```

or

```
installp ... 2>&1 | tee /tmp/inst.out
```

In the second example, output is written to the screen and a copy is saved.

9. To preview (without performing) the installation of the Application Developer bundle of software using the **installp** command, enter:

```
installp -pacgXd /dev/rmt0.1 -f /usr/sys/inst.data/sys_bundles \
/App_Dev.bnd
```

10. To install TCP/IP and one of its updates that are both contained in the **/usr/sys/inst.images**, enter:

A summary report is given at the end of the installp output that lists the status of each of the software products that were to be installed. An example summary report for the previous installp command follows:

Installp Summary

```
-----
Name                      Level      Part      Event      Result
-----
bos.net.tcp.client        4.1.0.0   USR       APPLY     SUCCESS
bos.net.tcp.client        4.1.0.0   ROOT     APPLY     SUCCESS
bos.net.tcp.client        4.1.0.2   USR       APPLY     SUCCESS
```

Note: This summary is also saved in **/var/adm/sw/installp.summary** until the next **installp** invocation. The header file **inuerr.h** in the **/usr/include** directory describes

the fields making up the records in the **installp.summary** file.

Files

/dev/rfd0	Specifies the default restore device.
/dev/rmt<i>n</i>	Specifies the raw streaming tape interface.
/usr/sys/inst.images directory	Contains files in backup format for use in installing or updating a complete set or subset of software products.

Related Information

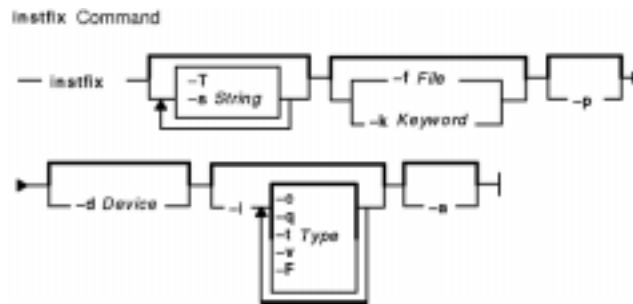
The **bffcreate** command, **inudocm** command, **inutoc** command, **lppchk** command, **lspp** command, **sysck** command.

instfix Command

Purpose

Installs filesets associated with keywords or fixes.

Syntax



```
instfix [ -T ] [ -sString ] [ -S ] [ -kKeyword | -fFile ] [ -p ] [ -dDevice ] [ -i [ -c ] [ -q ] [ -tType ] [ -v ] [ -F ] ] [ -a ]
```

Description

The **instfix** command allows you to install a fix or set of fixes without knowing any information other than the Authorized Program Analysis Report (APAR) number or other unique keywords that identify the fix.

Any fix can have a single fileset or multiple filesets that comprise that fix. Fix information is organized in the Table of Contents (TOC) on the installation media. After a fix is installed, fix information is kept on the system in a fix database.

The **instfix** command can also be used to determine if a fix is installed on your system.

Note: Return codes for the **instfix** command are documented in the `/usr/include/inuerr.h` file, which is shipped with the `bos.adt.include` fileset. There is also a general failure code of 1 and a single reference to EACCES (13) from `/usr/include/errno.h`.

Flags

- a** Displays the symptom text associated with a fix. Can be combined with the **-i**, **-k**, or **-f** flag.
- c** Displays colon-separated output for use with **-i** flag. Output includes keyword name, fileset name, required level, installed level, status, and abstract. Status values are:
 - < Down level
 - = Correct level
 - + Superseded
 - ! Not installed
- d Device** Specifies the input device. Required for all flags except **-i** and **-a**.
- F** Returns failure unless all filesets associated with the fix are installed.
- fFile** Specifies the input file containing keywords or fixes. Use **-** (dash) for standard input. The **-T** flag produces a suitable input file format for **-f**.
- i** Displays whether fixes or keywords are installed. Use this flag with either the **-k** or the

- f** flag. Installation is not attempted when the –**i** flag is used. If you do not specify the –**k** or the –**f** flag, all known fixes are displayed.
- k** *Keyword* Specifies an APAR number or keyword to be installed. Multiple keywords can be entered. A list of keywords entered with the –**k** flag must be contained in quotation marks and separated with spaces.
- p** Displays filesets associated with keywords. This flag is used with either the –**k** or the –**f** flag. Installation is not attempted when the –**p** flag is used.
- q** Specifies quiet mode. Use this flag with the –**i** flag. If you use the –**c** flag, no heading is displayed, otherwise there is no output.
- s***String* Searches for and displays fixes on media containing a specified string.
- S** Suppresses multiple volume processing when the installation device is a CD-ROM. Installation from a CD_ROM is always treated as a single volume, even if the CD-ROM contains information for a multiple volume CD set. This same suppression of multiple volume processing is performed if the **INU_SINGLE_CD** environment is set.
- T** Displays the entire list of fixes present on the media.
- t***Type* Used with the –**i** flag to limit searches to a given type. Valid types are:
f fix
p preventive maintenance
- v** Used with the –**i** flag to specify verbose mode. Displays information about each fileset associated with a fix or keyword.

Security

Privilege Control: You must be the root user to run this command.

Examples

1. To install all filesets associated with fix IX38794 from the tape mounted on /dev/rmt0.1, enter:

```
instfix -k IX38794 -d /dev/rmt0.1
```

2. To install all fixes on the media in the tape drive, enter:

```
instfix -T -d /dev/rmt0.1 | instfix -d /dev/rmt0.1 -f-
```

The first part of this command lists the fixes on the media, and the second part of this command uses the list as input.

3. To list all keyword entries on the tape containing the string SCSI, enter:

```
instfix -s SCSI -d /dev/rmt0.1
```

4. To inform the user on whether fixes IX38794 and IX48523 are installed, enter:

```
instfix -i -k "IX38794 IX48523"
```

5. To create a list of filesets associated with fix IX12345 for bffs in the /bffs directory, enter:

```
instfix -p -k IX12345 -d /bffs | installp -acgX -f- -d /bffs
```

This sequence passes the list of fixes to the **installp** command to be applied and committed. The **installp** command extends filesystems as needed with the flags shown. This example shows that you can select other **installp** flags. The **instfix** command calls **installp** if the –**p** flag is not used.

Files

`/usr/sbin/instfix` Contains the **instfix** command.

`/usr/lib/repos/fix` Specifies the path to the Object Data Manager database.

Related Information

The **installp** command.

inucp Command

Purpose

Performs simple copy operations for the **installp** command. This command is used by the **installp** command and the install scripts.

Syntax



inucp-s *StartDirectory* [-e *FinalDirectory*] *ListFile**ProductName*

Description

The **inucp** command copies the files in a file tree with its root at *StartDirectory* to the appropriate place on the *FinalDirectory* root.

Before replacing files that may already exist in the *FinalDirectory* file tree, the **inusave** command should be called to save the files until needed by the **inurecv** command.

The *ListFile* parameter specifies a list, one per line, of all the files for *ProductName*. *ListFile* is the full path name of the file that contains the relative path names of files that the product needs to have copied.

The *ProductName* parameter specifies the name of the software product to be copied.

Flags

- e *FinalDirectory* Indicates the root of the file tree that the files are to be copied to.
The *FinalDirectory* should be the base of the file tree. The default directory is the / (root) directory when this flag is not specified.
- s *StartDirectory* Indicates the root of the file tree that the files are to be copied from.

Environment Variables

- INUEXPAND** This flag is set to 1 by the **installp** command if file systems are to be expanded if necessary to do the copy (that is, the **-X** flag was passed). It is set to 0 if file systems are not to be expanded. If this environment variable is not set, the default is not to expand file systems.
- INUTEMPDIR** This flag is set by the **installp** command to the path of the current temporary directory. If this flag is not set the default is **/tmp**.

Error Codes

The **inucp** command returns the following error codes, which are defined in **inuerr.h**.

- INUACCS** One or both of *StartDirectory* and *FinalDirectory* are not directories.
- INUBADAR** Could not archive files in **lpp.acf** file.

- INUBADC1** The copy operation failed.
- INUBADMN** Unrecognizable flag specified.
- INUGOOD** No error conditions occurred.
- INUNOAP2** Could not access the *ListFile*.
- INUNODIR** No write access to *FinalDirectory*.
- INUNOLPP** One or both of *StartDirectory* and *FinalDirectory* do not have the necessary permissions.
- INUNOMK** Could not create a needed directory.
- INUNOSPC** Insufficient space for the copy and **INUEXPAND** was not set.
- INUTOOFW** One or more parameters were missing.
- INUTOOMN** Too many parameters were specified.

Security

Privilege Control: You must be the root user to run this command.

Examples

To copy all the files listed in the `/usr/lpp/X11/inst_root/al` list from the `/usr/lpp/X11/inst_root` file tree to the root directory, enter:

```
inucp -s /usr/lpp/X11/inst_root /usr/lpp/X11/inst_root/al X11
```

Related Information

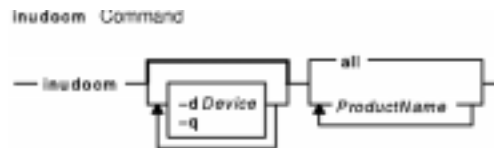
The **installp** command, **inurecv** command, **inurest** command, **inusave** command.

inudocm Command

Purpose

Displays contents of files containing supplemental information.

Syntax



```
inudocm [ -dDevice ] [ -q ] { ProductName ... | all }
```

Description

Note: This command is used by the **installp** command and is not recommended as a way to get README information. (See **installp -i**.)

The **inudocm** command is used to display supplemental information. The files from the media that are displayed, if they exist, are the **lpp.doc** file, the **lpp.instr** file, the **lpp.README** file and the **README** file.

The *ProductName* parameter specifies the name of the software product being checked. Specify **all** to display information about all software products that are known to the system.

Flags

- dDevice** Specifies where the installation media can be found. The *Device* parameter can specify a hardware device, such as a tape or diskette drive, a directory that contains installation images, or an installation image file. The default device is **/dev/rfd0**.
- q** Specifies quiet mode, which suppresses prompts.

Security

Privilege Control: Only a root user can run this command.

Examples

To display the update instructions for the **snaserv** software product on **/dev/rfd0**, enter:

```
inudocm snaserv
```

Files

/usr/sbin/inudocm	Contains the inudocm command.
/usr/lpp/ProductName/lpp.instr	Specifies the update instructions for the software product.
/usr/lpp/ProductName/lpp.README	Specifies special instructions for the software product.
/usr/lpp/ProductName/README	Specifies special instructions for the software product.

`/usr/lpp/ProductName/lpp.doc` Specifies the updates to the documentation for the software product.

Related Information

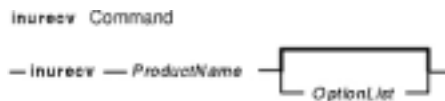
The **installp** command, **restore** command.

inurecv Command

Purpose

Recovers files saved by the **inusave** command.

Syntax



inurecv *ProductName* [*OptionList*]

Description

The **inurecv** command recovers files and archive constituent files saved from a previous **inusave** command. It uses the **update.list** and **archive.list** files from the directory specified by the **INUSAVEDIR** environment variable. The **inurecv** command recovers files saved by program–provided installation or update procedures.

The **inurecv** command is primarily called by the **installp -r** command and the **installp -C** command to recover the files for a rejected program or a program that needs to be cleaned up.

The **inurecv** command is used to recover all the files for an installable program by separate calls to **inurecv** for the root, **/usr**, and **/usr/share** file trees. The save directories for the root, **/usr**, and **/usr/share** parts of an installation are:

- **/lpp/PackageName/FilesetName/V.R.M.F.save**,
- **/usr/lpp/PackageName/FilesetName/V.R.M.F.save** , and
- **/usr/share/lpp/PackageName/FilesetName/V.R.M.F.save**

respectively, when set up by the **installp** command. *Level* refers to the level of the software product and has the format of *vv.rr.mmmm.ffff.pppppppppp*, where *vv* = version, *rr* = release, *mmmm* = modification, *ffff* = fix, and *pppppppppp* = fix ID (only for 3.2 images).

Parameters

OptionList Specifies the full path name of a stanza file that contains the names of the separately installable options, such as **bosnet.tcp.obj**, that are to be recovered for the *ProductName* software product. The option names in the *OptionList* file must be specified one per line. If *OptionList* is not specified, all options are recovered. The *OptionList* parameter is only used with AIX Version 3.2 formatted installation or update packages. See the **inusave** command for a description of the format of *OptionList*.

ProductName Specifies the installable software product, such as **bosnet**, whose files are to be recovered.

Environment Variables

INUEXPAND This flag is set to 1 by the **installp** command if file systems are to be expanded if necessary to do the recover (that is, the **-X** flag was passed to **installp**). It is set to 0 if file systems are not to be expanded. If this environment variable is not set, the default is not to expand file

systems.

- INUSAVE** This flag is set to 1 by the **installp** command if files are to be saved (that is, the **-N** flag was not passed), and otherwise set to 0. The **inurecv** command attempts to recover files if **INUSAVE** is set to 1. If **INUSAVE** is set to 0, **inurecv** performs no recovery and exits with a return code of **INUGOOD**. If this environment variable is not set, the default is to attempt to recover files.
- INUSAVEDIR** The full path name to the directory where files are saved. If this environment variable is not set, then the directory used is **/usr/lpp/ProductName/inst_updt.save**.
- ODMDIR** The Object Data Manager object repository where the software vital product data is saved. If this environment variable is not set, the default directory used is **/etc/objrepos**.

Error Codes

- INUBADC1** A copy of a file from one directory to another was unsuccessful.
- INUGOOD** No error conditions occurred.
- INUNORP1** Unsuccessful replacement of a file in an archive file during program recovery.
- INUNOSAV** The save directory does not exist.
- INUNOSVF** A file that was saved in the save directory was not found.

Security

Privilege Control: Only the root user can run this command.

Examples

To recover all files previously saved for the **snaserv** program, enter:

```
inurecv snaserv
```

Files

- | | |
|------------------------------------------------------------|--------------------------------------------------|
| /lpp/PackageName/FilesetName/V.R.M.F.save | Files saved for the root file tree. |
| /usr/lpp/PackageName/FilesetName/V.R.M.F.save | Files saved for the /usr file tree. |
| /usr/share/lpp/PackageName/FilesetName/V.R.M.F.save | Files saved for the /usr/share file tree. |

Related Information

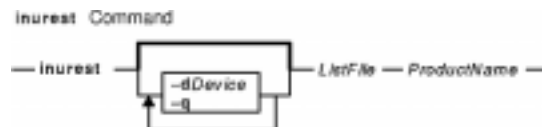
The **installp** command, **inusave** command.

inurest Command

Purpose

Performs simple archive and restore operations for the **installp** command and shell scripts. This command is used by the **installp** command and the install scripts.

Syntax



```
inurest [ -d Device ] [ -q ] ListFileProductName
```

Description

The **inurest** command restores or archives all files listed in the file specified by the *ListFile* parameter.

If files are to be archived, there must be an archive control file, **/usr/lpp/ProductName/lpp.acf**, which contains entries in the following form:

```
ComponentFile LibraryFile.a.
```

If the archive control file exists, the **inurest** command compares each of the file names in the *ListFile* file to the component files listed in **/usr/lpp/ProductName/lpp.acf**. Whenever the **inurest** command finds a match, the file name is added to a list of files that are archived. This list is then used to archive the restored files into a copy of the corresponding archive. When the archive is finished, the copy replaces the original file.

The *ListFile* parameter specifies the full path name of a file containing the relative path names, one per line, of files that a product needs to have restored.

The *ProductName* parameter specifies the software product to be restored.

Flags

- d Device** Specifies the input device. The default device is the **/dev/rfd0** device.
- q** Specifies quiet mode. Suppresses the prompt from **restore**.

Environment Variables

- INUEXPAND** This flag is set to 1 by the **installp** command if file systems are to be expanded if necessary to do the restore (that is, the **-X** flag was passed). It is set to 0 if file systems are not to be expanded. If this environment variable is not set, the default is not to expand file systems.
- INULIBDIR** This is the directory where files that are specific to software product installation reside. If **INULIBDIR** is not set the **/usr/lpp/ProductName** directory is used.
- INUTEMPDIR** The directory to use for temporary space that is needed during the execution of this command. If this environment variable is not set, then the directory used is **/tmp**.

Error Codes

INUBADRC Restoration of an updated version of files was unsuccessful.

INUBADMN Unusable flag was specified.

INUCHDIR Cannot change directory.

INUGOOD No error conditions occurred.

INUNOAP2 Unable to access the apply list.

INUNORP2 Failed replacing a constituent file in the archive file.

INUTOOFW One or more parameters are missing.

INUTOOMN Too many parameters are specified.

Security

Privilege Control: Only the root user can run this command.

Examples

To restore all the files listed in the **ac** file for the **snaserv** program, enter:

```
inurest /usr/lpp/snaserv/ac snaserv
```

Files

\$INULIBDIR/lpp.acf Archive control file.

Related Information

The **installp** command, **inucp** command, **inurecv** command, **inusave** command.

inurid Command

Purpose

Removes information used for installation of diskless/dataless clients from the **inst_root** directories of installed software.

Syntax

```
inurid Command
-inurid [ -q | -r ]
```

```
inurid [ -q | -r ]
```

Description

The **inurid** command is used to remove files stored in the **inst_root** directories of installed software. The names of these directories are of the forms: **/usr/lpp/PackageName/inst_root** for software products, **/usr/lpp/PackageName/inst_FiXID/inst_root** for AIX Version 3.2 updates and **/usr/lpp/PackageName/OptionName/v.r.m.f/inst_root** for AIX Version 4 updates.

When this command is called, the **inst_root** directories are removed for all products and updates in the committed state. Also, an indicator is stored in the Software Vital Product Data indicating that the proper **inst_root** directory information is to be removed after the completion of each future installation action, for example, actions performed by the **installp** command.

Attention: One reason a user may want to remove **inst_root** directories is to save disk space. The implication of removing these directories is that the system cannot be used as a Shared Product Object Tree (SPOT) server of diskless/dataless clients. Also, once **inst_root** directories are removed from a system, there is no way to retrieve the directories. Therefore, the system cannot later be converted to a SPOT server without reinstalling the entire operating system.

Flags

- q** Queries whether **inst_root** directories have been removed from the system. A return value of 0 indicates that **inst_root** directories have not been removed and a return value of 1 indicates that the **inst_root** directories have been removed.
- r** Requests **inst_root** directories be removed from the system.

Security

Privilege Control: You must be the root user to run this command.

Files

/usr/lib/instd/inurid Contains the **inurid** command.

Related Information

The **installp** command.

inusrave Command

Purpose

Saves files that are installed or updated during an installation procedure. This command is used by the **installp** command and the install scripts.

Syntax

```
inusrave Command
--inusrave -- ListFile -- ProductName --
```

inusrave*ListFile**ProductName*

Description

The **inusrave** command saves the files and archived files that are listed in the file specified by the *ListFile* parameter for the *ProductName* software product. The **inusrave** command is designed for use with the **installp** command.

The **inusrave** command creates the `/usr/lpp/PackageName/FilesetName/V.R.M.F.save` directory if it does not already exist, where *Level* has the form *vv.rr.mmmm.ffff.pppppppppp* and *vv* = the version, *rr* = the release, *mmmm* = the modification, *ffff* = fix, and *pppppppppp* = fix ID (only for 3.2 images). This is the directory in which the installation procedures store saved files. The save directory is defined by the **INUSAVEDIR** environment variable.

The save directories for the / (root), `/usr`, and `/usr/share` parts of an installation are:

- `/lpp/PackageName/FilesetName/V.R.M.F.save,`
- `/usr/lpp/PackageName/FilesetName/V.R.M.F.save , and`
- `/usr/share/lpp/PackageName/FilesetName/V.R.M.F.save`

respectively, when set up by the **installp** command. The **installp** command calls **inusrave** for each of these three directories. The *ListFile* parameter is the full path name of the file that lists the files that are to be saved if a current copy exists.

If a file named in the *ListFile* file already exists, the **inusrave** command copies that file to the `$INUSAVEDIR/update.n` file, where *n* is an integer assigned by the **inusrave** command. If the file does not exist, the **inusrave** command assumes that this entry in the *ListFile* parameter represents either a new file or a file to be archived or processed by the archive procedure described later in this section.

The **inusrave** command maintains a list of saved files in the `$INUSAVEDIR/update.list` file. This file is a stanza file with an entry for each saved file. Entries in the **update.list** file resemble the following:

```
/usr/bin/chkey:
  update.n = update.1
  option = bosnet.nfs.obj
  _id = 209
  _reserved = 0
  _scratch = 0
```

```

lpp_id = 72
private = 0
file_type = 0
format = 1
loc0 = /usr/bin/chkey
size = 7800
checksum = 44561

/usr/bin/domainname:
update.n = update.2
option = bosnet.nfs.obj
_id = 210
_reserved = 0
_scratch = 0
lpp_id = 72
private = 0
file_type = 0
format = 1
loc0 = /usr/bin/domainname
size = 2526
checksum = 12439

```

In the previous example **/usr/bin/chkey** (the name of the stanza) is the name of an original file that was saved and **update.1** is the name of the file in the **\$INUSAVEDIR** directory to which it was copied. The file **/usr/bin/chkey** belongs to the **bosnet.nfs.obj** installable option of the software product **bosnet**. The stanza name and the first two items in the stanza (**update.n** and **option**) exist for each stanza in the **update.list** file. The remaining items in the stanza, which may vary, are information from the Software Vital Product Data (SWVPD) database.

An archived constituent file is saved if there is a valid archive control file, **lpp.acf**, in the current directory. If the **lpp.acf** file exists, the **inusave** command compares each of the file names in *ListFile* to the constituent file names in **lpp.acf**. When it finds a match, the **inusave** command uses the **ar** command to extract the constituent file from its associated archive file. It then moves the file to the **\$INUSAVEDIR/archive.n** file, where *n* is an integer selected by the **inusave** command.

The **inusave** command maintains a list of the extracted files that have been saved in the **\$INUSAVEDIR/archive.list** file. This file is a stanza file with an entry for each saved constituent file. Entries in the **archive.list** file resemble the following:

```

/prodx.filea:
archive.n = archive.1
arc_name = /usr/lib/productx/libprodx.a
option = productx.option1.obj
_id = 833
_reserved = 0
_scratch = 0
lpp_id = 7
private = 0
file_type = 0
format = 1
loc0 = /prodx.filea
loc1 = "h11,h12"
loc2 =
"/usr/lpp/productx.filea/s11,/usr/lpp/productx.filea/s12"
size = 1611
checksum = 62793

```

In the previous example **/prodx.filea** (the name of the stanza) is the name of the original constituent file that was saved and **archive.1** is the name of the file in the **\$INUSAVEDIR** directory to which it was copied. The **/usr/lib/productx/libprodx.a** is the full path name of the archive file defined in the **lpp.acf** archive control file. The constituent file **/prodx.filea** belongs to the **productx.option1.obj** installable option of the software product **productx**. The stanza name and the first three items in the stanza (**archive.n**, **arc_name**, and **option**)

will exist for each stanza in the **archive.list** file. The remaining items in the stanza, which may vary, are information from the SWVPD database.

Parameters

- ListFile* Specifies the full path name of the file containing a list of relative path names, one per line, of files that are to be saved.
- ProductName* Specifies the installable software product whose files are to be saved.

Environment Variables

- INUEXPAND** This flag is set to 1 by the **installp** command if file systems are to be expanded if necessary to do the save (that is, the **-X** flag was passed to **installp**). It is set to 0 if file systems are not to be expanded. If this environment variable is not set, the default is not to expand file systems.
- INUSAVE** This flag is set to 1 by the **installp** command if files are to be saved (that is, the **-N** flag was not passed to **installp**). It is set to 0 if files are not to be saved. If this environment variable is not set, the default is to save files.
- INUSAVEDIR** The full path name to the directory where files are to be saved. If this environment variable is not set, then the directory to be used is **/usr/lpp/ProductName/inst_updt.save**.
- INUTEMPDIR** The directory to use for temporary space that is needed during the execution of this command. If this environment variable is not set, then the directory used is **/tmp**.

Error Codes

The following error codes are defined in **/usr/include/inuerr.h**:

- INUBADSC** A save directory could not be created.
- INUBADC2** A file could not be copied from one directory to another.
- INUGOOD** No error conditions occurred.
- INUNOAP1** Could not access *ListFile*.
- INUTOOFW** One or more parameters were missing.
- INUTOOMN** Too many parameters were specified.

Security

Privilege Control: Only the root user can run this command.

Examples

To save all the files listed in the **snaserv.al** file of the **snaserv** program, enter:

```
inusave /usr/lpp/snaserv/snaserv.al snaserv
```

Files

- | | |
|------------------------------------------------------------|---------------------------------------------------------------|
| /usr/lpp/PackageName/lpp.acf | Specifies the archive control file. |
| /lpp/PackageName/FilesetName/V.R.M.F.save | Specifies the save directory for the root. |
| /usr/lpp/PackageName/FilesetName/V.R.M.F.save | Specifies the save directory for the /usr files. |
| /usr/share/lpp/PackageName/FilesetName/V.R.M.F.save | Specifies the save directory for the /usr/share files. |

Related Information

The **installp** command, **inurecv** command.

inutoc Command

Purpose

Creates a **.toc** file for directories that have backup format file install images. This command is used by the **installp** command and the install scripts.

Syntax



inutoc [*Directory*]

Description

The **inutoc** command creates the **.toc** file in *Directory*. If a **.toc** file already exists, it is recreated with new information. The default *Directory* is **/usr/sys/inst.images**. The **inutoc** command adds table of contents entries in the **.toc** file for every installation image in the directory and updates the Software Vital Product Data (SWVPD) database to indicate that the installation image is available.

The **installp** command and the **bffcreate** command call this command automatically upon the creation or use of an installation image in a directory without a **.toc** file.

Error Codes

INUBADIR Usage error or *Directory* did not specify a directory.

INUCHDIR Unable to change directories to *Directory*.

INUCRTOC Could not create the **.toc** file.

INUGOOD No errors occurred.

INUSYSFL A system call failed.

Security

Privilege Control: Only the root user can run this command.

Examples

1. To create the **.toc** file for the **/usr/sys/inst.images** directory, enter:

```
inutoc
```

2. To create a **.toc** file for the **/tmp/images** directory, enter:

```
inutoc /tmp/images
```

Files

/usr/sys/inst.images The default directory to create a **.toc** file.

.toc The file created by this command in the specified directory.

Related Information

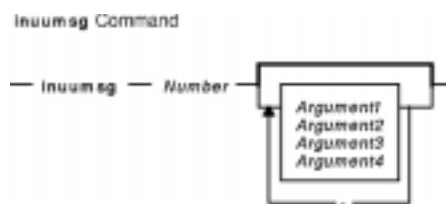
The **bffcreate** command, **installp** command.

inuumsg Command

Purpose

Displays specific error or diagnostic messages provided by a software product's installation procedures. This command is used by the **installp** command and the install scripts.

Syntax



inuumsg*Number* [*Argument1*] [, *Argument2*] [, *Argument3*] [, *Argument4*]

Description

The **inuumsg** command displays error or diagnostic messages for a software product's installation procedures. Rather than each procedure having its own text, messages are maintained in a central message catalog, **/usr/lpp/msg/\$LANG/inuumsg.cat**. When you run the **inuumsg** command and specify the message *Number*, the error message is displayed. Up to four string arguments, *Argument1* to *Argument4*, can be substituted into the message in the appropriate location.

Return Values

- 0 Indicates the message was found and displayed.
- 1 Indicates the message was not found and not displayed.

Security

Privilege Control: Only the root user can run this command.

Examples

To see error message number 3, enter:

```
inuumsg 3
```

Files

/usr/lpp/msg/\$LANG/inuumsg.cat The message catalog.

Related Information

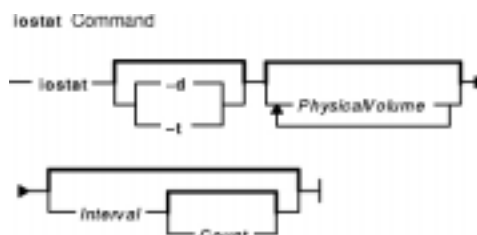
The **installp** command.

iostat Command

Purpose

Reports Central Processing Unit (CPU) statistics and input/output statistics for tty devices, disks, and CD-ROMS.

Syntax



```
iostat [ -d | -t ] [ PhysicalVolume ... ] [ Interval [ Count ] ]
```

Description

The **iostat** command is used for monitoring system input/output device loading by observing the time the physical disks are active in relation to their average transfer rates. The **iostat** command generates reports that can be used to change system configuration to better balance the input/output load between physical disks.

The first report generated by the **iostat** command provides statistics concerning the time since the system was booted. Each subsequent report covers the time since the previous report. All statistics are reported each time the **iostat** command is run. The report consists of a tty and CPU header row followed by a row of tty and CPU statistics. On multiprocessor systems, CPU statistics are calculated system-wide as averages among all processors. A disks header row is displayed followed by a line of statistics for each disk that is configured. If the *PhysicalVolume* parameter is specified, only those names specified are displayed.

If the *PhysicalVolume* parameter is specified, one or more alphabetic or alphanumeric physical volumes can be specified. If the *PhysicalVolume* parameter is specified, the tty and CPU reports are displayed and the disk report contains statistics for the specified drives. If a specified logical drive name is not found, the report lists the specified name and displays the message `Drive Not Found`. If no Logical Drive Names are specified, the report contains statistics for all configured disks and CD-ROMS. If no drives are configured on the system, no disk report is generated. The first character in the *PhysicalVolume* parameter cannot be numeric.

The *Interval* parameter specifies the amount of time in seconds between each report. The first report contains statistics for the time since system startup (boot). Each subsequent report contains statistics collected during the interval since the previous report. The *Count* parameter can be specified in conjunction with the *Interval* parameter. If the *Count* parameter is specified, the value of count determines the number of reports generated at *Interval* seconds apart. If the *Interval* parameter is specified without the *Count* parameter, the **iostat** command generates reports continuously.

The **iostat** command is useful in determining whether a physical volume is becoming a performance bottleneck and if there is potential to improve the situation. The % utilization field for the physical volumes indicates how evenly the file activity is spread across the drives. A high % utilization on a physical volume is a good indication that there may be contention for this resource. Since the CPU utilization statistics are also available with the **iostat** report, the percentage of time the CPU is in I/O wait can be determined at the same time. Consider distributing data across drives if the I/O wait time is significant and the disk utilization is not

evenly distributed across volumes.

Note: Some system resource is consumed in maintaining disk I/O history for the **iostat** command. Use the **sysconfig** subroutine, or the System Management Interface Tool (SMIT) to stop history accounting.

Reports

The **iostat** command generates two types of reports, the tty and CPU Utilization report and the Disk Utilization report.

tty and CPU Utilization Report

The first report generated by the **iostat** command is the tty and CPU Utilization Report. For multiprocessor systems, the CPU values are global averages among all processors. Also, the I/O wait state is defined system-wide and not per processor. The report has the following format:

Column	Description
<code>tin</code>	Shows the total number of characters read by the system for all ttys.
<code>tout</code>	Shows the total number of characters written by the system to all ttys.
<code>% user</code>	Shows the percentage of CPU utilization that occurred while executing at the user level (application).
<code>% sys</code>	Shows the percentage of CPU utilization that occurred while executing at the system level (kernel).
<code>% idle</code>	Shows the percentage of time that the CPU or CPUs were idle and the system did not have an outstanding disk I/O request.
<code>% iowait</code>	Shows the percentage of time that the CPU or CPUs were idle during which the system had an outstanding disk I/O request. This value may be slightly inflated if several processors are idling at the same time, an unusual occurrence.

This information is updated at regular intervals by the kernel (typically sixty times per second). The tty report provides a collective account of characters per second received from all terminals on the system as well as the collective count of characters output per second to all terminals on the system.

Disk Utilization Report

The second report generated by the **iostat** command is the Disk Utilization Report. The disk report provides statistics on a per physical disk basis. The report has a format similar to the following:

<code>% tm_act</code>	Indicates the percentage of time the physical disk was active (bandwidth utilization for the drive).
<code>Kbps</code>	Indicates the amount of data transferred (read or written) to the drive in KB per second.
<code>tps</code>	Indicates the number of transfers per second that were issued to the physical disk. A transfer is an I/O request to the physical disk. Multiple logical requests can be combined into a single I/O request to the disk. A transfer is of indeterminate size.
<code>Kb_read</code>	The total number of KB read.
<code>Kb_wrtn</code>	The total number of KB written.

Statistics for CD-ROM devices are also reported.

For large system configurations where a large number of disks are configured, the system can be configured to avoid collecting physical disk input/output statistics when the **iostat** command is not executing. If the system is configured in the above manner, the first Disk report displays the message `Disk History`

Since `Boot Not Available` instead of the disk statistics. Subsequent interval reports generated by the `iostat` command contain disk statistics collected during the report interval. Any tty and CPU statistics after boot are unaffected. If a system management command is used to re-enable disk statistics keeping, the first `iostat` command report displays activity from the interval starting at the point that disk input/output statistics were enabled.

Flags

- d The `-d` option is exclusive of the `-t` option and displays only the disk utilization report.
- t The `-t` option is exclusive of the `-d` option and displays only the tty and cpu usage reports.

Examples

1. To display a single history since boot report for all tty, CPU, and Disks, enter:

```
iostat
```

2. To display a continuous disk report at two second intervals for the disk with the logical name `disk1`, enter:

```
iostat -d disk1 2
```

3. To display six reports at two second intervals for the disk with the logical name `disk1`, enter:

```
iostat disk1 2 6
```

4. To display six reports at two second intervals for all disks, enter:

```
iostat -d 2 6
```

5. To display six reports at two second intervals for three disks named `disk1`, `disk2`, `disk3`, enter:

```
iostat disk1 disk2 disk3 2 6
```

File

`/usr/bin/iostat` Contains the `iostat` command.

Related Information

The `vmstat` command.

The `/dev/kmem` special file.

The `knlist` subroutine, `sysconfig` subroutine.

Monitoring and Tuning Disk I/O in *AIX Versions 3.2 and 4 Performance Tuning Guide*

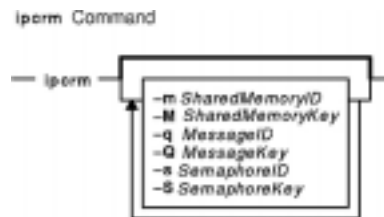
The Input and Output Handling Programmer's Overview in *AIX General Programming Concepts: Writing and Debugging Programs* describes the files, commands, and subroutines used for low-level, stream, terminal, and asynchronous I/O interfaces.

ipcrm Command

Purpose

Removes message queue, semaphore set, or shared memory identifiers.

Syntax



```
ipcrm [ -m SharedMemoryID ] [ -M SharedMemoryKey ] [ -q MessageID ] [ -Q MessageKey ] [ -s SemaphoreID ] [ -S SemaphoreKey ]
```

Description

The **ipcrm** command removes one or more message queues, semaphore sets, or shared memory identifiers.

Flags

- m *SharedMemoryID*** Removes the shared memory identifier *SharedMemoryID*. The shared memory segment and data structure associated with *SharedMemoryID* are also removed after the last detach operation.
- M *SharedMemoryKey*** Removes the shared memory identifier, created with the key *SharedMemoryKey*. The shared memory segment and data structure associated with it are also removed after the last detach operation.
- q *MessageID*** Removes the message queue identifier *MessageID* and the message queue and data structure associated with it.
- Q *MessageKey*** Removes the message queue identifier, created with the key *MessageKey*, and the message queue and data structure associated with it.
- s *SemaphoreID*** Removes the semaphore identifier *SemaphoreID* and the set of semaphores and data structure associated with it.
- S *SemaphoreKey*** Removes the semaphore identifier, created with the key *SemaphoreKey*, and the set of semaphores and data structure associated with it.

The **msgctl**, **shmctl**, and **semctl** subroutines provide details of the remove operations. The identifiers and keys can be found by using the **ipcs** command.

Examples

To remove the shared memory segment associated with *SharedMemoryID* 18602, enter:

```
ipcrm -m 18602
```


Related Information

The **ipcs** command.

The **msgget** subroutine, **semctl** subroutine, **semget** subroutine, **shmctl** subroutine, **shmget** subroutine.

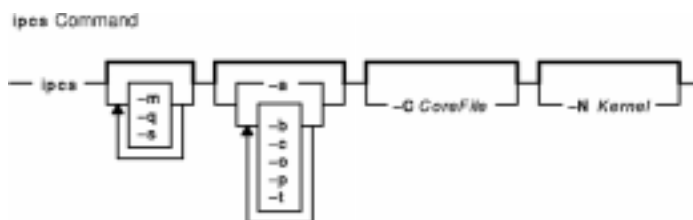
The Commands Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

ipcs Command

Purpose

Reports interprocess communication facility status.

Syntax



ipcs [-m] [-q] [-s] [-a | -b-c-o-p-t] [-C*CoreFile*] [-N*Kernel*]

Description

The **ipcs** command writes to the standard output information about active interprocess communication facilities. If you do not specify any flags, the **ipcs** command writes information in a short form about currently active message queues, shared memory segments, semaphores, remote queues, and local queue headers.

The column headings and the meaning of the columns in an **ipcs** command listing follow. The letters in parentheses indicate the flags that cause the corresponding heading to appear. The designator **all** means the heading is always displayed. These flags only determine what information is provided for each facility. They do not determine which facilities are listed.

- T** (all) the type of facility. There are three facility types:
 - q** message queue
 - m** shared memory segment
 - s** semaphore
- ID** (all) the identifier for the facility entry.
- KEY** (all) the key used as a parameter to the **msgget** subroutine, the **semget** subroutine, or the **shmget** subroutine to make the facility entry.
 - Note:** The key of a shared memory segment is changed to **IPC_PRIVATE** when the segment is removed until all processes attached to the segment detach from it.
- MODE** (all) the facility access modes and flags. The mode consists of 11 characters that are interpreted as follows:
 - The first two characters can be the following:
 - R** If a process is waiting on a **msgrcv** system call.
 - S** If a process is waiting on a **msgsnd** system call.
 - D** If the associated shared memory segment has been removed. It disappears when the last process attached to the segment detaches it.
 - C** If the associated shared memory segment is to be cleared when the first attach is run.

– If the corresponding special flag is not set.

The next nine characters are interpreted as three sets of 3 bits each. The first set refers to the owner's permissions; the next to permissions of others in the user group of the facility entry; and the last to all others. Within each set, the first character indicates permission to read, the second character indicates permission to write or alter the facility entry, and the last character is currently unused.

The permissions are indicated as follows:

- r** If read permission is granted.
- w** If write permission is granted.
- a** If alter permission is granted.
- If the indicated permission is *not* granted.

- OWNER** (all) The login name of the owner of the facility entry.
- GROUP** (all) The name of the group that owns the facility entry.
- CREATOR** (a,c) The login name of the creator of the facility entry.
- CGROUP** (a,c) The group name of the creator of the facility entry.
Note: For the **OWNER**, **GROUP**, **CREATOR**, and **CGROUP**, the user and group IDs display instead of the login names.
- CBYTES** (a,o) The number of bytes in messages currently outstanding on the associated message queue.
- QNUM** (a,o) The number of messages currently outstanding on the associated message queue.
- QBYTES** (a,b) The maximum number of bytes allowed in messages outstanding on the associated message queue.
- LSPID** (a,p) The ID of the last process that sent a message to the associated queue. If the last message sent was from a process in a node other than the node that holds the queue, **LSPID** is the PID of the kernel process that actually placed the message on the queue, not the PID of the sending process.
- LRPID** (a,p) The ID of the last process that received a message from the associated queue. If the last message received was from a process in a node other than the node that holds the queue, **LRPID** is the PID of the kernel process that actually received the message on the queue, not the PID of the receiving process.
- STIME** (a,t) The time when the last message was sent to the associated queue. For remote queues, this is the server time. No attempt is made to compensate for time–zone differences between the local clock and the server clock.
- RTIME** (a,t) The time when the last message was received from the associated queue. For remote queues, this is the server time. No attempt is made to compensate for any time–zone differences between the local clock and the server clock.
- CTIME** (a,t) The time when the associated entry was created or changed. For remote queues, this is the server time. No attempt is made to compensate for any time–zone differences between the local clock and the server clock.
- NATTCH** (a,o) The current number of attaches to the associated shared memory segment.
- SEGSZ** (a,b) The size of the associated shared memory segment.
- CPID** (a,p) The process ID of the creator of the shared memory entry.
- LPID** (a,p) The process ID of the last process to attach or detach the shared memory segment.
- ATIME** (a,t) The time when the last attach was completed to the associated shared memory segment.
- DTIME** (a,t) The time the last detach was completed on the associated shared memory segment.
- NSEMS** (a,b) The number of semaphores in the set associated with the semaphore entry.
- OTIME** (a,t) The time the last semaphore operation was completed on the set associated with the semaphore entry.

This command supports multibyte character sets.

Flags

- a** Uses the **-b**, **-c**, **-o**, **-p** and **-t** flags.
- b** Writes the maximum number of bytes in messages on queue for message queues, the size of segments for shared memory, and the number of semaphores in each semaphores set.
- c** Writes the login name and group name of the user that made the facility.
- CCoreFile** Uses the file specified by the *CoreFile* parameter in place of the **/dev/mem** file. The *CoreFile* parameter is a memory image file produced by the Ctrl-(left)Alt-End key sequence.
- m** Writes information about active shared memory segments.
- NKernel** Uses the specified *Kernel* (the **/usr/lib/boot/unix** file is the default).
- o** Writes the following usage information:
 - Number of messages on queue
 - Total number of bytes in messages in queue for message queues
 - Number of processes attached to shared memory segments
- p** Writes the following:
 - Process number of the last process to receive a message on message queues
 - Process number of the creating process
 - Process number of last process to attach or detach on shared memory segments
- q** Writes information about active message queues.
- s** Writes information about active semaphore set.
- t** Writes the following:
 - Time of the last control operation that changed the access permissions for all facilities
 - Time of the last **msgsnd** and **msgrcv** on message queues
 - Time of the last **shmat** and **shmdt** on shared memory
 - Time of the last **semop** on semaphore sets

Example

Example output from entering `ipcs` without flags:

```
IPC status from /dev/mem as of Mon Aug 14 15:03:46 1989
T   ID           KEY           MODE           OWNER          GROUP
Message Queues:
q    0            0x00010381  -Rrw-rw-rw-   root           system
q  65537          0x00010307  -Rrw-rw-rw-   root           system
q  65538          0x00010311  -Rrw-rw-rw-   root           system
q  65539          0x0001032f  -Rrw-rw-rw-   root           system
q  65540          0x0001031b  -Rrw-rw-rw-   root           system
q  65541          0x00010339  --rw-rw-rw-   root           system
q    6            0x0002fe03  -Rrw-rw-rw-   root           system
Shared Memory:
m  65537          0x00000000  DCrw-----   root           system
m  720898         0x00010300  -Crw-rw-rw-   root           system
m  65539          0x00000000  DCrw-----   root           system
Semaphores:
s  131072         0x4d02086a  --ra-ra----- root           system
s   65537         0x00000000  --ra-----   root           system
s  1310722        0x000133d0  --ra-----   7003          30720
```

Files

- /usr/lib/boot/unix** Specifies the system kernel image.
- /dev/mem** Specifies memory.

/etc/passwd Specifies user names.
/etc/group Specifies group names.
/usr/include/sys/ipc.h Contains the header file.

Related Information

The **ipcrm** command.

The **msgrcv** subroutine, **msgsnd** subroutine, **semop** subroutine, **shmat** subroutine, **shmdt** subroutine.

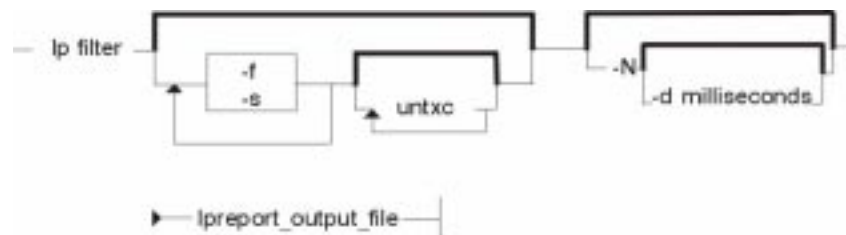
Commands Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

ipfilter Command

Purpose

Extracts different operation headers from an ipreport output file and displays them in a table. Some customized nfs information regarding requests and replies is also provided.

Syntax



```
ipfilter [ -f [ u n t x c ] ] [ -s [ u n t x c ] ] [ -n [ -d milliseconds ] ] ipreport_output_file
```

Description

The **ipfilter** command extracts specific information from an ipreport output file and displays it to a table. The operation headers currently recognized are: udp, nfs, tcp, ipx, icmp. The ipfilter command has three different types of reports:

- A single file (**ipfilter.all**) that displays a list of all the selected operations. The table displays packet number, Time, Source Destination, Length, Sequence #, Ack #, Source Port, Destination Port, Network Interface, and Operation Type.
- Individual files for each selected header (**ipfilter.udp**, **ipfilter.nfs**, **ipfilter.tcp**, **ipfilter.ipx**, **ipfilter.icmp**). The information is the same as **ipfilter.all**.
- A file **nfs.rpt** that reports on nfs requests and replies. The table contains: Transaction ID #, Type of Request, Status of Request, Call Packet Number, Time of Call, Size of Call, Reply Packet Number, Time of Reply, Size of Reply, and Elapsed millisecond between call and reply.

Flags

- | | |
|------------------------|-----------------------------------------------------------------------------------------------|
| u n t x c | Specifies operation headers (udp, nfs, tcp, ipx, and icmp respectively). |
| -d <i>milliseconds</i> | Only Call/Reply pairs whose elapsed time is greater than <i>milliseconds</i> are to be shown. |
| -f [u n t x c] | Selected operations are to be shown in ipfilter.all . |
| -n | Generates an nfs.rpt . |
| -s [u n t x c] | Separate files are to be produced for each of the selected operations. |

Related Information

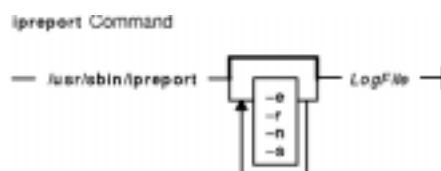
The **iptrace** daemon, **ipreport** command.

ipreport Command

Purpose

Generates a packet trace report from the specified packet trace file.

Syntax



```
/usr/sbin/ipreport [ -e ] [ -r ] [ -n ] [ -s ] LogFile
```

Description

The **/usr/sbin/ipreport** command generates a trace report from the specified trace file created by the **iptrace** command. The *LogFile* parameter specifies the name of the file containing the results of the Internet Protocol trace. This file is created by the **iptrace** command.

Flags

- e** Generates the trace report in EBCDIC format. The default format is ASCII.
- r** Decodes remote procedure call (RPC) packets.
- n** Includes a packet number to facilitate easy comparison of different output formats.
- s** Prepends the protocol specification to every line in a packet.

Related Information

The **iptrace** command, **trpt** command.

ipsec_convert Command

Purpose

Converts AIX IP Security tunnel export files to a format that can be imported by the IBM Secure Network Gateway.

Syntax



```
ipsec_convert SNG22 | FW31 [-f export_directory]
```

Description

IP Security allows the importing of IBM Secure Network Gateway 2.2 and IBM Firewall 3.1 tunnels using the **imptun** command. However, these firewall products do not allow the reverse capability. The **ipsec_convert** command allows for this capability by translating exported AIX IP Security tunnels to IBM Firewall tunnels. The translated files will be placed in the current directory.

Flags

- SNG22** | Specifies whether the format of the resulting files will be in the format of IBM Secure Network Gateway 2.2 or IBM Firewall 3.1 format.
- FW31** |
- f** Specifies the directory where the exported IPSec files are located.

Related Information

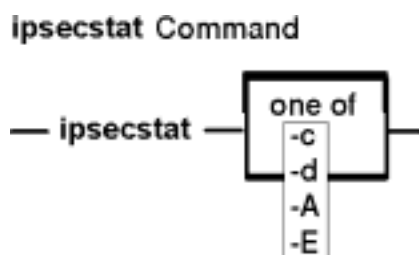
The **imptun** command.

ipsecstat Command

Purpose

Lists status of IP Security devices, IP Security crypto algorithms, and statistics of IP Security packets.

Syntax



```
ipsecstat [ -c ] [ -d ] [ -A ] [ -E ]
```

Description

The **ipsecstat** command, used without flags, displays the status of the IP Security devices, the crypto algorithms installed for IP Security, and the statistics of IP Security packets.

The command can be used with flags to only list the status of IP Security devices, to only list the installed algorithms, or to reset statistic counters (to zero).

Flags

- c Resets statistics counters (after displaying current value). The -c flag cannot be used with any other flags.
- d Lists only the status of the IP Security devices. The -d flag cannot be used with any other flags.
- A Lists only the installed authentication algorithms. The -A flag cannot be used with any other flags.
- E Lists only the installed encryption algorithms. The -E flag cannot be used with any other flags.

Related Information

ipsectrbuf Command

Purpose

Lists the contents of tracing buffers in the IP Security subsystem.

Syntax

```
ipsectrbuf [-1 <0|1|2>]
```

Description

The IP Security subsystem maintains a memory resident trace buffer to help debug if there is a problem. The content of the buffer, a fixed number of the most recent trace messages, will be in a system dump or can be listed by running this command with no arguments.

Flags

-1 Sets the IP Security trace level. By default, of the nine IP Security trace hooks, only IPSEC_ERROR trace messages are put into the buffer. To enable or disable the other trace hooks, use the **I** flag with one of the following values:

0 (the default) Only IPSEC_ERROR trace messages are written to the buffer.

-1 IPSEC_FILTER, IPSEC_CAPSUL, IPSEC_CRYPTO, IPSEC_TUNNEL, as well as IPSEC_ERROR trace messages are written to the buffer.

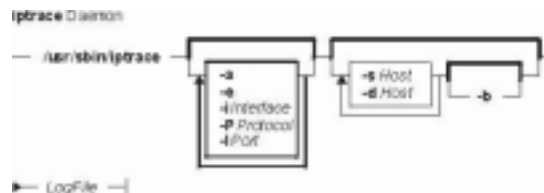
-2 All IP Security trace messages are put into the buffer (that includes IPSEC_FILTER_INFO, IPSEC_CAPSUL_INFO, IPSEC_CRYPTO_INFO, and IPSEC_TUNNEL_INFO as well as those in level 1).

iptrace Daemon

Purpose

Provides interface–level packet tracing for Internet protocols.

Syntax



```

/usr/sbin/iptrace [ -a ] [ -e ] [ -PProtocol ] [ -iInterface ] [ -pPort ] [ -sHost [ -b ] ] [ -dHost [ -b ] ]
LogFile
  
```

Description

The `/usr/sbin/iptrace` daemon records Internet packets received from configured interfaces. Command flags provide a filter so that the daemon traces only packets meeting specific criteria. Packets are traced only between the local host on which the `iptrace` daemon is invoked and the remote host. The `LogFile` parameter specifies the name of a file to which the results of the `iptrace` command are sent. To format this file, run the `ipreport` command.

Note: The file specified by the `LogFile` parameter should not reside on an NFS–mounted file system. Specifying an output file on an NFS–mounted file system can cause the `iptrace` daemon to hang. You may be unable to kill the `iptrace` daemon if it hangs, requiring that you restart the system.

Flags

- `-a` Suppresses ARP packets.
- `-b` Changes the `-d` or `-s` flags to bidirectional mode.
- `-dHost` Records packets headed for the destination host specified by the `Host` variable. The `Host` variable can be a host name or an Internet address in dotted–decimal format.
- If used with the `-b` flag, the `-d` flag records packets both going to and coming from the host specified by the `Host` variable.
- `-e` Enables promiscuous mode on network adapters that support this function.
- `-iInterface` Records packets received on the interface specified by the `Interface` variable.
- `-PProtocol` Records packets that use the protocol specified by the `Protocol` variable. The `Protocol` variable can be a decimal number or name from the `/etc/protocols` file.
- `-pPort` Records packets that use the port number specified by the `Port` variable. The `Port` variable can be a decimal number or name from the `/etc/services` file.
- `-sHost` Records packets coming from the source host specified by the `Host` variable. The `Host` variable can be a host name or an Internet address in dotted–decimal format.

If used with the `-b` flag, the `-s` flag records packets both going to and coming from the host specified by the `Host` variable.

Examples

1. To record packets coming in and going out to any host on every interface, enter the command in the following format:

```
iptrace /tmp/nettrace
```

The recorded packets are received on and sent from the local host. All packet flow between the local host and all other hosts on any interface is recorded. The trace information is placed into the `/tmp/nettrace` file.

2. To record packets received on an interface from a specific remote host, enter the command in the following format:

```
iptrace -i en0 -p telnet -s airmail /tmp/telnet.trace
```

The packets to be recorded are received on the `en0` interface, from remote host `airmail`, over the `telnet` port. The trace information is placed into the `/tmp/telnet.trace` file.

3. To record packets coming in and going out from a specific remote host, enter the command in the following format:

```
iptrace -i en0 -s airmail -b /tmp/telnet.trace
```

The packets to be recorded are received on the `en0` interface, from remote host `airmail`. The trace information is placed into the `/tmp/telnet.trace` file.

Related Information

The **ipreport** command, the **tcpdump** command.

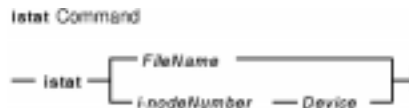
The `/etc/protocols` file format, `/etc/services` file format.

istat Command

Purpose

Examines i-nodes.

Syntax



istat {*FileName* | *i-nodeNumber* *Device*}

Description

The **istat** command displays the i-node information for a particular file. You can specify the file either by providing a file or directory name with the *FileName* parameter or by providing an i-node number with the *i-nodeNumber* parameter and a device name with the *Device* parameter. You can specify the *Device* parameter as either a device name or as a mounted file system name.

If you specify the *FileName* parameter, the **istat** command writes the following information about the file:

- Device where the file resides
- i-node number of the file, on that device
- File type, such as normal, directory, and block device
- File access permissions
- Name and identification number of the owner and group
 - Note:** The owner and group names for remote files are taken from the local `/etc/passwd` file.
- Number of links to the file
- If the i-node is for a normal file, length of the file
- If the i-node is for a device, major and minor device designations
- Date of the last i-node update
- Date of the last file modification
- Date of the last reference to the file

If you specify the *i-nodeNumber* and *Device* parameters, the **istat** command also displays, in hexadecimal values, the block numbers recorded in the i-node.

Note: The *Device* parameter cannot refer to a remote device.

Examples

1. To display the information in the i-node corresponding to the `/usr/bin/ksh` file, enter:

```
istat /usr/bin/ksh
```

This command displays the i-node information for the `/usr/bin/ksh` file. The information looks similar to the following:

```
Inode 10360 on device 10/6   File
Protection: r-xr-xr-x
Owner: 2(bin)      Group: 2(bin)
Link count: 2      Length 372298 bytes

Last updated:  Wed May 13 14:08:13 1992
Last modified: Wed May 13 13:57:00 1992
Last accessed: Sun Jan 31 15:49:23 1993
```

2. To display i-node information by specifying a file i-node number, enter:

```
istat 10360 /dev/hd2
```

This command displays the information contained in the i-node identified by the number 10360 on the /dev/hd2 device. In addition to the information shown in Example 1, this displays:

```
Block pointers (hexadecimal):
2a9a  2a9b  2a9c  2a9d  2a9e  2a9f  2aa0  2aa1
```

These numbers are addresses of the disk blocks that make up the **/usr/bin/ksh** file.

Files

/usr/bin/istat Contains the **istat** command.

Related Information

The **fsdb** command.

The **filesystems** file, **jfs/filsys.h** file.

File Systems Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

Files Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* provides information on working with files.

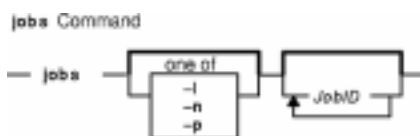
Directory Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* provides an introduction on i-nodes and how they are used by the file system.

jobs Command

Purpose

Displays status of jobs in the current session.

Syntax



```
jobs [ -l | -n | -p ] [ JobID ... ]
```

Description

The **jobs** command displays the status of jobs started in the current shell environment. If no specific job is specified with the *JobID* parameter, status information for all active jobs is displayed. If a job termination is reported, the shell removes that job's process ID from the list of those known by the current shell environment.

The **/usr/bin/jobs** command does not work when operating in its own command execution environment, because that environment does not have applicable jobs to manipulate. For this reason, the **jobs** command is implemented as a Korn shell or POSIX shell regular built-in command.

If the **-p** flag is specified, output consists of one line for each process ID. If no flags are specified, standard output is a series of lines with the following fields:

job-number Indicates the process group number to use with the **wait**, **fg**, **bg**, and **kill** commands. When used with these commands, prefix the job number with a % (percent sign).

current A + (plus sign) identifies the job that will be used as a default for the **fg** or **bg** commands. This job ID can also be specified using the %+ (percent sign, plus) or %% (double percent sign).

A - (minus sign) identifies the job that becomes the default if the current default job exits. This job ID can also be specified using %- (percent sign, minus).

For other jobs, the **current** field is a space character. Only one job can be identified with a +, and only one job can be identified with a -. If there is a single suspended job, that will be the current job. If there are at least two suspended jobs, then the previous job is also suspended.

state Displays one of the following values (in the POSIX locale):

Running Indicates that the job has not been suspended by a signal and has not exited.

Done Indicates that the job completed and returned exit status 0.

Done (code) Indicates that the job completed normally and that it exited with the specified non-zero exit status code. This code is expressed as a decimal number.

Stopped Indicates that the job was suspended.

Stopped (SIGTSTP) Indicates that the **SIGTSTP** signal suspended the job.

Stopped (SIGSTOP) Indicates that the **SIGSTOP** signal suspended the job.

Stopped (SIGTTIN) Indicates that the **SIGTTIN** signal suspended the job.

Stopped (SIGTTOU) Indicates that the **SIGTTOU** signal suspended the job.

command The associated command that was given to the shell.

If the **-l** flag is specified, a field containing the process group ID is inserted before the `state` field. Also, more processes in a process group may be output on separate lines, using only the `job-number` and `command` fields.

Flags

-l (lowercase L) Provides more information about each job listed. This information includes the job number, current job, process group ID, state, and the command that initiated the job.

-n Displays only jobs that have stopped or exited since last notified.

-p Displays the process IDs for the process group leaders for the selected jobs.

By default the **jobs** command displays the status of all stopped jobs, all running background jobs, and all jobs whose status has changed but not been reported by the shell.

Exit Status

The following exit values are returned:

0 Successful completion.

>0 An error occurred.

Examples

1. To display the status of jobs in the current environment, enter:

```
jobs -l
```

The screen displays a report similar to the following output:

```
+ [4] 139  Running      CC - C foo c&
- [3] 465  Stopped      mail morris
  [2] 687  Done(1)      foo.bar&
```

2. To display the process ID for the job whose name begins with "m," enter:

```
job -p %m
```

Using the jobs reported in Example 1, the screen displays the following process ID:

```
465
```

Files

/usr/bin/ksh Contains the Korn shell **jobs** built-in command.

/usr/bin/jobs Contains the **jobs** command.

Related Information

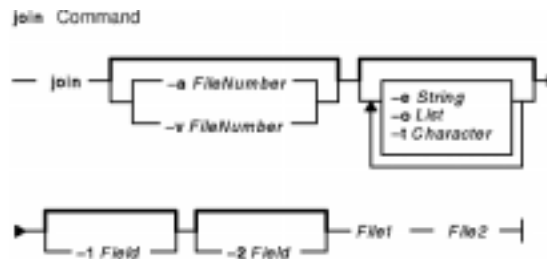
The **bg** command, **cs** command, **fg** command, **kill** command, **ksh** command, **wait** command.

join Command

Purpose

Joins the data fields of two files.

Syntax



```

join [ -a FileNumber | -v FileNumber ] [ -e String ] [ -o List ] [ -t Character ]
[-1 Field ] [-2 Field ] File1 File2
  
```

Description

The **join** command reads the files specified by the *File1* and *File2* parameters, joins lines in the files according to the flags, and writes the results to standard output. The *File1* and *File2* parameters must be text files. Both *File1* and *File2* must be sorted in the collating sequence of sort `-b` on the field that they are being joined by before invoking the **join** command.

One line appears in the output for each identical join field appearing in both files. The join field is the field in the input files examined by the **join** command to determine what will be included in the output. The output line consists of the join field, the rest of the line from the file specified by the *File1* parameter, and the rest of the line from the file specified by the *File2* parameter. Specify standard input in place of either the *File1* or *File2* parameter by substituting a `-` (dash) as the file name. Both input files cannot be specified with a `-` (dash).

Fields are normally separated by a space, a tab character, or a new-line character. In this case, the **join** command treats consecutive separators as one and discards leading separators.

Flags

- `-1 Field` Joins the two files using the field specified by the *Field* variable in the *File1* input file. The value of the *Field* variable must be a positive decimal integer.
- `-2 Field` Joins the two files using the field specified by the *Field* variable in the *File2* input file. The value of the *Field* variable must be a positive decimal integer.
- `-a FileNumber` Produces an output line for each line in the file specified by the *FileNumber* variable whose join fields do not match any line in the other input file. The output lines are produced in addition to the default output. The value of the *FileNumber* variable must be either 1 or 2, corresponding to the files specified by the *File1* and *File2* parameters, respectively. If this flag is specified with the `-v` flag, this flag is ignored.
- `-e String` Replaces empty output fields with the string specified by the *String* variable.
- `-o List` Constructs an output line to comprise the fields specified in the *List* variable. One of the following forms applies to the *List* variable:

FileNumber.Field Where *FileNumber* is a file number and *Field* is a decimal–integer field number. Separate multiple fields with a , (comma) or space characters with quotation marks around the multiple fields.

0 (zero) Represents the join field. The `-o0` flag essentially selects the union of the join fields.

`-t Character` Uses the character specified by the *Character* parameter as the field separator character in the input and the output. Every appearance of the character in a line is significant. The default separator is a space. With default field separation, the collating sequence is that of the `sort -b` command. If you specify `-t`, the sequence is that of a plain sort. To specify a tab character, enclose it in single quotation marks.

`-v FileNumber` Produces an output line for each line in the file specified by the *FileNumber* variable whose join fields do not match any line in the other input file. Default output is not produced. The value of the *FileNumber* variable must be either 1 or 2, corresponding to the files specified by *File1* and *File2* parameters, respectively. If this flag is specified with the `-a` flag, the `-a` flag is ignored.

Exit Status

This command returns the following exit values:

0 Successful completion.

>0 An error occurred.

Examples

Note: The vertical alignment shown in the following examples might not be consistent with your output.

- To perform a simple join operation on two files where the first fields are the same, enter:

```
join phonedir names
```

If the `phonedir` file contains the following names:

```
Adams A.          555-6235
Dickerson B.     555-1842
Erwin G.         555-1234
Jackson J.       555-0256
Lewis B.         555-3237
Norwood M.       555-5341
Smartt D.        555-1540
Wright M.        555-1234
Xandy G.         555-5015
```

and the `names` file contains these names and department numbers:

```
Erwin           Dept. 389
Frost           Dept. 217
Nicholson       Dept. 311
Norwood         Dept. 454
Wright          Dept. 520
Xandy           Dept. 999
```

the `join` command displays:

Erwin G.	555-1234	Dept. 389
Norwood M.	555-5341	Dept. 454
Wright M.	555-1234	Dept. 520
Xandy G.	555-5015	Dept. 999

Each line consists of the join field (the last name), followed by the rest of the line found in the `phonedir` file and the rest of the line in the `names` file.

2. To display unmatched lines with the **join** command, enter:

```
join -a1 phonedir names
```

If the `phonedir` and `names` files are the same as in Example 1, the **join** command displays:

Erwin G.	555-1234	Dept. 389
Frost		Dept. 217
Nicholson		Dept. 311
Norwood M.	555-5341	Dept. 454
Wright M.	555-1234	Dept. 520
Xandy G.	555-5015	Dept. 999

This command performs the same join operation as in Example 1, and also lists the lines of names that have no match in the `phonedir` file. The names `Frost` and `Nicholson` are included in the listing, even though they do not have entries in the `phonedir` file.

3. To display selected fields with the **join** command, enter:

```
join -o 2.3,2.1,1.2,1.3 phonedir names
```

This displays the following fields in the order given:

Field 3 of `names` Department number
 Field 1 of `names` Last name
 Field 2 of `phonedir` First initial
 Field 3 of `phonedir` Telephone number

If the `phonedir` file and `names` files are the same as in Example 1, the **join** command displays:

389	Erwin G.	555-1234
454	Norwood M.	555-5341
520	Wright M.	555-1234
999	Xandy G.	555-5015

4. To perform the join operation on a field other than the first, enter:

```
sort +2 -3 phonedir | join -1 3 - numbers
```

This command combines the lines in the `phonedir` and `numbers` files, comparing the third field of the `phonedir` file to the first field of the `numbers` file.

First, this command sorts the `phonedir` file by the third field, because both files must be sorted by their join fields. The output of the **sort** command is then piped to the **join** command. The `-` (dash) by itself causes the **join** command to use this output as its first file. The `-1 3` flag defines the third field of the sorted `phonedir` file as the join field. This is compared to the first field of `numbers` because its join field is not specified with a `-2` flag.

If the `numbers` file contains:

```
555-0256
555-1234
555-5555
555-7358
```

then this command displays the names listed in the `phonedir` file or each telephone number:

```
555-0256      Jackson J.
555-1234      Erwin G.
555-1234      Wright M.
```

Note that the **join** command lists all the matches for a given field. In this case, the **join** command lists both Erwin G. and Wright M. as having the telephone number 555-1234. The number 555-5555 is not listed because it does not appear in the `phonedir` file.

Files

`/usr/bin/join` Contains the **join** command.
`/usr/lib/nls/loc/*.src` Contains collation information.

Related Information

The **awk** command, **comm** command, **cut** command, **paste** command, **sort** command.

Files Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Input and Output Redirection Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

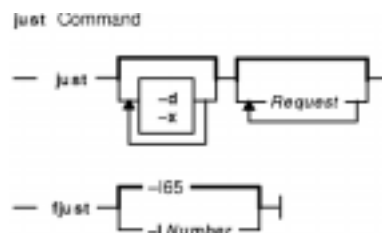
National Language Support Overview for Programming in *AIX General Programming Concepts: Writing and Debugging Programs*.

just or fjust Command

Purpose

Fills and justifies unevenly indented paragraphs of text.

Syntax



just [**-d**] [**-x**] [*Request ...*]

fjust [**-lNumber**]

Description

The **just** command is a filter intended for use with the **Do** function (the Alt-X key sequence), which runs the filter. For information about keyboard layouts, press the F1 key (the **Help** function) within the INed editor. You can use the **just** command either in the INed editor or from the system prompt. The **just** command reads text from standard input, justifies and fills each paragraph, and writes the result to standard output.

If you supply the *Request* parameter, the **just** command treats it as an **nroff** command line if the request begins with a . (period). If the request does not begin with a . (period), the **just** command passes it to the nroff formatter as a value. You can give the **just** command one or more *Request* parameters (nroff requests).

Attention: If you do not have the nroff formatter installed, using the **just** command may cause loss of data.

The **just** command is identical to the **fill** command, except that the **just** command justifies each line to produce an aligned right margin. This is accomplished by replacing spaces in short lines with multiple spaces.

The **fjust** command is a fast version of the **just** command that does not use the nroff formatter.

If the **just** command is unable to create a temporary file, it exits with a -2 value.

Notes:

1. The **just** command sets the left margin incorrectly if the first line of any paragraph is more than twice as long as the specified right margin.
2. The **just** command produces incorrect output for input lines longer than 512 characters.

Flags

-d Does not process through the nroff formatter. In this mode, the **just** command takes text from standard input, inserts nroff request lines that preserve indentation and paragraphing, and writes

the result to standard output.

- Number* Sets the right margin at the column specified by the *Number* variable. The default value is 65. The –*Number* flag works with the **fjust** command only.
- x** Suppresses compression of multiple blanks within input text lines. Initial blanks are always replaced by paragraph-indenting commands. The –**x** flag is useful for processing text that is bracketed by the nroff requests **.nf** or **.na**, because it prevents the loss of spacing between columns.

Files

/var/tmp/ljustNumber Contains temporary data. The part of the file name represented by *Number* represents the process number.

Related Information

The **fill** command, **nroff** command.

To Run Filter Commands, and Editors Overview in *AIX Version 4.3 INed Editor User's Guide* introduces general concepts about editors and describes the main AIX editors.

kdb Command

Purpose

Displays system images for examining a dump.

Syntax



kdb [*SystemImageFile* [*KernelFile*]]

Description

The **kdb** command is an interactive utility for examining an operating system image or the running kernel. The **kdb** command interprets and formats control structures in the system and provides miscellaneous functions for examining a dump.

The *SystemImageFile* parameter specifies the file that contains the system image. The default *SystemImageFile* is **/dev/mem**. The *KernelFile* parameter contains the kernel symbol definitions. The default for the *KernelFile* is **/usr/lib/boot/unix**.

Root permissions are required for execution of the **kdb** command on the active system. This is required because the special file **/dev/mem** is used. To run the **kdb** command on the active system, enter:

```
kdb
```

To invoke the **kdb** command on a system image file, enter:

```
kdb SystemImageFile
```

where *SystemImageFile* is either a file name or the name of the dump device. When invoked to view data from a *SystemImageFile* the **kdb** command sets the default thread to the thread running at the time the *SystemImageFile* was created.

Notes:

1. When using the **kdb** command a kernel file must be available.
2. Stack tracing of the current process on a running system does not work

Subcommand Arguments

The following table describes the most common argument types referenced in the subcommand syntax diagrams that follow.

Argument	Description
*	A wildcard used to select all entries.

count	A hex constant specifying the number of times to perform a specific operation.
cpu	A decimal value specifying a cpu number in a SMP machine.
eaddr	Effective address. This may be a hex constant or an expression.
paddr	A physical address.
pid	A hex constant or expression specifying a process ID.
selection	Indicates that a menu is displayed from which a selection must be made.
slot	A decimal constant specifying a slot number within a table.
symb	A symbolic reference to a value. Symbols from the kernel and/or kernel extensions may be used.
tid	A hex constant or expression specifying a thread ID.
tslot	A decimal constant specifying a slot number within the thread table.

Commands in kdb

The following lists the subcommands available within the **kdb** command. Refer to the Subcommands for the KDB Kernel Debugger and kdb Command in the *AIX Version 4.3 Kernel Extensions and Device Support Programming Concepts* for more detailed information, including examples, on the subcommands. The following subcommand descriptions are grouped into the functional sets:

- Basic subcommands
- Memory display and disassembly subcommands
- Symbol subcommands
- Calculator subcommands
- Machine status subcommands
- Loader subcommands
- Process subcommands
- LVM subcommands
- SCSI subcommands
- Memory allocation subcommands
- File system subcommands
- System table subcommands
- Network subcommands
- VMM subcommands

Basic subcommands

h

Display a list of commands with short descriptions.

his [**?**] [*count*]

The **hist** command prints history commands.

e

Exits from the **kdb** command. This is also recognized by the **e** subcommand alias.

set [*toggle|count*]

The **setup** subcommand lists and manipulates kdb toggles.

f [**+x|-x**][*tslot | eaddr*]

Displays a stack trace for the current or specified thread.

ctx [*cpu*]

The **context** command is used to switch to **kdb** context for a CPU. With no argument the **kdb** command returns to using the current AIX context.

cdt [*cdt_number* [*cdt_entry*]]

The **cdt** command is used display information about Component Dump Tables (CDTs) or view the data for a component dump entry for a dump.

Memory display and disassembly subcommands

dsymb|eaddr [*count*]

Display data in byte format.

dwsymb|eaddr [*count*]

Display data in word format.

ddsymb|eaddr [*count*]

Display data in double word format.

dppaddr [*count*]

Display data in byte format.

dpwaddr [*count*]

Display data in word format.

dmdpaddr [*count*]

Display data in double word format.

dcymb|eaddr [*count*]

Display disassembled instruction

dpcaddr [*count*]

Display disassembled instruction

dr [*gp|sr|sp|reg_name*]

Display registers. Argument *gp* displays all general purpose registers, *sr* displays all segment register, and *sp* displays all special purpose registers. A specific register may be displayed by name.

find [*-s*] *symb|eaddr* *pattern* [*mask* [*delta*]]

Find a pattern. The *-s* option indicates that *pattern* is a string, instead of a hex value.

findp [*-s*] *paddr* *pattern* [*mask* [*delta*]]

Find a pattern. The *-s* option indicates that *pattern* is a string, instead of a hex value.

ext [*-p*] *eaddrdelta* [*size* [*count*]]

The **ext** subcommand displays *size* words starting at *eaddr*, then increments by *delta* words and displays *size* words again. This continues until *count* loops are done. The *-p* flag indicates that *delta* is not the increment value, but the offset to a pointer to the next memory location.

extp [*-p*] *paddrdelta* [*size* [*count*]]

The **ext** subcommand displays *size* words starting at *eaddr*, then increments by *delta* words and displays *size* words again. This continues until *count* loops are done. The *-p* flag indicates that *delta* is not the increment value, but the offset to a pointer to the next memory location.

Symbol subcommands

nmsymb

Translate a symbol to an effective address.

ns

The **ns** toggle may be used to enable/disable symbol translation.

tsaddr

Translate an effective address to a symbol.

Calculator subcommands**hcal***hex_expr*

The **hcal** command may be used to convert hexadecimal values to decimal.

dcal*decimal_expr*

The **dcal** command may be used to convert decimal values to hexadecimal.

Machine status subcommands**stat**

Display status information for a dump file.

switch [[tslot|eaddr] | [u|k]]

Switch the context to a particular thread or between user and kernel address space.

Loader subcommands**lke** [?] [-I] [slot|symp|eaddr]

Display information on loaded extensions.

stbl [slot|symp|eaddr]

Display loaded symbol tables.

rmstslot|symp|eaddr

Remove a symbol table.

exp [symp]

The **exp** command may be used to look for an exported symbol address or to display the export list.

Process subcommands**ppda** [*|cpu|symp|eaddr]

Display per processor data areas.

intr [slot|symp|eaddr]

Display interrupt handler tables.

mst [tslot|symp|eaddr]

Display machine state save areas (mst).

p [*|slot|symp|eaddr]

Display process table entries.

th [*|slot|symp| eaddr|-w state]

Display thread table entries.

ttid [tid]

Display detailed data for a thread table entry.

tpid [pid]

Display summary information about each thread associated with a specified process.

rq [bucket|symp|eaddr]

Display run queues.

sq [bucket|symp|eaddr]

Display sleep queues.

lq [bucket|symp|eaddr]

Display lock queues.

u [-64][*tslot|symb|eaddr*]

Display the u-block for a thread.

LVM subcommands

pbuf [*] *symb|eaddr*

Display physical buffer information.

volgrp*symb|eaddr*

Display volume group information.

pvols*symb|eaddr*

Display physical volume information.

lvols*symb|eaddr*

Display logical volume information.

SCSI subcommands

ascsi [*slot|symb|eaddr*]

Display SCSI adapter information.

vscsi [*slot|symb|eaddr*]

Display virtual SCSI information.

scdisk [*slot|symb| eaddr*]

Display SCSI disk information.

Memory allocation subcommands

hp [*symb|eaddr*]

Display kernel heap information.

xm [-?]

Display heap debug information.

kmbucket [?] [-l] [-c cpu] [-i index][*addr*]

Display kernel memory allocator bucket information.

kmstats [*symb|eaddr*]

Display kernel allocator memory statistics.

File system subcommands

buf [*slot|symb|eaddr*]

Display buffer cache headers.

hb [*bucket|symb|eaddr*]

Display the buffer cache hash list of headers.

fb [*bucket|symb|eaddr*]

Display the buffer cache freelist of headers.

gnos*symb|eaddr*

Display data for a generic node structure.

gfs*symb|eaddr*

Display data for a generic file system structure.

file [*slot|symb|eaddr*]

Display the file table.

ino [*slot|symb|eaddr*]

Display the inode table. Only used inodes are printed. Unused inodes may be printed with the **fino** subcommand.

hino [*bucket|symb|eaddr*]

Display inode hash lists.

fino [*slot|symb|eaddr*]

Display inode (used and unused) cache list entries.

rno*symb|eaddr*

Display data for a remote node structure.

cku*symb|eaddr*

Display data for a client kudp private structure.

vno*symb|eaddr*

Display data for a virtual node structure.

vfs [*slot|symb|eaddr*]

Display data from the virtual file system table.

specno*symb|eaddr*

Display special device nodes data.

devno [*slot|symb|eaddr*]

Display device node table information.

fifono [*slot|symb|eaddr*]

Display fifo node table information.

hno [*bucket|symb|eaddr*]

Display hash node table information.

System table subcommands

var

Display the **var** structure and the system configuration of the machine.

dev [*symb|addr|major*]

Display the device switch table.

trb

Display timer request blocks.

slk [*symb|eaddr*]

Display data for simple locks.

clk [*symb|eaddr*]

Display data for complex locks.

ipl [**|cpu*]

Display processor information table data.

trace [**-h**] [*hook[:subhook]*]... [*#data*]... [**-channel**]

Display data from kernel trace buffers.

Network subcommands

ifnet

Display interface information.

tcb [*slot|symb|eaddr*]

Display data for TCP blocks.

udb [*slot|symb|eaddr*]

Display data for UDP blocks.

sock [**tcp|udp**] [*symb|eaddr*]

Display socket information.

tcpcb [**tcp|udp**] [*symb|eaddr*]

Display TCP control blocks.

mbuf [**tcp|udp**] [*symb|eaddr*]

Display TCP/UDP message buffers.

VMM subcommands

vmker

Display virtual memory kernel data.

rmap [*] [*slot*]

Display the real address range mapping table.

pfhdata

Display the virtual memory control variables.

vmstat

Display virtual memory statistics.

vmaddr

Display virtual memory control structure addresses.

pdt [*] [*slot*]

Display the paging device table.

scb [*selection*]

Displays VMM segment control blocks.

pft [*selection*]

Display VMM page frame table data.

pte [*selection*]

Display VMM page table entries.

pta [?]

Display VMM PTA segment information.

ste [-*ppid*]

Display segment table entry information for 64-bit processes.

sr64 [-*ppid*] [*esid* [*count*]]

Display segment registers for 64-bit processes.

segst64 [-*ppid*] [-*eesid*] [-*s* flag] [*fno|shm*]

Display segment state information for 64-bit processes.

apt [*selection*]

Display alias page table information.

vmwait [*symb|eaddr*]

Display VMM wait status information.

ames [*selection*]

Display address map for a specified process.

zproc

Display information about the VMM zeroing kproc.

vmlog

Display the current VMM error log entry.

vrl

Display the VMM reload xlate table. This information is only used on SMP POWER PC machines, to prevent VMM reload dead-lock.

ipc [*selection*]

Display interprocess communication facility information.

lka [*slot|syml|eaddr*]

Display VMM lock anchor data.

lkh [*slot|syml|eaddr*]

Display VMM lock hash list entries.

lkw [*slot|syml|eaddr*]

Display information about VMM lock words.

vmdmap [*slot|syml|eaddr*]

Display VMM disk map information.

vmlocks

Display VMM spin locks.

Examples

The following examples demonstrate invocation options for the **kdb** command

1.

To invoke the **kdb** command with the default system image and kernel image files, enter:

```
kdb
```

The **kdb** program returns a (0)> prompt and waits for entry of a subcommand.

2.

To invoke the **kdb** command using a dump file named /var/adm/ras/vmcore.0 and the UNIX kernel file named /unix, enter:

```
kdb /var/adm/ras/vmcore.0 /unix
```

The **kdb** program returns a (0)> prompt and waits for entry of a subcommand.

The following examples demonstrate usage of selected **kdb** commands:

1.

To run the deadlock analysis subcommand, enter:

```
(0)> dla
```

2.

To display the third entry in the vfs table, enter:

```
(0)> vfs 3
```

3.

To display a list of vnodes, enter:

```
(0)> vnode
```

Files

/usr/sbin/kdb Contains the **kdb** command.
/dev/mem Default system image file
/usr/lib/boot/unix Default kernel file

Related Information

KDB Kernel Debugger and kdb Command in the *AIX Version 4.3 Kernel Extensions and Device Support Programming Concepts*.

Subcommands for the KDB Kernel Debugger and kdb Command in the *AIX Version 4.3 Kernel Extensions and Device Support Programming Concepts*.

Memory Overlay Detection System (MODS) in the *AIX Version 4.3 Kernel Extensions and Device Support Programming Concepts*.

keycfg Command

Purpose

Displays or changes the electronic mode switch.

Syntax



keycfg { **-d** | **-c mode** }

Description

The **keycfg** command displays or changes the electronic mode switch, and displays the key mode switch and the mode switch. The key mode switch is the physical key state; the electronic mode switch is the electrical key state.

The mode switch is the system key position. When the physical key is in normal position, the mode switch is the electronic mode switch. When the physical key is not in normal position, the electronic mode switch is ignored and the mode switch is the key mode switch.

Notes:

1. The **keycfg** command is usually accessed through the **diag** command.
2. The **keycfg** command works only on multiprocessor systems with Micro Channel I/O. For IBM systems, this includes the IBM 7012 Model G Series, the IBM 7013 Model J Series, and the IBM 7015 Model R Series.

Flags

- d** Displays the mode switch, the key mode switch, and the electronic mode switch.
- c mode** Changes the electronic mode switch. The *mode* parameter must be one of the following:
 - normal** Sets the electronic mode switch to normal position.
 - service** Sets the electronic mode switch to service position.
 - secure** Sets the electronic mode switch to secure position.

Examples

1. To display the electronic mode switch, enter:

```
keycfg -d
```

The output will be similar to the following:

Mode Switch	Key Mode Switch	Electronic Mode
Switch		
service	normal	service

2. To set the electronic mode switch to normal position, enter:

```
keycfg -c normal
```

The output will be similar to the following:

```
Electronic Mode Switch set to normal
```

Related Information

The Problem Solving Overview *AIX Version 4.3 Problem Solving Guide and Reference*.

keycomp Command

Purpose

Compiles a keyboard mapping file into an input method keymap file.

Syntax

```
keycomp Command
— keycomp —< Infile —> Outfile —
```

keycomp <Infile >Outfile

Description

The **keycomp** command reads a textual description of the keyboard from standard input and produces a binary file that maps the keys to standard output. The binary file is used by the Input Method to translate key strokes into character strings.

You can *bind* characters and strings to keys on a keyboard with specified combinations of *modifier keys* called keyboard states, or you can specify particular key and state combinations as unbound (return nothing). All input keys are represented by *keysyms*, which stand for the key symbols that are usually used in the AIXwindows environment to represent keyboard input.

Any combination of modifier keys is possible when you press a key on the keyboard, but usually the keys are mapped into a smaller set of states. This state mapping can be specified.

Keycomp Source File

The input file used by the **keycomp** command consists of one or more lines. The items on the line are separated by a space. Each line begins with a keysym or a hexadecimal value for a keysym. The hexadecimal value represents keyboard input in the AIXwindows environment. Items following the keysym represent the binding for a particular combination of the Ctrl, Alt, Shift, Lock, and Alt Graphic keys.

An item can be one of the following:

- Character surrounded by single quotes
- String surrounded by double quotes
- Keysym allowing mapping to other keysyms
- **U** indicating that the entry is unbound

Hexadecimal (`\xxx`), octal (`\oOOO`), and decimal (`\dDDD`) notations of a byte can be contained in character and string items.

The following is an example of a line for XK_a keysym input:

```
XK_a 'a'  XK_A  XK_A  XK_a  '\x01'  U  "hello"
```

A , (comma) can, but need not, follow each item. Regardless of whether a comma follows an item, a space or tab must separate the items.

Blank lines and lines beginning with the # (pound sign), except control statements, are ignored. All text between the # and the following line is ignored unless the # is part of a string enclosed in single or double quotation marks. Therefore, you can place comments at the end of a line that contains only a single item.

Keyboard States

Modifier keys (Shift, Lock, Ctrl, Alt, and Alt Graphics keys) change the state of the keyboard. They are used to select one item from a line corresponding to the input keysym. A value that is a combination of bits, each bit corresponding to a modifier key, indicates the state of a keyboard. The modifier keys increase in significance in the following order: Shift, Lock, Ctrl, Alt, and Alt Graphic modifier keys.

The bit combination or state value of a keyboard is mapped to one item of a line. The mapping is defined by the line beginning with the %M control, which can contain only numbers. The first number after the %M control is the item number. The numbers that follow the first number represent keyboard states, and they are all mapped to the item.

For example, the line below shows that the keyboard states Ctrl, Ctrl–Shift, and Ctrl–Shift–Lock are all mapped to the third item:

```
%M 3      4 5 7
```

Flags

<InFile Specifies a source file to be compiled by the **keycomp** command.

>OutFile Specifies the name of the keymap file to be created.

Files

/usr/include/x11/keysymdef.h Contains standard keysym definitions.

/usr/include/x11/aix_keysym.h Contains unique keysym definitions.

/usr/bin/keycomp Contains the **keycomp** command.

/usr/lib/nls/loc/*.imkeymap.src Contains imkeymap source information.

/usr/lib/nls/loc/*.imkeymap Maps a keysym/modifier to a string.

Related Information

The **IMInitializeKeymap** subroutine.

The Input Method Overview in *AIX General Programming Concepts: Writing and Debugging Programs*.

The National Language Support Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

keyenvoy Command

Purpose

Acts as an intermediary between user processes and the **keyserv** daemon.

Syntax

```
keyenvoy Command  
— /usr/sbin/keyenvoy —
```

/usr/sbin/keyenvoy

Description

The **keyenvoy** command acts as an intermediary by some Remote Procedure Call (RPC) programs between their user processes and the **keyserv** daemon. An intermediary is necessary because the **keyserv** daemon talks only to root processes. This program cannot be run interactively.

Files

/usr/sbin/keyenvoy Contains the **keyenvoy** command.

Related Information

The **keyserv** daemon.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

NIS Reference.

keylogin Command

Purpose

Decrypts and stores the user's secret key.

Syntax

```
keylogin Command  
— /usr/bin/keylogin —|
```

/usr/bin/keylogin

Description

The **keylogin** command prompts users for their passwords. Then, the **keylogin** program decrypts the user's secret key, which is stored in the **/etc/publickey** file. The decrypted key is then stored by the local **keyserv** daemon to be used by any secure Remote Procedure Call (RPC) service, such as the Network File System (NFS).

The decrypted key given to the local **keyserv** daemon may eventually reach a time out and become invalid for that particular login session. The user can use the **keylogin** command again to refresh the key held by the **keyserv** daemon.

Files

/etc/publickey Contains public or secret keys for NIS maps.

Related Information

The **chkey** command, **newkey** command.

The **keyserv** daemon.

How to Export a File System Using Secure NFS, How to Mount a File System Using Secure NFS in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

List of NIS Commands.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

keylogout Command

Purpose

Deletes stored secret key.

Syntax

```
keylogoutCommand
-- keylogout [ -f ]
```

keylogout [-f]

Description

The **keylogout** command deletes the key stored by the key server process **keyserv**. Further access to the key is revoked; however, current session keys may remain valid until they expire or are refreshed.

Deleting the keys stored by **keyserv** will cause any background jobs or scheduled jobs that need secure RPC services to fail. Since only one copy of the key is kept on a machine, do not place a call to this command in your **logout** file since it will affect other sessions on the same machine.

Flags

-f Forces **keylogout** to delete the secret key for the superuser. By default, **keylogout** by the superuser is disallowed because it would break all RPC services, such as NFS, that are started by the superuser.

Related Information

The **at** command, **chkey** command, **login** command, **keylogin** command, **newkey** command.

The **keyserv** daemon.

keymaps Command

Purpose

Displays INed command key layout for all keyboards.

Syntax

```
keymaps Command  
— keymaps —|
```

keymaps

Description

Before using the INed editor, you must know which keys on your keyboard are command keys corresponding to INed editor functions. For the standard keyboard, the layout of command keys is listed in INed Editor Functions for the Standard Keyboard. If you are using another keyboard (for example, a serial terminal keyboard), use the **keymaps** command to list the layouts of command keys for all keyboards.

The output of the **keymaps** command is voluminous. You may want to redirect it to a file or send it to a printer.

Files

/usr/lib/INed/def.trm	Contains the terminal definition database.
/usr/lib/nls/msg/\$LANG/keys.map	Contains the keymap file.
/usr/lib/INed/terms.bin	Contains the compiled terminal definition database.

Related Information

The **e** command.

INed Editor Functions for the Standard Keyboard, in *AIX Version 4.3 INed Editor User's Guide* presents a table showing the INed editor command keys on a standard keyboard.

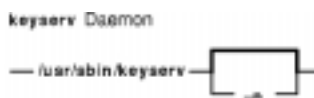
INed Editor Overview in *AIX Version 4.3 INed Editor User's Guide* introduces general concepts about the INed editor.

keyserv Daemon

Purpose

Stores public and private keys.

Syntax



`/usr/sbin/keyserv [-n]`

Description

The **keyserv** daemon stores the private encryption keys of each user logged into the system. When a user types in a password during a **keylogin**, the secret key is decrypted. The decrypted key is then stored by the **keyserv** daemon. These decrypted keys enable the user to access secure network services such as secure Network File System (NFS).

When the **keyserv** daemon starts, it reads the key for the root directory from the `/etc/.rootkey` file. This daemon keeps the secure network services operating normally. For instance, after a power failure, when the system restarts itself, it gets the key for the root directory from the `/etc/.rootkey` file.

Flags

- n** Prevents the **keyserv** daemon from reading the key for the root directory from the `/etc/.rootkey` file. Instead, the **keyserv** daemon prompts the user for the password to decrypt the root directory's key stored in the network information service map and then stores the decrypted key in the `/etc/.rootkey` file for future use. This option is useful if the `/etc/.rootkey` file ever goes out of date or is corrupted.

Examples

1. To start the **keyserv** daemon enabling the system to get the key for the root directory from the `/etc/.rootkey` file, enter:

```
/usr/sbin/keyserv
```

2. A System Resource Controller (SRC) command can also enable the system to get the key for the root directory from the `/etc/.rootkey` file as follows:

```
startsrc -s keyserv
```

This command sequence starts a script that contains the **keyserv** daemon.

3. To prevent the **keyserv** daemon from reading the key for the root directory from the `/etc/.rootkey` file, enter:

```
chssys -s keyserv -a '-n'
```

This command passes the **-n** argument to the **keyserv** daemon if SRC is used to start the daemon.

Files

/etc/.rootkey Stores the encrypted key for the root directory.

Related Information

The **chssys** command, **keyenvoy** command, **startsrc** command.

How to Export a File System Using Secure NFS, How to Mount a File System Using Secure NFS in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

NIS Reference.

System Resource Controller Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

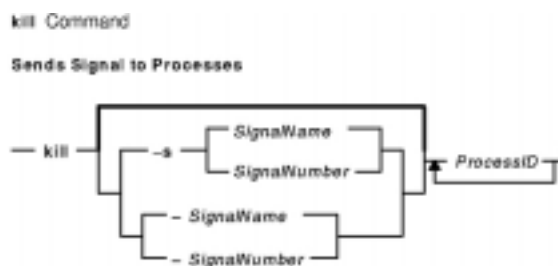
kill Command

Purpose

Sends a signal to running processes.

Syntax

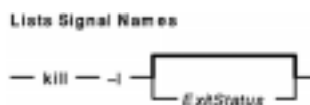
To Send Signal to Processes



kill [**-s** { *SignalName* | *SignalNumber* }] *ProcessID* ...

kill [**-** *SignalName* | **-** *SignalNumber*] *ProcessID* ...

To List Signal Names



kill **-l** [*ExitStatus*]

Description

The **kill** command sends a signal (by default, the **SIGTERM** signal) to a running process. This default action normally stops processes. If you want to stop a process, specify the process ID (PID) in the *ProcessID* variable. The shell reports the PID of each process that is running in the background (unless you start more than one process in a pipeline, in which case the shell reports the number of the last process). You can also use the **ps** command to find the process ID number of commands.

A root user can stop any process with the **kill** command. If you are not a root user, you must have initiated the process you want to stop.

SignalName is recognized in a case-independent fashion, without the SIG prefix.

If the specified *SignalNumber* is 0, the **kill** command checks the validity of the specified PID.

Flags

-s{*SignalName* | *SignalNumber*}

Specifies the signal as a signal number or a signal name, such as **SIGKILL** -9 or **SIGTERM** -15.

<i>-SignalName</i>	Specifies a signal name, such as SIGHUP . This is obsolete syntax.
<i>-SignalNumber</i>	Specifies a signal number. This is obsolete syntax. Note: To specify the negative PID with the default signal in this syntax, you must specify -- as a signal. Otherwise the first operand is interpreted as a <i>SignalNumber</i> .
<i>ProcessID</i>	Specifies a decimal integer representing a process or process group to be signaled. If PID is a positive value, the kill command sends the process whose process ID is equal to the PID. If the PID value is 0, the kill command sends the signal to all processes having a process group ID equal to the process group ID of the sender. The signal is not sent to processes with a PID of 0 or 1. If the PID is -1, the kill command sends the signal to all processes owned by the effective user of the sender. The signal is not sent to processes with a PID of 0 or 1. If it is a negative number but not -1, the kill command sends the signal to all processes that have a process group ID equal to the absolute value of the PID.
<i>-l</i>	Lists all signal names supported by the implementation
<i>-lExitStatus</i>	Lists signal names stripped of the common SIG prefix. If <i>ExitStatus</i> is an decimal integer value, the signal name corresponding to that signal is displayed. If <i>ExitStatus</i> is a value of the exit status corresponding to a process that was terminated by a signal, the signal name corresponding to the signal that terminated the process is displayed.

Exit Status

This command returns the following exit values:

- 0** At least one matching process was found for each *ProcessID* operand, and the specified signal was successfully processed for at least one matching process.
- >0** An error occurred.

Examples

1. To stop a given process, enter:

```
kill 1095
```

This stops process 1095 by sending it the default **SIGTERM** signal. Note that process 1095 might not actually stop if it has made special arrangements to ignore or override the **SIGTERM** signal.

2. To stop several processes that ignore the default signal, enter:

```
kill -kill 2098 1569
```

This sends signal 9, the **SIGKILL** signal, to processes 2098 and 1569. The **SIGKILL** signal is a special signal that normally cannot be ignored or overridden.

3. To stop all of your processes and log yourself off, enter:

```
kill -kill 0
```

This sends signal 9, the **SIGKILL** signal, to all processes having a process group ID equal to the senders process group ID. Because the shell cannot ignore the **SIGKILL** signal, this also stops the login shell and logs you off.

4. To stop all processes that you own, enter:

```
kill -9 -1
```

This sends signal 9, the **SIGKILL** signal, to all processes owned by the effective user, even those started at other work stations and that belong to other process groups. If a listing that you requested is being printed, it is also stopped.

5. To send a different signal code to a process, enter:

```
kill -USR1 1103
```

The name of the **kill** command is misleading because many signals, including **SIGUSR1**, do not stop processes. The action taken on **SIGUSR1** is defined by the particular application you are running.

Note: To send signal 15, the **SIGTERM** signal with this form of the **kill** command, you must explicitly specify **-15** or **SIGTERM**.

Files

/usr/include/sys/signal.h Specifies signal names.

Related Information

The **cs** command, **ksh** command, **ps** command, **sh** command.

The **kill** subroutine, **sigaction** subroutine.

killall Command

Purpose

Cancels all processes except the calling process.

Syntax



killall [-] [*-Signal*]

Description

The **killall** command cancels all processes that you started, except those producing the **killall** process. This command provides a convenient means of canceling all processes created by the shell that you control. When started by a root user, the **killall** command cancels all cancellable processes except those processes that started it. If several Signals are specified, only the last one is effective.

If no signal is specified, the **killall** command sends a **SIGKILL** signal.

Flags

- Sends a **SIGTERM** signal initially and then sends a **SIGKILL** signal to all processes that survive for 30 seconds after receipt of the signal first sent. This gives processes that catch the **SIGTERM** signal an opportunity to clean up. If both - and *-Signal* are set, the **killall** command sends the specified signal initially and then sends a **SIGKILL** signal to all processes that survive for 30 seconds after receipt of the signal first sent.
- Signal* Sends the specified *Signal* number or *SignalName*.

Examples

1. To stop all background processes that have started, enter:

```
killall
```

This sends all background processes the **kill** signal 9 (also called the **SIGKILL** signal).

2. To stop all background processes, giving them a chance to clean up, enter:

```
killall -
```

This sends signal 15, the **SIGTERM** signal; waits 30 seconds, and then sends signal 9, the **SIGKILL** signal.

3. To send a specific signal to the background processes, enter:

```
killall -2
```

This sends signal 2, the **SIGINT** signal, to the background processes.

Related Information

The **kill** command.

The **signal** subroutine.

krlogind Daemon

Purpose

Provides the server function for the **rlogin** command.

Syntax

```
/usr/sbin/krlogind [ -n ] [ -s ]
```

Note: The **krlogind** daemon is normally started by the **inetd** daemon. It can also be controlled from the command line, using SRC commands.

Description

The **/usr/sbin/krlogind** daemon is the server for the **rlogin** remote login command. The server provides a remote login facility.

Changes to the **krlogind** daemon can be made by using Web-based System Manager, the System Management Interface Tool (SMIT) or System Resource Controller (SRC), by editing the **/etc/inetd.conf** or **/etc/services** file. Entering **krlogind** at the command line is not recommended. The **krlogind** daemon is started by default when it is uncommented in the **/etc/inetd.conf** file.

The **inetd** daemon get its information from the **/etc/inetd.conf** file and the **/etc/services** file.

After changing the **/etc/inetd.conf** or **/etc/services** file, run the **refresh -s inetd** or **kill -1 InetdPID** command to inform the **inetd** daemon of the changes to its configuration file.

Service Request Protocol

When the **krlogind** daemon receives a service request, the daemon initiates the following protocol:

1. The **krlogind** daemon checks the source port number for the request. If the port number is not in the range 512 through 1023, the **krlogind** daemon terminates the connection.
2. The **krlogind** daemon uses the source address of the initial connection request to determine the name of the client host. If the name cannot be determined, the **krlogind** daemon uses the dotted-decimal representation of the client host address.
3. The **krshd** daemon attempts to validate the user using the following steps:
 - ◆ makes sure that Kerberos 5 is a valid authentication method if the incoming ticket is a Kerberos 5 ticket. If the incoming ticket is a Kerberos 4 ticket, the connection fails. Kerberos 4 is not supported for **rlogin**.
 - ◆ calls **kvalid_user** with the local account name as well as the DCE principal.

Error Messages

The following error messages are associated with the **krlogind** daemon:

Try again A fork command made by the server has failed.

/usr/bin/shell: No shell. The shell specified for the shell variable cannot be started. The shell variable may also be a program.

Flags

- n Disables transport-level keep-alive messages. The messages are enabled by default.
- s Turns on socket level debugging.

Manipulating the krshd Daemon

The **krshd** daemon is a subserver of the **inetd** daemon, which is a subsystem of the System Resource Controller (SRC). The **krshd** daemon is a member of the tcpip SRC subsystem group. Using the **chauthent** command will comment/uncomment the kshell line in the **/etc/inetd.conf** file and restart the **inetd** daemon depending on whether Kerberos 5 or Kerberos 4 is configured/unconfigured. This daemon should be manipulated using the **chauthent/lsauthent** commands. Direct modification of the **inetd.conf** file's kshell entry is not recommended.

Related Information

The **rlogin** command.

The **inetd** daemon, **rshd** daemon, **syslogd** daemon.

The **pty** special file.

The **kvalid_user** subroutine.

The **/etc/inetd.conf** file format.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Network Overview in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Secure Rcnds in *AIX Version 4.3 System User's Guide: Communications and Networks*.

krshd Daemon

Purpose

Provides the server function for remote command execution.

Syntax

`/usr/sbin/krshd`

Note: The **rshd** daemon is normally started by the **inetd** daemon. It can also be controlled from the command line, using SRC commands.

Description

The `/usr/sbin/krshd` daemon is the server for the **rcp** and **rsh** commands using Kerberos authentication. The **krshd** daemon provides remote execution of shell commands. These commands are based on requests from privileged sockets on trusted hosts. The shell commands must have user authentication. The **krshd** daemon listens at the kshell socket defined in the `/etc/services` file.

Changes to the **krshd** daemon can be made using the System Management Interface Tool (SMIT) or System Resource Controller (SRC), by editing the `/etc/inetd.conf` or `/etc/services` file. Entering **krshd** at the command line is not recommended. The **krshd** daemon is started by default when it is uncommented in the `/etc/inetd.conf` file.

The **inetd** daemon gets its information from the `/etc/inetd.conf` file and the `/etc/services` file.

After changing the `/etc/inetd.conf` or `/etc/services` file, run the **refresh -s inetd** or **kill 1 InetdPID** command to inform the **inetd** daemon of the changes to its configuration file.

Service Request Protocol

When the **krshd** daemon receives a service request, it initiates the following protocol:

1. The **krshd** daemon checks the source port number for the request. If the port number is not in the range 0 through 1023, the **krshd** daemon terminates the connection.
2. The **krshd** daemon reads characters from the socket up to a null byte. The string read is interpreted as an ASCII number (base 10). If this number is nonzero, the **krshd** daemon interprets it as the port number of a secondary stream to be used as standard error. A second connection is created to the specified port on the client host. The source port on the local host is also in the range 0 through 1023.
3. The **krshd** daemon uses the source address of the initial connection request to determine the name of the client host. If the name cannot be determined, the **krshd** daemon uses the dotted decimal representation of the client host's address.
4. The **krshd** daemon retrieves the following information from the initial socket:
 - ◆ A Kerberos service ticket.
 - ◆ A null-terminated string of at most 16 bytes interpreted as the user name of the user on the client host.
 - ◆ Another null-terminated string interpreted as a command line to be passed to a shell on the local server host.

- ◆ A null-terminated string of at most 16 bytes interpreted as the user name to be used on the local server host.
 - ◆ If the service ticket was a Kerberos 5 ticket, the daemon will expect either a Kerberos 5 TGT or a null string.
5. The **krshd** daemon attempts to validate the user using the following steps:
 - ◆ makes sure that Kerberos 5 is a valid authentication method if the incoming ticket is a Kerberos 5 ticket. Likewise, if the incoming ticket is a Kerberos 4 ticket, the Kerberos 4 authentication method must be configured.
 6. calls **kvalid_user** with the local account name as well as the DCE Principal.
 7. Once **krshd** validates the user, the **krshd** daemon returns a null byte on the initial connection. If the connection is a Kerberos 5 ticket and the TGT is sent, the command line passes to the **k5dcelogin** command, (which upgrades it to full DCE credentials). If the TGT is not sent or if the connection is a Kerberos 4 ticket, the command line passes to the user's local login shell. The shell then inherits the network connections established by the **krshd** daemon.

The **krshd** daemon is controlled by using the System Management Interface Tool (SMIT) or by changing the **/etc/inetd.conf** file. Entering **krshd** at the command line is not recommended.

Manipulating the krshd Daemon

The **krshd** daemon is a subserver of the **inetd** daemon, which is a subsystem of the System Resource Controller (SRC). The **krshd** daemon is a member of the **tcpip** SRC subsystem group. Using the **chauthent** command will comment/uncomment the **kshell** line in the **/etc/inetd.conf** file and restart the **inetd** daemon depending on whether Kerberos 5 or Kerberos 4 is configured/unconfigured. This daemon should be manipulated using the **chauthent**/**lsauthent** commands. Direct modification of the **inetd.conf** file's **kshell** entry is not recommended.

Related Information

The **rsh** command.

The **inetd** daemon.

The **kvalid_user** function.

The **/etc/hosts.equiv** file format, **/etc/inetd.conf** file format, and **/etc/services** file format.

Network Overview in *AIX Version 4.3 System Management Guide: Communications and Networks*.

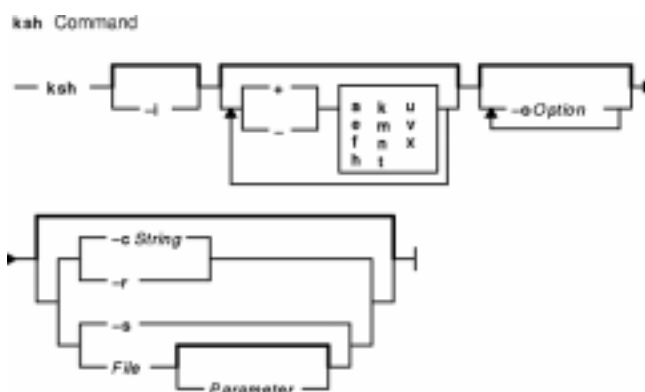
Secure Rcmds in *AIX Version 4.3 System User's Guide: Communications and Networks*.

ksh Command

Purpose

Invokes the Korn shell.

Syntax



ksh [**-i**] [{ + | - } { **aefhkmntuvx** }] [**-oOption ...**] [**-cString** | **-s** | **-r** | *File* [*Parameter*]]

Note: Preceding a flag with + (plus) rather than - (minus) turns off the flag.

Description

The **ksh** command invokes the Korn shell, which is an interactive command interpreter and a command programming language. The shell carries out commands either interactively from a terminal keyboard or from a file.

The Korn shell is backwardly compatible with the Bourne shell (invoked with the **bash** command) and contains most of the Bourne shell features as well as several of the best features of the C shell.

For more information about the Korn shell, refer to "Korn Shell" in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Flags

- a** Exports automatically all subsequent parameters that are defined.
- c *String*** Causes the Korn shell to read commands from the *String* variable. This flag cannot be used with the **-s** flag or with the *File[Parameter]* parameter.
- e** Executes the **ERR** trap, if set, and exits if a command has a nonzero exit status. This mode is disabled while reading profiles.
- f** Disables file name substitution.
- h** Designates each command as a tracked alias when first encountered.
- i** Indicates that the shell is interactive. An interactive shell is also indicated if shell input and output are attached to a terminal (as determined by the **ioctl** subroutine). In this case, the **TERM** environment variable is ignored (so that the **kill 0** command does not kill an interactive shell) and the **INTR** signal is caught and ignored (so that a wait state can be interrupted). In all cases, the **QUIT** signal is ignored by the shell.

- k** Places all parameter assignment arguments in the environment for a command, not just those arguments that precede the command name.
- m** Runs background jobs in a separate process and prints a line upon completion. The exit status of background jobs is reported in a completion message. On systems with job control, this flag is turned on automatically for interactive shells.
- n** Reads commands and checks them for syntax errors, but does not execute them. This flag is ignored for interactive shells.
- o Option** Prints the current option settings and an error message if you do not specify an argument. You can use this flag to enable any of the following options:
 - allexport** Same as the **-a** flag.
 - errexit** Same as the **-e** flag.
 - bgnice** Runs all background jobs at a lower priority. This is the default mode.
 - emacs** Enters an emacs-style inline editor for command entry.
 - gmacs** Enters a gmacs-style inline editor for command entry.
 - ignoreeof** Does not exit the shell when it encounters an end-of-file character. You must use the **exit** command, or override the flag and exit the shell by pressing the Ctrl-D key sequence more than 11 times.
 - keyword** Same as the **-k** flag.
 - markdirs** Appends a / (slash) to all directory names that are a result of filename substitution.
 - monitor** Same as the **-m** flag.
 - noclobber** Prevents redirection from truncating existing files. When you specify this option, use the redirection symbol >| (right caret, pipe symbol) to truncate a file.
 - noexec** Same as the **-n** flag.
 - noglob** Same as the **-f** flag.
 - nolog** Prevents function definitions from being saved in the history file.
 - nounset** Same as the **-u** flag.
 - privileged** Same as the **-p** flag.
 - verbose** Same as the **-v** flag.
 - trackall** Same as the **-h** flag.
 - vi** Enters the insert mode of a vi-style inline editor for command entry. Entering escape character 033 puts the editor into the move mode. A return sends the line.
 - viraw** Processes each character as it is typed in vi mode.
 - xtrace** Same as the **-x** flag.

You can set more than one option on a single **ksh** command line.

- r** Runs a restricted shell. With a restricted shell you cannot:
 - Change the current working directory.
 - Set the value of the **SHELL**, **ENV**, or **PATH** variable.
 - Specify the pathname of a command that contains a / (slash).
 - Redirect output of a command with > (right caret), >| (right caret, pipe symbol), <> (left caret, right caret), or >> (two right carets).
- s** Causes the **ksh** command to read commands from the standard input. Shell output, except for the output of the special commands, is written to file descriptor 2. This parameter cannot be used with the **-c** flag or with the *File[Parameter]* parameter.
- t** Exits after reading and executing one command.
- u** Treats unset parameters as errors when substituting.
- v** Prints shell input lines as they are read.
- x** Prints executed commands and their arguments.

Files

/usr/bin/ksh Contains the path name to the Korn shell.

/tmp/sh* Contains temporary files that are created when a shell is opened.

Related Information

The **env** command.

The **profile** file format.

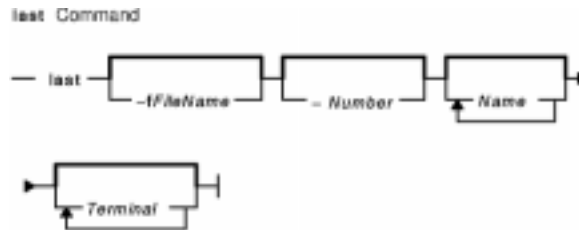
Korn Shell in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

last Command

Purpose

Displays information about previous logins.

Syntax



last [*-fFileName*] [*-Number*] [*Name ...*] [*Terminal ...*]

Description

The **last** command displays, in reverse chronological order, all previous logins and logoffs still recorded in the `/var/adm/wtmp` file. The `/var/adm/wtmp` file collects login and logout records as these events occur and holds them until the records are processed by the **acctcon1** and **acctcon2** commands as part of the daily reporting procedures. When the time daemon, `timed`, changes the system time, it logs entries in `wtmp` under the pseudo-user "date". An entry starting with "date|" is logged before the change, and one starting with "date{" is logged after the change. This allows for accurate accounting of logins that span a time change.

The list can be restricted to:

- The number of lines specified by the *-Number* parameter.
- Logins or logoffs by the users specified by the *Name* parameter.
- Logins or logoffs from the terminals specified by the *Terminal* parameter.
- A terminal can be named fully or abbreviated as a `tty`. For example, you can specify either the `tty0` terminal or the `0` terminal.

Note: If you specify both a *Name* and *Terminal* parameter, the **last** command displays all logins and logoffs meeting either criterion.

For each process, the **last** command displays the:

- Time the session began
- Duration
- Terminal (`tty`) used

If applicable, the following information is included:

- Terminations due to rebooting
- Sessions that are still continuing

If the **last** command is interrupted, it indicates how far the search has progressed in the `/var/adm/wtmp` file. If interrupted with a **quit** signal, the command indicates how far the search has progressed and then continues the search. The **quit** signal can be any one of the following:

```
#define SIGQUIT 3 /* (*) quit,
generated from terminal special char */

#define SIGKILL 9 /* kill (cannot be caught or ignored) */

#define SIGTERM 15 /* software termination signal */
```

The **kill** command sends the default SIGTERM signal when it is invoked without any option. If you want to send the SIGQUIT signal, enter the following:

```
kill -3 (Process ID)
```

See the **kill** command for more information.

Flags

-fFileName Specifies an alternate file from which to read logins and logoffs.

Examples

1. To display all the recorded logins and logoffs by user `root` or from the `console` terminal, enter:

```
last root console
```

2. To display the time between reboots of the system, enter:

```
last reboot
```

The `reboot` pseudo-user logs in when the system starts again.

Files

/usr/bin/last Contains the **last** command.

/var/adm/wtmp Contains connect-time accounting data, including login, logoff, and shutdown records.

Related Information

The **acctcon1** , **accton2** command, **lastlogin** command.

For more information about the Accounting System, the preparation of daily and monthly reports, and the accounting files, see the Accounting Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting Up an Accounting System in *AIX Version 4.3 System Management Guide: Operating System and Devices* describes the steps you must take to establish an accounting system.

lastcomm Command

Purpose

Displays information about the last commands executed.

Syntax



lastcomm [*Command*] [*Name*] [*Terminal*]

Description

The **lastcomm** command displays information, in reverse chronological order, about all previously executed commands that are still recorded in the summary files in the **/var/adm/pacct** directory. You need to run the **/usr/sbin/acct/startup** command before you can execute the **lastcomm** command.

The list the **lastcomm** command displays can be restricted to:

- Commands specified by the *Command* parameter.
- Commands executed by the user specified by the *Name* parameter.
- Commands from the terminal specified by the *Terminal* parameter.

A terminal can be named fully or abbreviated as a tty. For example, you can specify either the `tty0` terminal or the `0` terminal.

For each process, the following information is displayed:

- The name of the user who ran the process.
- Any flags the accounting facilities collected when the command executed. The following are valid flags:
 - S** The root user executed the command.
 - F** The command ran after a fork, but without a following subroutine.
 - C** The command ran in PDP-11 compatibility mode.
 - D** The command terminated with the generation of a core file.
 - X** The command was terminated with a signal.
- The name of the command under which the process was called.
- The seconds of CPU time used by the process.
- The time the process was started.

Examples

1. To display information about all previously executed commands recorded in the **/var/adm/pacct** file, enter:


```
lastcomm
```
2. To display information about commands named `a.out` executed by the `root` user on the

```
ttyd0 terminal, enter:  
lastcomm a.out root ttyd0
```

Files

/usr/bin/lastcomm Contains the **lastcomm** command.

/var/adm/pacct The directory that contains the current accounting summary files.

Related Information

The **acctcms** command.

For more information about the Accounting System, the preparation of daily and monthly reports, and the accounting files, see the Accounting Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting Up an Accounting System in *AIX Version 4.3 System Management Guide: Operating System and Devices* describes the steps you must take to establish an accounting system.

lastlogin Command

Purpose

Reports the last login date for each user on the system.

Syntax

```
lastlogin Command  
— /usr/sbin/acct/lastlogin —
```

/usr/sbin/acct/lastlogin

Description

The **lastlogin** command updates the **/var/adm/acct/sum/loginlog** file to show the last date each user logged in. Normally, the **runacct** command, running under the **cron** daemon, calls this command and adds the information to the daily report. However, the **lastlogin** command can also be entered by a user who is a member of the ADM group.

Note: You should not share accounting files among nodes in a distributed environment. Each node should have its own copy of the various accounting files.

Security

Access Control: This command should grant execute (x) access only to members of the ADM group.

Files

/usr/sbin/acct The path to the accounting commands.
/var/adm/wtmp The login and logout history file.
/var/adm/acct/sum Cumulative directory for daily accounting records.

Related Information

The **runacct** command.

The **cron** daemon.

For more information about the Accounting System, the preparation of daily and monthly reports, and the accounting files, see the Accounting Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

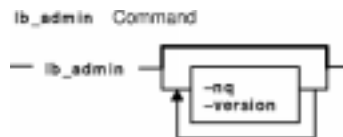
Setting Up an Accounting System in *AIX Version 4.3 System Management Guide: Operating System and Devices* explains the steps you must take to establish an accounting system.

lb_admin Command

Purpose

Administers the registration of NCS-based servers in location broker databases.

Syntax



lb_admin [**-nq**] [**-version**]

Description

The **lb_admin** tool administers the registrations of NCS-based servers in global location broker (GLB) or local location broker (LLB) databases. A server registers universal unique identifiers (UUIDs) specifying an object, a type, and an interface, along with a socket address specifying its location. A client can locate servers by issuing lookup requests to GLBs and LLBs. The **lb_admin** tool can be used to look up information, add new entries, and delete existing entries in a specified database.

The **lb_admin** tool is useful for inspecting the contents of location broker databases and for correcting database errors. For example, if a server terminates abnormally without unregistering itself, use **lb_admin** to manually remove its entry from the GLB database.

When accepting input or displaying output, **lb_admin** uses either character strings or descriptive textual names to identify objects, types, and interfaces. A character string directly represents the data in a UUID in the format

```
XXXXXXXXXXXX.XX.XX.XX.XX.XX.XX.XX.XX
```

where each x is a hexadecimal digit. Descriptive textual names are associated with UUIDs in the **uuidname.txt** file.

The **lb_admin** command examines or modifies only one database at a time. This is referred to as the *current database*. The **use_broker** command selects the type of location broker database, GLB or LLB. The **set_broker** command selects the host whose GLB or LLB database is to be accessed. If one replica of a replicated GLB database is modified, the modifications are propagated to the other replicas of that database.

Flags

- nq** Do not query for verification of wildcard expansions in unregister operations.
- version** Display the version of NCS that this **lb_admin** belongs to, but do not start the tool.

Subcommands

In the **lookup**, **register**, and **unregister** commands, the *object*, *type*, and *interface* arguments can be either character strings representing UUIDs or textual names corresponding to UUIDs, as described earlier.

a[dd]Synonym for **register**.**c[lean]**

Finds and deletes obsolete entries in the current database. When issuing this command, **lb_admin** attempts to contact each server registered in the database. If the server responds, the entry for its registration is left intact in the database. If the server does not respond, **lb_admin** tries to look up its registration in the LLB database at the host where the server is located, tells the result of this lookup, and asks if the entry is to be deleted. If a server responds, but its UUIDs do not match the entry in the database, **lb_admin** tells this result and asks if the entry is to be deleted.

There are two situations in which it is likely that a database entry should be deleted:

- The server does not respond.
lb_admin succeeds in contacting the LLB at the host where the server is located, but the server is not registered with that LLB. The server is probably no longer running.
- Server responds, but its UUIDs do not match the entry in the database. The server that responded is not the one that registered the entry.

Entries that meet either of these conditions are probably safe to delete.

In other situations, it is best not to delete the entry unless it can be verified directly that the server is not running (for example, by listing the processes running on its host).

When **lb_admin** asks to delete an entry, there are four ways to respond. A **y[es]** response deletes the entry. A **n[o]** response leaves the entry intact in the database. After a yes or a no, **lb_admin** proceeds to check the next entry in the current database. A **g[o]** response invokes automatic deletion, in which all eligible entries are deleted and all ineligible entries are left intact, without the user being queried, until all entries have been checked. A **q[uit]** response terminates the clean operation.

d[delete]Synonym for **unregister**.**h[elp]** [*Command*] or ? [*Command*]

Displays a description of the specified *Command* or, if none is specified, list all of

l[ookup] *Object Type Interface*

the **lb_admin** commands.

Looks up and displays all entries with matching *Object*, *Type*, and *Interface* fields in the current database. An asterisk can be used as a wildcard for any of the arguments. If all the arguments are wildcards, **lookup** displays the entire database.

q[uit]

Exits the **lb_admin** session.

r[egister] *Object Type Interface Location Annotation [Flag]*

Adds the specified entry to the current database. Use an asterisk to represent the nil UUID in the *Object*, *Type*, and *Interface* fields.

The *location* is a string in the format *Family:Host[Port]*, where *Family* is an address family, *Host* is a host name, and *Port* is a port number. Possible values for *Family* include **ip**. A leading **#** can be used to indicate that a host name is in the standard numeric form. For example, `ip:vienna[1756]` and `ip:#192.5.5.5[1791]` are acceptable location specifiers.

The *Annotation* is a string of up to 64 characters annotating the entry. Use double quotation marks to delimit a string that contains a space or contains no characters. To embed a double quotation mark in the string, precede it with a backslash.

The *Flag* is either **local** (the default) or **global**, indicating whether the entry should be marked for local registration only or for registration in both the LLB and GLB databases. The *Flag* is a field that is stored with the entry but does not affect where the entry is registered. The **set_broker** and **use_broker** commands select the particular LLB or GLB database for registration.

s[et_broker] [*BrokerSwitch*] *Host*

Sets the host for the current LLB or GLB. If specifying **global** as the *BrokerSwitch*, **set_broker** sets the current GLB; otherwise, it sets the current LLB. The *host* is a string in the format *Family:Host*, where *Family* is an address family and *Host* is a host name. Possible values for *Family* include **ip**. A leading **#** can be used to indicate that a host name is in the standard numeric form. For example, `ip:prague` and `ip:#192.5.5.5` are acceptable host specifiers.

	<p>Issue use_broker, not this command, to determine if subsequent operations will access the LLB or the GLB.</p>	
<p>set_t[imeout] [short long]</p>	<p>Sets the timeout period used by lb_admin for all of its operations. With an argument of short or long, set_timeout sets the timeout accordingly. With no argument, it displays the current timeout value.</p>	
<p>u[nregister] <i>Object Type Interface Location</i></p>	<p>Deletes the specified entry from the current database.</p>	
	<p>The location is a string in the format <i>Family:Host[Port]</i>, where <i>Family</i> is an address family, <i>Host</i> is a host name, and <i>Port</i> is a port number. Possible values for <i>Family</i> include ip. A leading # can be used to indicate that a host name is in the standard numeric form. For example, ip:vienna[1756] and ip:#192.5.5.5[1791] are acceptable location specifiers.</p> <p>An asterisk can be used as a wildcard in the <i>Object, Type, And Interface</i> fields to match any value for the field. Unless queries have been suppressed by invoking lb_admin with the -nq option, unregister allows deletion of each matching entry. A y[es] response deletes the entry. A n[o] response leaves the entry in the database. A g[o] response deletes all remaining database entries that match, without querying. A q[uit] response terminates the unregister operation, without deleting any additional entries.</p>	
<p>us[e_broker] [<i>BrokerSwitch</i>]</p>		<p>Selects the type of database that subsequent operations will access, GLB or LLB. The <i>BrokerSwitch</i> is either global or local. If a <i>BrokerSwitch</i> is not supplied, use_broker determines if the current database is global or local.</p> <p>Use set_broker to</p>

select the host
whose GLB or
LLB is to be
accessed.

Related Information

The **drm_admin** (NCS) command

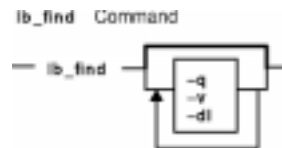
The **glbd** (NCS) daemon, **llbd** (NCS) daemon, **nrglbd** (NCS) daemon.

lb_find Command

Purpose

Gets a list of global location broker (GLB) server daemons and their attributes.

Syntax



```
lb_find [ -q ] [ -v ] [ -dl ]
```

Description

The **lb_find** command sends out inquiries to the NCS location broker daemons and gathers the responses. The results are analyzed to determine whether the global location broker is replicatable, and which cell each daemon serves. After ten seconds, the results are summarized, showing the GLB broker type, the server host's network address, a cell name of either *default* or *alternate_N*, and the cell's UUID.

Flags

- q** Queries for a GLB server, using the standard RPC mechanism. At most, one GLB server is printed, and only servers in the current machine's cell are searched. The program exits with a status of 0 if a GLB server is found; otherwise the status is nonzero.
- v** Prints out the NCS version string.
- dl** Turns on RPC debugging while searching for GLB servers.

Examples

A network contains one **glbd** in each of two NCS cells and one **nrglbd** in a third cell.

```

/etc/ncs/lb_find

sent to broadcast address 192.92.110.255

waiting for replies

received response from glb daemon at ip:stimp(192.92.110.43)
port 1072.

received response from glb daemon at ip:oscar(192.92.110.16) port
1168.

received response from glb daemon at ip:vmess(192.92.110.21) port
1114.

.....

replicatable      ip:stimp      default      333b91c50000.0d.0
0.00.87.84.00.00.00
  
```

```
replicatable      ip:oscar          alternate_1      54bdad9a4000.0d.0
0.01.83.0f.00.00.00

non_replicatable  ip:vmess          alternate_2      5c0e4acb8fa7.02.c
0.5c.6e.15.00.00.00
```

Related Information

The **lb_admin** command.

The **glbd** (NCS) daemon, **llbd** (NCS) daemon, **nrglbd** (NCS) daemon.

lbxproxy Command

Purpose

Low BandWidth X proxy.

Syntax

lbxproxy [:<display>] [option]

Description

Applications that would like to take advantage of the Low Bandwidth extension to X (LBX) must make their connections to an **lbxproxy**. These applications need to know nothing about LBX, they simply connect to the **lbxproxy** as if were a regular server. The **lbxproxy** accepts client connections, multiplexes them over a single connection to the X server, and performs various optimizations on the X protocol to make it faster over low bandwidth and/or high latency connections.

With regard to authentication/authorization, **lbxproxy** simply passes along to the server the credentials presented by the client. Since X clients will connect to **lbxproxy**, it is important that the user's **.Xauthority** file contain entries with valid keys associated with the network ID of the proxy. **lbxproxy** does not get involved with how these entries are added to the **.Xauthority** file. The user is responsible for setting it up.

The **lbxproxy** program has various options, all of which are optional.

If :<display> is specified, the proxy will use the given display port when listening for connections. The display port is an offset from port 6000, identical to the way in which regular X display connections are specified. If no port is specified on the command line option, **lbxproxy** will default to port 63. If the port that the proxy tries to listen on is in use, the proxy will exit with an error message.

At startup, **lbxproxy** pre-interns a configurable list of atoms. This allows **lbxproxy** to intern a group of atoms in a single round trip and immediately store the results in its cache. While running, **lbxproxy** uses heuristics to decide when to delay sending window property data to the server. The heuristics depend on the size of the data, the name of the property, and whether a window manager is running through the same **lbxproxy**. Atom control is specified in the **AtomControl** file, set up during installation of **lbxproxy**, with command line overrides.

The file is a simple text file. There are three forms of lines: comments, length control, and name control. Lines starting with a '!' are treated as comments. A line of the form z length specifies the minimum length in bytes before property data will be delayed. A line of the form options atomname controls the given atom, where options is any combination of the following characters: 'i' means the atom should be pre-interned; and 'w' means data for properties with this name should be delayed only if a window manager is also running through the same **lbxproxy**.

Flags

- help** Prints a brief help message about the command line options.
- display dpy** Specifies the address of the X server supporting the LBX extension. If this option is not specified, the display is obtained by the DISPLAY environment variable.
- motion count** A limited number of pointer motion events are allowed to be in flight between the server

and the proxy at any given time. The maximum number of motion events that can be in flight is set with this option; the default is 8.

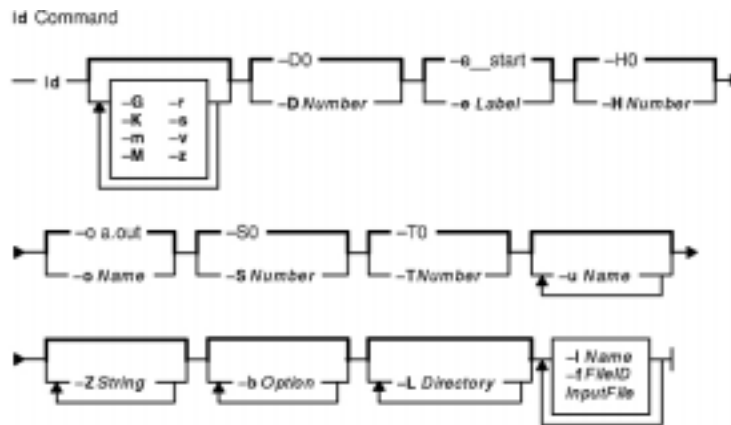
- [terminate|reset]** The default behavior of **lbxproxy** is to continue running as usual when its last client exits. The **-terminate** option will cause **lbxproxy** to exit when the last client exits. The **-reset** option will cause **lbxproxy** to reset itself when the last client exits. Resetting causes **lbxproxy** to clean up its state and reconnect to the server.
- reconnect** The default behavior of **lbxproxy** is to exit when its connection to the server is broken. The **-reconnect** option will cause **lbxproxy** to just reset instead (see **-reset** above) and attempt to reconnect to the server.
- I** Causes all remaining arguments to be ignored.
- nolbx** Disables all L_BX optimizations.
- nocomp** Disables stream compression.
- nodelta** Disables delta request substitutions.
- notags** Disables usage of tags.
- nogfx** Disables reencoding of graphics requests (not including image related requests).
- noimage** Disables image compression.
- nosquish** Disables squishing of X events.
- nointernsc** Disables short circuiting of **InternAtom** requests.
- noatomsfile** Disables reading of the **AtomControl** file.
- atomsfile file** Overrides the default **AtomControl** file.
- nowinattr** Disables **GetWindowAttributes/GetGeometry** grouping into one round trip.
- nograbcmap** Disables colormap grabbing.
- norgbfile** Disables color name to RGB resolution in proxy.
- rgbfile path** Specifies an alternate RGB database for color name to RGB resolution.
- tagcachesize** Set the size of the proxy's tag cache (in bytes).
- zlevel level** Set the Zlib compression level (used for stream compression).
Default is 9.
1 = worst compression, fastest.
9 = best compression, slowest.
- compstats** Report stream compression statistics every time the proxy resets or receives a **SIGHUP** signal.
- nozeropad** Don't zero out unused pad bytes in X requests, replies, and events.
- cheaterrors** Allows cheating on X protocol for the sake of improved performance. The X protocol guarantees that any replies, events or errors generated by a previous request will be sent before those of a later request. This puts substantial restrictions on when **lbxproxy** can short circuit a request. The **-cheaterrors** option allows **lbxproxy** to violate X protocol rules with respect to errors. Use at your own risk.
- cheatevents** The **-cheatevents** option allows **lbxproxy** to violate X protocol rules with respect to events as well as errors. Use at your own risk.

ld Command

Purpose

Links object files.

Syntax



```
ld [ -DNumber ] [ -eLabel ] [ -G ] [ -HNumber ] [ -K ] [ -m ] [ -M ] [ -oName ] [ -r ] [ -s ] [ -SNumber ] [ -TNumber ] [ -u Name ] ... [ -v ] [ -z ] [ -ZString ] ... [ -bOption ] ... [ -LDirectory ] ... { -fFileID ... -IName ... InputFile ... }
```

Description

The **ld** command, also called the linkage editor or binder, combines object files, archives, and import files into one output object file, resolving external references. It produces an executable object file that can be run. In addition, if you specify the **ld** command without the **-s** flag, you can use the output file as an *InputFile* parameter in another call to the **ld** command. By default, the **ld** command creates and places its output in the **a.out** file.

The **ld** command can relink a program without requiring that you list all input object files again. For example, if one object file from a large program has changed, you can relink the program by listing the new object file and the old program on the command line, along with any shared libraries required by the program. See Example 3 .

The **ld** command links input files in the order you specify on the command line. If you specify a file more than once, only the first occurrence of the file is processed. You must specify at least one input file, either with the **-bI** (uppercase letter i), **-bimport**, **-bkeepfile**, **-f**, or **-l** (lowercase letter L) flag or as an *InputFile* parameter. (The **-bI**, **-bimport**, or **-bkeepfile** flag is the **-b** flag used with the **I**, **import**, or **keepfile** option.)

You should use the **cc** command to link files when you are producing programs that run under the operating system. Since the **cc** command calls the **ld** command with common options and necessary support libraries, you do not need to specify them on the command line. (This information is read from the **/etc/xlC.cfg** or **/etc/vac.cfb** configuration file.)

Linking Mode

The **ld** command can link 32-bit objects and programs as well as 64-bit objects and programs, but 32-bit and 64-bit objects may not be linked together. To specify the mode for linking, you may use the *OBJECT_MODE* environment variable or the **-b32** or **-b64** options.

Archive Files

Archive files are composite objects, which usually contain import files and object files, including shared objects. If an archive file contains another archive file or a member whose type is not recognized, the **ld** command issues a warning and ignores the unrecognized member. If an object file contained in an archive file has the **F_LOADONLY** bit set in the XCOFF header, the **ld** command ignores the member. This bit is usually used to designate old versions of shared objects that remain in the archive file to allow existing applications to load and run. New applications link with the new version of the shared object, that is, another member of the archive.

Shared Objects

A shared object, usually created by another call to the **ld** command, is an object file with the **F_SHROBJ** bit set in the XCOFF header. A shared object defines external symbols that are resolved at run time. If you specify the **-bnso** or **-bnoautoimp** option, the **ld** command processes a shared object as an ordinary object file, and if the file is stripped, the link fails.

Ordinarily, a shared object used as input is only listed in the loader section of the output file if a symbol in the shared object is actually referenced. When the run-time linker is used, however, you may want shared objects to be listed even if there are no symbols referenced. When the **-brtl** option is used, all shared objects listed on the command-line that are not archive members are listed in the output file. The system loader loads all such shared objects when the program runs, and the symbols exported by these shared objects may be used by the run-time linker. Shared objects that are archive members are not loaded automatically unless automatic loading is enabled by an import file in the archive. To enable automatic loading, see Import and Export File Format .

Import and Export Files

Import files are ASCII files that identify the external symbols to resolve at run time. An import file identifies the shared object defining the imported symbols. The system loader finds and resolves those symbols at run time. If the first line of an import file begins with **#!** (pound sign, exclamation point), you can specify the file on the command line as an ordinary *InputFile*. Otherwise, you must use the **-bl** or **-bimport** option to specify the import file.

Export files are ASCII files that identify external symbols that are made available for another executable object file to import. The file format of an export file is the same as the file format of an import file.

Libraries

Libraries are files whose names end in **.a**, or possibly **.so**. To designate a library, you can specify an absolute or relative path name or use the **-l** (lowercase letter L) flag in the form **-lName**. The last form designates a **libName.a** file, or in dynamic mode, a **libName.so** file, to be searched for in several directories. These search directories include any directories specified by **-L** flags and the standard library directories **/usr/lib** and **/lib**.

Note: If you specify a shared object, or an archive file containing a shared object, with an absolute or relative path name, instead of with the **-lName** flag, the path name is included in the import file ID string in the loader section of the output file. You can override this behavior with the **-bnoipath** option.

Processing

The **ld** command processes all input files in the same manner, whether they are archives or not. It includes the symbol tables of all objects, discarding only symbol definitions that duplicate existing symbols. Unlike some other versions of the **ld** command, you do not need to order archive files so references precede definitions. Furthermore, you do not need to list an archive file more than once on the command line.

The order of the **ld** command flags does not affect how they are processed, except for the flags used with input object files, libraries, and import files. These flags are: **-L**, **-f**, **-l** (lowercase letter L), **-bkeepfile**, and **-bI** (uppercase letter i). The flags are processed in the following order:

1. The **-L** flag adds a directory to the list of search directories to locate libraries specified by the **-l** (lowercase letter L) flag. The directories are searched in the order specified. All **-L** flags are processed before any **-l** flags are processed.
2. The **ld** command processes the *InputFile* parameters, the files specified by the **-f** flag and libraries specified by the **-l** (lowercase letter L) flag in the order specified.
3. The **ld** command processes import files specified by the **-bI** (uppercase letter i) flag in the order specified after processing all other object files and libraries. You can specify an import file as an input file without the **-bI** flag if it is necessary to process the file before processing some object files. In this case, the first line of the import file must begin with the **#!** (pound sign, exclamation point) symbols, and the import file is processed with other input files as described in step 2.
4. The **-bkeepfile** option names an input file on which the **ld** command does not perform garbage collection. If the specified input file is also specified as an *InputFile* parameter or listed in a file specified by the **-f** flag, the **-bkeepfile** option does not affect the order in which the file is processed. Otherwise, the file is processed in order along with other input files, as described in step 2.

An output file produced by the **ld** command has execute permission set, unless you specify the **-r** flag or **-bnox** option or errors were reported while linking. An existing output file is not overwritten if any severe errors occurred, or if the output file was specified as an input file and any errors occurred.

Symbols

The **ld** command uses the following predefined symbols to provide special address locations and can be declared in C syntax as **extern charname[]**. The symbol names are:

_text	Specifies the first location of the program.
_etext	Specifies the first location after the program.
_data	Specifies the first location of the data.
_edata	Specifies the first location after the initialized data
_end or end	Specifies the first location after all data.

The only way to use these symbols is to take their addresses. If an input file redefines any of these symbols, there may be unpredictable results. An additional predefined symbol, **_ptrgl**, is used by compilers to implement calls using function pointers.

Garbage Collection

By default, the **ld** command performs garbage collection, deleting control sections (CSECTs) that are not referenced when generating the output file.

A CSECT is an indivisible unit of coding or data. A CSECT references another CSECT if it contains a relocation entry (RLD) referring to a symbol contained in the other CSECT. A referenced CSECT causes all CSECTs it references to be referenced as well. In addition, a CSECT is referenced if it contains exported symbols, symbols specified with the **-u** flag, or the symbol designated as the entry point with the **-e** flag.

If a symbol is not referenced but is needed in the output file, you can export the symbol, specify the symbol with the `-u` flag, or suppress garbage collection. To suppress garbage collection, use the `-r` flag or `-bnoGC` option. To suppress garbage collection for individual object files, use the `-bkeepfile` option or the `-bgcbyypass` option. Even when garbage collection is suppressed, unreferenced internal symbols are deleted.

Ignored and Unsupported Flags

For compatibility with other versions of the `ld` command, some flags are recognized but ignored. These flags produce a message stating that the flag and its operand were ignored. An ignored flag does not cause the `ld` command to stop without further processing. The following flags are ignored:

<code>-ANumber</code>	<code>-bnostrcmpct</code>	<code>-n</code>
<code>-bfilelist</code>	<code>-bstrcmpct</code>	<code>-N</code>
<code>-bfl</code>	<code>-BNumber</code>	<code>-Q</code>
<code>-bforceimp</code>	<code>-d</code>	<code>-RNumber</code>
<code>-bi</code>	<code>-i</code>	<code>-VNumber</code>
<code>-binsert</code>	<code>-j[Key:]Number</code>	<code>-x</code>
<code>-bnoforceimp</code>	<code>-kKey:Path</code>	<code>-YNumber</code>

Flags that the `ld` command does not support result in an error message. After all unsupported flags are diagnosed, the `ld` command stops without further processing.

Flags

The `ld` command conforms to the XPG Utility Syntax Guidelines, except that the argument `--` only applies to the next operand, not to the remaining operands on the command line. For example, in the command line:

```
ld -- -s -v
```

The `-s` is treated as a filename and the `-v` is treated as a flag. To have `-v` treated as a filename, specify:

```
ld -- -s -- -v
```

Note: Enter a flag with an operand with or without a space between the flag and the operand. You can specify numeric values in decimal, octal (with a leading 0), or hexadecimal (with a leading 0x or 0X) format. If you specify conflicting flags on the command line, the `ld` command accepts the latest flag and ignores earlier ones.

- `-bOption` Sets special processing options. This flag can be repeated. For more information on these options, see Options .
- `-DNumber` Sets the starting address for the initialized data (the data section) of the output file to *Number*. If the specified number is `-1`, the data section starts immediately after the text section. By default, the data section begins at location 0.
 - Note:** The system loader relocates the data section at run time, so the specified number only affects addresses listed in address maps or printed by utilities such as the `dump` or `nm` command.
- `-eLabel` Sets the entry point of the executable output file to *Label*. The default entry point is `__start` (double underscore `start`).
- `-fFileID` Specifies a file containing a list of input files to process. *FileID* must contain a list of input file names. Each line in *FileID* is treated as if it were listed separately on the `ld` command line. Lines in the file can contain shell pattern characters `*` (asterisk), `[` (left bracket), `]` (right bracket), and `?` (question mark), which are expanded using the `glob` subroutine and can designate multiple object files.
- `-G` Produces a shared object enabled for use with the run-time linker. The `-G` flag is equivalent to

specifying the **erok**, **rtl**, **nortllib**, **nosymbolic**, **noautoexp**, and **M:SRE** options with the **-b** flag. Subsequent options can override these options. This flag only applies to AIX Version 4.2 or later.

-HNumber Aligns the text, data, and loader sections of the output file so that each section begins on a file offset that is a multiple of *Number*. If the specified number is 1, no alignment occurs. If the specified number is 0, the loader section is aligned on a word boundary, and the text and data sections are aligned on a boundary so as to satisfy the alignment of all CSECTs in the sections. The default value is 0.

If the specified *Number* causes any CSECTS to be unaligned within the output file, the **ld** command issues a warning and the output executable file may not load or run.

-K Aligns the header, text, data, and loader sections of the output file so that each section begins on a page boundary. This flag is equivalent to specifying **-HNumber**, where *Number* is the page size of the machine on which **ld** is running.

-LName (Lowercase L) In non-dynamic mode, processes the **libName.a** file. In dynamic mode, processes the **libName.so** or **libName.a** file. In all cases, directories specified by the **-L** flag or in the standard library directories (**/usr/lib** and **/lib**) are searched to find the file. In dynamic mode, the first directory containing either **libName.so** or **libName.a** satisfies the search. If both files are found in the same directory, **libName.so** is used. You can repeat this flag. For more information about dynamic mode, see "Run-time Linking" .

Note: The first definition of a symbol is kept, even if no reference to the symbol has been seen when the archive is read. In other versions of the **ld** command, a symbol defined in an archive is ignored if no reference to the symbol has been seen when the archive is read.

-LDirectory Adds *Directory* to the list of search directories used for finding libraries designated by the **-l** (lowercase letter L) flag. The list of directories, including the standard library directories, is also recorded in the output object file loader section for use by the system loader unless you use the **-bllibpath** or **-bnolibpath** option. You can repeat this flag.

-m or **-M** Lists to standard output the names of all files and archive members processed to create the output file. Shared objects and import files are not listed.

-oName Names the output file *Name*. By default, the name of the output file is **a.out**.

-r Produces a nonexecutable output file to use as an input file in another **ld** command call. This file may also contain unresolved symbols. The **-r** flag is equivalent to specifying the **erok**, **noglink**, **nox**, and **nogc** options with the **-b** flag. (Subsequent options can override these options.)

-s Strips the symbol table, line number information, and relocation information when creating the output file. Stripping saves space but impairs the usefulness of the debuggers. You can also strip an existing executable by using the **strip** command.

Note: Non-shared objects cannot be linked if they are stripped. A shared object can be stripped, but a stripped, shared object cannot be used when linking statically.

-SNumber Sets the maximum size (in bytes) allowed for the user stack when the output executable program is run. This value is saved in the auxiliary header and used by the system loader to set the soft ulimit. The default value is 0.

For more information on large user stacks and 32-bit programs, see "Large Program Support Overview" in *AIX General Programming Concepts: Writing and Debugging Programs*.

-TNumber Sets the starting address of the text section of the output file to *Number*. The default value is 0.
Note: The system loader relocates the text section at run time, so the specified number affects only addresses listed in address maps or printed by utilities such as the **nm** or the **dump** command.

-uName Prevents garbage collection of the external symbol *Name*. If the specified symbol does not exist, a warning is reported. You can repeat this flag.

- v** Writes additional information about binder command execution to the loadmap file.
- z** Functions the same as the **-K** flag.
- ZString** Prefixes the names of the standard library directories with *String* when searching for libraries specified by the **-l** (lowercase letter L) flag. For example, with the **-Z/test** and **-lxyz** flags, the **ld** command looks for the **/test/usr/lib/libxyz.a** and **/test/lib/libxyz.a** files. When the **-ZString** flag is used, the standard library directories are not searched. This flag has no effect on the library path information saved in the loader section of the output file. This flag is useful when developing a new version of a library. You can repeat this flag.

The Binder

The **ld** command verifies the command-line arguments and calls the binder (by default the **/usr/ccs/bin/bind** file), passing a generated list of binder subcommands. The binder program actually links the files. Although the binder is usually called by the **ld** command, you can start the binder directly. In this case, the binder reads commands from standard input.

Two options affect the calling of the binder. The **binder** option specifies which binder to call, and the **nobind** option prevents the **ld** command from calling a binder. Other binder options affect the binder subcommands that are generated.

If the **ld** command does not detect any errors in the options or command-line arguments, it calls the binder. The binder is called with a command line of the form:

```
bind [quiet_opt] [loadmap_opt]
```

The default value for *quiet_opt* is `quiet` and the default value for the *loadmap_opt* is the null string, so the default command line is:

```
/usr/ccs/bin/bind quiet
```

Options (-bOptions)

The following values are possible for the *Options* variable of the **-b** flag. You can list more than one option after the **-b** flag, separating them with a single blank.

Notes:

1. In the binder options listed below, two option names separated by the word "or" are synonymous.
2. *FileID* indicates an AIX path name. You can use either a relative or a full path name.
3. For a non-repeatable option that is followed by an argument, you can negate the option using a null argument. That is, specify only the option and the colon.
4. If you specify conflicting options, the last one takes precedence.

32

Specifies 32-bit linking mode. In this mode, all input object files must be XCOFF32 files, or an error is reported. XCOFF64 archive members are ignored. For import or export files specifying the mode of certain symbols, 64-bit symbols are ignored. If both **-b32** and **-b64** options are specified, the last specified option is used. If neither option is specified, the mode is determined from the value of environment variable *OBJECT_MODE*.

64	Specifies 64-bit linking mode. In this mode, all input object files must be XCOFF64 files, or an error will be reported. XCOFF32 archive members are ignored. For import or export files specifying the mode of certain symbols, 32-bit symbols are ignored. If both -b32 and -b64 options are specified, the last specified option is used. If neither option is specified, the mode is determined from the value of environment variable <i>OBJECT_MODE</i> .
asis	Processes all external symbols in mixed case. This is the default. To process all external symbols in uppercase, see the caps option.
autoexp	<p>Automatically exports some symbols from the output module without having to list them in an export file. (This option does not export all symbols from the output module. Use the -bexpall option to export all symbols.) This is the default. Use this option when linking a main program. The linker assumes that you are linking a main program when you do not specify a module type (with the M or modtype option) beginning with S and you do not use the noentry option. This option only applies to AIX Version 4.2 or later.</p> <p>When you use the autoexp option, if any shared object listed on the command-line imports a symbol from the special file . (dot), and the module being linked contains a local definition of the symbol, the symbol is exported automatically.</p> <p>Other symbols are also exported automatically when you link with the rtl option. If a symbol defined in the module being linked has one or more additional definitions exported from a shared object listed on the command-line, and if any of the definitions is a BSS symbol, the symbol is exported automatically. If the definition in the module being linked is a BSS symbol, the symbol is exported with the <code>nosymbolic</code> attribute. Otherwise, the symbol is exported with the <code>symbolic</code> attribute. If the symbol is listed in an export file with another export attribute, the explicit attribute is used.</p> <p>If the autoexp option would automatically export a symbol, but the symbol is listed in an export file with the list attribute, the symbol is not exported.</p>
autoimp or so	Imports symbols from any shared objects specified as input files. The shared objects are referenced but not included as part of the output object file. This is the default.
bigtoc	Generates extra code if the size of the table of contents (TOC) is greater than 64KB. Extra code is needed for every reference to a TOC symbol that cannot be addressed with a 16-bit offset. Because a program containing generated code may have poor

bindcmds: <i>FileID</i>	performance, you should reduce the number of TOC entries needed by the program before using this option. The default is the nobigtoc option. Writes a copy of the binder commands generated by the ld command to <i>FileID</i> . You can redirect the resultant file as standard input to the binder program when the binder program is called as a standalone program. By default, no file is produced.
binder: <i>FileID</i>	Uses <i>FileID</i> as the binder called by the ld command. The default binder is the /usr/ccs/bin/bind file.
bindopts: <i>FileID</i>	Writes a copy of the binder program arguments to <i>FileID</i> . You can use the resultant file to start the binder program as a standalone program. By default, no file is produced.
C: <i>FileID</i> or calls: <i>FileID</i>	Writes an address map of the output object file to <i>FileID</i> . Symbols are sorted by section and then by address. For each symbol listed in the map, references from the symbol to other symbols are listed. By default, no file is produced. To learn more about the calls option, see "Address Maps" .
caps	Processes all external symbols in uppercase. The default is the asis option.
comprld or crld	Combines multiple relocation entries (RLDs) at the same address into a single RLD when possible. This is the default.
cror15	Uses the cror 15,15,15 (0x4def7b82) instruction as the special no-op instruction following a call instruction. The default value is ori 0, 0, 0 (0x60000000). See the nop option. Use this option when linking object files on the current level of the system that you intend to relink on Version 3.1 release of the operating system.
cror31	Uses the cror 31,31,31 (0x4ffffb82) instruction as the special no-op instruction following a call instruction. The default value is ori 0, 0, 0 (0x60000000). See the nop option. Use this option when linking object files on the current level of the system that you intend to relink on Version 3.2 release of the operating system.
D: <i>Number</i> or maxdata: <i>Number</i>	Sets the maximum size (in bytes) allowed for the user data area (or user heap) when the executable program is run. This value is saved in the auxiliary header and used by the system loader to set the soft data ulimit. The default value is 0. When this option is used, the specified number of bytes are reserved for the user data area. The program may not explicitly map objects, using shmat or mmap functions, to virtual addresses that are reserved for the user data area.

For a 32-bit program, the maximum value allowed by the system is 0x80000000. When a non-zero value is specified, the user data area begins in segment 3, and the program uses as many segments as necessary to provide for the bytes specified. For more information on large user data areas and 32-bit programs, see "Large Program Support Overview" in *AIX General Programming Concepts: Writing and Debugging Programs*.

For a 64-bit program, any value may be specified, but the heap may not extend past 0x06FFFFFFFFFFFFFFF8, regardless of the value specified.

dbg:Option or **debugopt:Option**

Sets a special debugging or control option. By default, no debug option is set.

The **dbg:loadabs** or **debugopt:loadabs** option is used to indicate that the output program is loaded at the same address as the address specified by the **-T** and **-D** flags. In this case, a branch-absolute instruction is never changed to a (relative) branch instruction even if its target is a relocatable symbol. Similarly, a branch instruction is never changed to a branch-absolute instruction.

delcsect

Deletes all symbols in a CSECT if any symbol in the CSECT was defined by a previously read object file. This option prevents more than one instance of the same function from existing in the same program. For example, if **a.o** defines function **a()** and **b.o** defines functions **a()** and **b()**, linking **a.o** and **b.o** with the **-bdelcsect** option deletes symbols **a()** and **b()** from **b.o**. Thus, two instances of **a()** do not exist. The default is the **nodelcsect** option.

dynamic or **shared**

Cause the linker to process subsequent shared objects in dynamic mode. This is the default. In dynamic mode, shared objects are not statically included in the output file. Instead, the shared objects are listed in the loader section of the output file. When you specify the **rtl** option and dynamic mode is in effect, files ending in **.so** as well as **.a** satisfy searches for libraries specified with the **-l** (lowercase L) flag. This option only applies to AIX Version 4.2 or later.

E:FileID or **export:FileID**

Exports the external symbols listed in the file *FileID*. Exported symbols are listed in the loader section of the output file. There is no default export file.

ernotok or **f**

Reports an error if there are any unresolved external references. This is the default.

erok

Produces the output object file without errors even if there are unresolved external references. The default is the **ernotok** option.

errmsg	Writes error messages to standard error if the error level of the message is greater than or equal to the value of the halt option and the quiet option is used or standard output is redirected. This is the default.
ex1:FileID, ex2:FileID, ex3:FileID, ex4:FileID, and ex5:FileID	Provide user exits in the normal binder subcommand sequence. Each file specified by <i>FileID</i> must contain a list of binder subcommands, which will be run as follows: ex1:FileID Before reading any <i>InputFiles</i> ex2:FileID Immediately before symbol resolution ex3:FileID Immediately after symbol resolution ex4:FileID Immediately before writing the output file ex5:FileID Immediately after writing the output file
expall	Exports all global symbols, except imported symbols, unreferenced symbols defined in archive members, and symbols beginning with an underscore (_). You may export additional symbols by listing them in an export file. This option does not affect symbols exported by the autoexp option. This option only applies to AIX Version 4.2 or later. When you use this option, you may be able to avoid using an export file. On the other hand, using an export file provides explicit control over which symbols are exported, and allows you to use other global symbols within your shared object without worrying about conflicting with names exported from other shared objects. The default is noexpall .
export:FileID	Functions the same as the E:FileID option.
f	Functions the same as the ernotok option.
gc	Performs garbage collection. Use the nogc , gcbypass , or keepfile option to prevent garbage collection for some or all object files. This is the default.
gcbypass:Number	Specifies the number of files to bypass when garbage collecting if the gc option is specified. This option is ignored if the nogc option is used. If <i>Number</i> is 0, this option is equivalent to the gc option and garbage collection is performed for all files. The default value is 0 .
glink:FileID	Uses the global linkage prototype code specified by <i>FileID</i> . Global-linkage interface code is generated for each imported or undefined function. In 32-bit mode, the default is the /usr/lib/glink.o file. In 64-bit mode, the default is the /usr/lib/glink64.o file.
h:Number or halt:Number	Specifies the maximum error level for binder command processing to continue. The default value is 4 . If any binder subcommand has a return value greater than <i>Number</i> , no additional binder

subcommands are processed. If the halt level value is 8 or greater, the output file may not be executable if it is produced at all. Return values are:

- 0** No error
- 4** Warning
- 8** Error
- 12** Severe error
- 16** Internal program error

I:*FileID* or **import:***FileID*

(Uppercase i) Imports the symbols listed in *FileID*. There is no default import file.

initfini:[*Initial*][*:Termination*][*:Priority*]

Specifies a module initialization and termination function for a module, where *Initial* is an initialization routine, *Termination* is a termination routine, and *Priority* is a signed integer, with values from -2,147,483,648 to 2,147,483,647. You must specify at least one of *Initial* and *Termination*, and if you omit both *Termination* and *Priority*, you must omit the colon after *Initial* as well. If you do not specify *Priority*, 0 is the default. This option may be repeated. This option only applies to AIX Version 4.2 or later.

This option sorts routines by priority, starting with the routine with the smallest (most negative) priority. It invokes initialization routines in order, and termination routines in reverse order.

This option invokes routines with the same priority in an unspecified order, but if multiple **initfini** options specify the same priority and both an initialization and termination routine, it preserves the relative order of the routines. For example, if you specify the options **initfini:i1:f1** and **initfini:i2:f2**, then function **i1** and **i2** are invoked in an unspecified order, but if **i1** is invoked before **i2** when the module is loaded, **f2** will be invoked before **f1** when the module is unloaded.

Note: IBM will only use priorities in the following inclusive ranges:

- 2,147,483,640 to -2,147,000,000
- 1,999,999,999 to -1,000,000,000
- 99,999,999 to -50,000,000
- 0
- 50,000,000 to 99,999,999
- 1,000,000,000 to 1,999,999,999
- 2,147,000,000 to 2,147,483,640

ipath

For shared objects listed on the command-line, rather than specified with the **-l** flag, use the path component when listing the shared object in the loader section of the output file. This is the default. This option only applies to AIX Version 4.2 or later.

keepfile:*FileID*

Prevents garbage collection of *FileID*. By default,

lazy

the binder deletes unreferenced CSECTS in all files. You can repeat this option.

Enables lazy loading of a module's dependent modules. This option adds a **-lrtl** option following other flags and options. If the **-brtl** option is specified, the **-blazy** option is ignored and lazy loading is not enabled. This option only applies to AIX Version 4.2.1 or later.

When a module is linked, a list of its dependent modules is saved in the module's loader section. The system loader automatically loads the dependent modules once the module is loaded. When lazy loading is enabled, loading is deferred for some dependents until a function is called in the module for the first time.

A module is lazy loaded when all references to the module are function calls. If variables in the module are referenced, the module is loaded in the normal way.

Note: Be careful while comparing function pointers if you are using lazy loading. Usually a function has a unique address in order to compare two function pointers to determine whether they refer to the same function. When using lazy loading to link a module, the address of a function in a lazy loaded module is not the same address computed by other modules. Programs that depend upon the comparison of function pointers should not use lazy loading.

For more information about lazy loading, refer to "Shared Libraries and Lazy Loading" in the in *AIX General Programming Concepts: Writing and Debugging Programs*.

l:*FileID* or **loadmap:***FileID*

(Lowercase L)Writes each binder subcommand and its results to *FileID*. By default, no file is produced.

libpath:*Path*

Uses *Path* as the library path when writing the loader section of the output file. *Path* is neither checked for validity nor used when searching for libraries specified by the **-l** flag. *Path* overrides any library paths generated when the **-L** flag is used.

If you do not specify any **-L** flags, or if you specify the **nolibpath** option, the default library path information is written in the loader section of the output file. The default library path information is the value of the *LIBPATH* environment variable if it

loadmap:*FileID*

M:*ModuleType* or **modtype:***ModuleType*

is defined, and **/usr/lib:/lib**, otherwise.

Functions the same as the **l:FileID** option.

Sets the two-character module-type field and the shared object flag in the object file. The module type is not checked by the binder, but it should be set to one of the following values:

1L Single use. Module requires a private copy of the data section for each load.

RE Reusable. Module requires a private copy of the data area for each process dependent on the module.

RO Read only. Module is read-only, and can be used by several processes at once.

If an **S** prefix is used on any of the preceding options, the shared flag in the object file is set. The system loader attempts to share a single instance of the data section of an RO module. Otherwise, the module type is ignored by the system loader. The default value is **1L**.

map:*FileID* or **R:***FileID*

Writes an address map of the output object file to *FileID*. Symbols are sorted by section and then by address. By default, no file is produced. To learn more about the **map** option, see "Address Maps" .

Functions the same as the **D:Number** option.

maxdata:*Number*

maxstack:*Number* or **S:***Number*

Functions the same as the **-S** flag.

modtype:*ModuleType*

Functions the same as the **M:ModuleType** option.

nl or **noloadmap**

Does not write the binder subcommands and their results to a load map file. This is the default.

noautoexp

Prevents automatic exportation of any symbols. The default is the **autoexp** option. This option only applies to AIX Version 4.2 or later.

noautoimp or **nso**

Links any unstripped, shared objects as ordinary object files. When you use this option, the loader section of shared objects is not used. The default is the **autoimp** or **so** option.

Note: By using either of these flags, you statically link a shared object file into an application. Any application that is statically linked is NOT binary portable from any fix or release level of AIX to any other fix or release level.

nobigtoc

Generates a severe error message if the size of the TOC is greater than 64KB. If an output file is produced, it will not execute correctly. This is the default.

nobind

Omits calling the binder. Instead, the **ld** command writes the generated list of binder subcommands to standard output. By default, the **ld** command calls the binder.

nocomprld or **nocrld**

Does not combine multiple relocation entries

nodelcsect	(RLDs) at the same address into a single RLD. The default is the comprld or crlld option. Allows all symbols in the CSECT to be considered during symbol resolution, even if some symbol in the CSECT is defined in a previously read object file. For more information, see the delcsect option . The nodelcsect option is the default.
noexpall	Does not export symbols unless you list them in an export file or you export them with the autoexp option. This is the default. This option only applies to AIX Version 4.2 or later.
noentry	Indicates that the output file has no entry point. To retain any needed symbols, specify them with the -u flag or with an export file. You can also use the -r flag or the nogc or gcbtpass options to keep all external symbols in some or all object files. If neither the noentry nor the nox option is used and the entry point is not found, a warning is issued.
noerrmsg	Does not write error messages to standard error. Use this option if you specify the noquiet option and you pipe standard output to a command such as tee or pg .
nogc	Prevents garbage collection. CSECTs in all object files that contain global symbols are kept, whether they are referenced or not. The default is the gc option.
noglink	Prevents the ld command from inserting global linkage code. By default, the binder inserts the global linkage code.
noipath	For shared objects listed on the command-line, rather than specified with the -l flag, use a null path component when listing the shared object in the loader section of the output file. A null path component is always used for shared objects specified with the -l flag. This option does not affect the specification of a path component by using a line beginning with #! in an import file. The default is the ipath option. This option only applies to AIX Version 4.2 or later.
nolibpath	Overrides any previous library path generated by the -L flag or specified by the libpath option. Instead, the default library path information is written in the loader section of the output file. The default library path information is the value of the LIBPATH environment variable if it is defined, and /usr/lib/lib otherwise.
noloadmap	Functions the same as the nl option.
nom	Does not list the object files used to create the output file. This option overrides the -m flag. This is the default.
noobjreorder	Does not use the depth-first CSECT reordering logic. The CSECTs in the output file are arranged in the same order that the object files and library files

were specified on the command line, except as follows:

- CSECTs are placed in their correct text, data, or BSS section of the object file, based on the storage–mapping class field of each CSECT.
- All CSECTs with a storage–mapping class of XMC_TC (TOC address constant) or XMC_TD (TOC variable) are grouped together.

If both the **noobjreorder** and **noreorder** options are specified, the **noreorder** option takes precedence. The default is the **reorder** option.

nop:*Nop*

Specifies the no–op instruction used after branches to local routines. *Nop* can be one of the special values **cror15**, **cror31**, **ori**, or an eight–digit hexadecimal number. The **ori** instruction is the default. Specifying the **–bnop:cror15** option is equivalent to specifying the **–bcror15** option; specifying the **–bnop:cror31** option is equivalent to specifying the **–bcror31** option. If you specify one of the special **nop** options, all previous **nop** options are overridden

If *Nop* is an eight–digit hexadecimal number, it specifies an arbitrary machine instruction. This machine instruction overrides any previously specified special value for *Nop* instruction. When you use this form, you can repeat this option.

The last machine instruction specified is the instruction generated by the binder after intramodule branches. Other specified machine instructions are recognized as no–op instructions, but are converted to the preferred no–op instruction.

noquiet

Writes each binder subcommand and its results to standard output. The default is the **quiet** option.

noreorder

Does not reorder CSECTs, except to combine all XMC_TC (TOC address constant) and XMC_TD (TOC variable) CSECTs and place them in the data section, and combine all BSS symbols and place them in the bss section. All other CSECTs are placed in the text section, so text and data are mixed in the output file. When the **noreorder** option is used, the text section of the output file may no longer be position–independent and the system loader will not load a module if the text section is not position–independent. Therefore, this option should not be used for AIX programs and kernel extensions. If both **noobjreorder** and **noreorder** options are specified, the **noreorder** option takes precedence. The default is the **reorder** option.

nortl

Disables run–time linking for the output file. This

	option implies the nortllib and nosymbolic- options. Furthermore, additional actions described under the rtl option are not taken. This is the default. This option only applies to AIX Version 4.2 or later.
nortllib	Does not include a reference to the run-time linker. If a main program is linked with this option, no run-time linking will take place in the program, regardless of the way any shared modules were linked that are used by the program. This is the default. This option only applies to AIX Version 4.2 or later.
nostrip	Does not generate a stripped output file. Thus, the symbol table and relocation information is written in the output file. This option overrides the -s flag. This is the default.
nosymbolic	Assigns the nosymbolic attribute to most symbols exported without an explicit attribute. For more information, see "Attributes of Exported Symbols". The default is the nosymbolic- option. This option only applies to AIX Version 4.2 or later.
nosymbolic-	Assigns the nosymbolic- attribute to most symbols exported without an explicit attribute. For more information, see "Attributes of Exported Symbols". This is the default. This option only applies to AIX Version 4.2 or later.
notextro or nro	Does not check to ensure that there are no load time relocation entries for the text section of the output object file. This is the default.
notypchk	Does not check function-parameter types between external functional calls. The default is the typchk option.
nov	Does not write additional information to the load map file. This option is the default and overrides the -v flag.
nox	Does not make the output file executable. Neither the auxiliary header nor the loader section is written. Flags and options that specify values written in the auxiliary header or loader section have no effect when this option is used. The default is the x option.
nro	Functions the same as the notextro option.
nso	Functions the same as the noautoimp option.
pD:Origin	Specifies <i>Origin</i> as the address of the first byte of the file page containing the beginning of the data section. For example, if the data section begins at offset 0x22A0 in the object file, and pD: 0x20000000 is specified, the first byte of the data section is assigned address 0x200002A0. This assumes a page size of 4096 (0x1000) bytes.
pT:Origin	Specifies <i>Origin</i> as the address of the first byte of the file page containing the beginning of the text section. For example, if the text section begins at

quiet	offset 0x264 in the object file, and pT:0x10000000 is specified, the first byte of the text section is assigned address 0x10000264.
R:FileID	Does not write binder subcommands and their results to standard output. This is the default.
r or reorder	Functions the same as the map:FileID option.
rename:Symbol,NewName	Reorders CSECTs as part of the save command processing. The reorder process arranges CSECTs of the same storage–mapping class by proximity of reference. This is the default.
reorder	Renames the external symbol <i>Symbol</i> to <i>NewName</i> . In effect, it is as if all definitions and references to <i>Symbol</i> in all object files were renamed to <i>NewName</i> before the files were processed. By default, symbols are not renamed.
ro or textro	Functions the same as the r option.
rtl	Ensures that there are no load time relocation entries for the text section of the resultant object file. The default is the nro option.
	Enables run–time linking for the output file. This option implies the rtlib and symbolic options. This option only applies to AIX Version 4.2 or later.
	When dynamic mode is in effect (see the dynamic and static options), the rtl option allows input files specified with the -I flag to end in .so as well as in .a .
	All input files that are shared objects are listed as dependents of your program in the output files loader section. The shared objects are listed in the same order as they were specified on the command line.
	A shared object contained in an archive is only listed if the archive specifies automatic loading for the shared object member. You specify automatic loading for an archive member foo.o by creating a file with the following lines:
	<pre># autoload #! (foo.o)</pre>
rtlib	and adding the file as a member to the archive.
	Includes a reference to the run–time linker. The run–time linker is defined in librtl.a , and an implicit -lrtl flag is added automatically to the command line. This option (implied by the rtl option) must be used when linking a main program or no run–time linking will occur. Shared objects do not have to be linked with this option. The default is the nortlib option. This option only applies to AIX Version 4.2 or later.

S:*Number*Functions the same as the **-S** flag.**scalls:***FileID*Writes an address map of the object file to *FileID*. Symbols are listed alphabetically. For each symbol listed in the map, references from the symbol to the other symbols are listed. By default, no file is produced. To learn more about the **scalls** option, see "Address Maps" .**shared**Functions the same as the **dynamic** option. This option only applies to AIX Version 4.2 or later.**smap:***FileID*Writes an address map of the object file to *FileID*. Symbols are listed alphabetically. By default, no file is produced. To learn more about the **smap** option, see "Address Maps" .**so**Functions the same as the **autoimp** option.**stabcmpct:***Level*Specifies the level of compaction for stabstrings in the debug section. Stabstrings are strings that are longer than eight characters. Each substring in the symbol table has its own offset in the debug section. The following values are valid for *Level*:

- 0** Does not compact. Separate copies of duplicate stabstrings are written to the debug section.
- 1** Deletes duplicates. Each stabstring is written once to the `.debug` section. Duplicate stabstrings in the symbol table specifies the same offset into the debug section.
- 2** Renumbers the stabstrings and deletes most duplicates. (In some instances, multiple stabstrings can exist. They describe the same type but use different type numbers.) The scope of a type number is the entire output file, rather than a single input file as indicated by a `C_FILE` symbol table entry.

If the binder does not recognize a stabstring, it returns an error message and the resulting executable file does not have valid stabstrings. The rest of the file is unaffected by the error.

staticCauses the linker to process subsequent shared objects in static mode. In static mode, shared objects are statically linked in the output file. Furthermore, files ending in **.so** are not found when searching for libraries specified with the **-I** flag. This option only applies to AIX Version 4.2 or later.**sxref:***FileID*Writes an address map of the object file to *FileID*. Symbols are listed alphabetically. For each symbol listed in the map, references to the symbol from other symbols are listed. By default, no file is produced. To learn more about the **sxref** option, see "Address Maps" .**symbolic**Assigns the **symbolic** attribute to most symbols exported without an explicit attribute. For more information, see "Attributes of Exported Symbols" . The default is the **nosymbolic-** option. This option

textro	only applies to AIX Version 4.2 or later.
typchk	Same as the ro option. Performs function–parameter type checking between external functional calls. Parameter–type checking information can be included in object files by compilers and assemblers. This is the default. For more information on type checking, see the "XCOFF (a.out) File Format" in <i>AIX Files Reference</i> .
x	Makes the output file executable, if no errors exist. This is the default option.
X or xref:FileID	Writes an address map of the object file to <i>FileID</i> . Symbols are sorted by section and then by address. For each symbol listed in the map, references to the symbol from other symbols are listed. By default, no file is produced. To learn more about the xref option, see "Address Maps" .

Run–time Linking

Note: This section applies to AIX Version 4.2 or later.

By default, references to symbols in shared objects are bound at link time. That is, the output module associates an imported symbol with a definition in a specific shared object. At load time, the definition in the specified shared object is used even if other shared objects export the same symbol.

You can cause your program to use the run–time linker, allowing some symbols to be rebound at load time. To create a program that uses the run–time linker, link the program with the **–brtl** option. The way that shared modules are linked affects the rebinding of symbols.

You can build shared objects enabled for run–time linking by using the **–G** flag. You can fully enable run–time linking for existing shared objects by relinking them with the **rtl_enable** command, as long as they have not been stripped.

Import and Export File Format (**–bl:** and **–bE:** Flags)

Each line within an import or export file must list a single symbol, followed by an optional keyword or address. Keywords are **svc**, **svc32**, **svc3264**, **svc64**, **syscall**, **syscall32**, **syscall3264**, **syscall64**, **symbolic**, **nosymbolic**, **nosymbolic–**, **list**, **cm**, and **bss**. You can specify an address in decimal, octal (with a leading 0), or hexadecimal (with a leading 0x).

In an import file, you can specify an address after the symbol to map data CSECTs to a shared memory segment and eliminate the need to use the assembler. You can also use the keyword **cm** or **bss** to specify the storage class of an imported symbol. When the **autoexp** option is used, the storage class of an imported symbol affects which symbols are automatically exported. If any other keyword is specified in an import file, the keyword is ignored.

In an export file, you can use the **svc** or **syscall** keyword after a name to indicate that it is a system call. This is needed when linking kernel extensions. You can use the **symbolic**, **nosymbolic**, or **nosymbolic–** keyword to associate an attribute with an exported symbol. For more information, see "Attributes of Exported Symbols" . You can use the **list** keyword to cause a symbol to be listed in the loader section of the output file, although it will not be marked as an exported symbol. This can be used for applications that want to process some symbols at run time. Listed symbols are not processed by the system loader or the run–time linker. A symbol address and the keywords **cm** and **bss** are ignored in an export file.

The **ld** command treats import and export files according to the following guidelines:

- A blank line is ignored.
- A line beginning with an * (asterisk) is a comment and is ignored.
- A line beginning with a # (pound sign, blank space) provides operands to the **setopt** binder subcommand (**-bdbg:Option**). For example, a line containing # *verbose* causes the binder to list each symbol as it is read from the file. These option settings are active only while processing the file. The # *32*, # *64*, # *no32*, and # *no64* options can be used to specify whether the listed symbols should be used for 32-bit links, 64-bit links, or both.

32-bit and 64-bit Import File Options

- 32** This option is used in an import or export file to specify that subsequent symbols should be processed when linking in 32-bit mode, but ignored when linking in 64-bit mode. If no **32** or **64** option is specified, all symbols are processed in both 32- and 64-bit modes.
- 64** This option is used in an import or export file to specify that subsequent symbols should be processed when linking in 64-bit mode, but ignored when linking in 32-bit mode. If no **32** or **64** option is specified, all symbols are processed in both 32- and 64-bit modes.
- no32** or **no64** Override a previous **32** or **64**. Subsequent symbols are processed in both 32- and 64-bit modes.

- When processing an import file, a line beginning with a #! (pound sign, exclamation point) provides the shared library name to be associated with subsequent import symbols. The line can occur more than once and applies to subsequent symbols until the next line beginning with #! is read. This file name information is placed in the loader section of the XCOFF object file. It is used by the system loader to locate the appropriate object file at execution time. If the import file name is *ipath/ifile (imember)*, the file name placed in the loader section is determined based on the import file name and the contents of the #! line of the import file, as follows:

#!	(Nothing after the #!) Use null path, null file, and null number. This is treated as a deferred import by the system loader.
#! ()	Use <i>ipath</i> , <i>ifile</i> , and <i>imember</i> . This line can be used if the import file is specified as an <i>InputFile</i> parameter on the command line. The file must begin with #! in this case. This line can also be used to restore the default name if it was changed by another #! line.
#! <i>path/file(member)</i>	Use the specified path, file, and member.
#! <i>path/file</i>	Use the specified path and file, and a null member.
#! <i>file</i>	Use a null path, the specified file, and a null member. At run time, a list of directories is searched to find the shared object.
#!(<i>member</i>)	Use <i>ipath</i> , <i>ifile</i> , and the specified member. At run time, a list of directories is searched to find the shared object.
#! <i>file (member)</i>	Use a null path and specified file and member. At run time, a list of directories is searched to find the shared object.

Two special file names are also available on AIX Version 4.2 or later.

- **#!.** (A single dot) This name refers to the main executable. Use this file name when you are creating a shared object that imports symbols from multiple main programs with different names. The main program must export symbols imported by other modules, or loading will fail. This import file name can be used with or without the run-time linker.

#! .. (Two dots) Use this name to list symbols that will be resolved by the run-time linker. Use this file name to create shared objects that will be used by programs making use of the run-time linker. If you use a module that imports symbols from **..** in a program that was not linked with the **rtlib** option, symbols will be unresolved, and references to such symbols will result in undefined behavior.

To automatically load archive members when the **-brtl** option is used, you can create an import file as follows. If **shr.so** is a shared object in an archive, create an import file:

```
# autoload
#! (shr.so)
```

You can list additional member names on additional lines, if appropriate. You do not need to list symbol names in the import file, since the symbols imported from **shr.so** will be read from **shr.so** itself.

For more information on creating a shared library, see "How to Create a Shared Library" in *AIX General Programming Concepts: Writing and Debugging Programs*. For more information on loading and binding, see the **load** subroutine in *AIX Technical Reference: Base Operating System and Extensions Volume 1*.

Attributes of Exported Symbols

Note: This section applies to AIX Version 4.2 or later.

When you use run-time linking, a reference to a symbol in the same module can only be rebound if the symbol is exported with the proper attribute. References to symbols with the **symbolic** attribute cannot be rebound. References to symbols with the **nosymbolic** attribute can be rebound. References to symbols with the **nosymbolic-** attribute can be rebound if the symbols are variables. For function symbols, calls using a function pointer can be rebound, while direct function calls cannot be rebound. The **nosymbolic-** attribute is the default, and is provided for compatibility with previous versions of AIX, but its use is not recommended.

If you are not using the run-time linker, you should not use the **nosymbolic** attribute, because intra-module function calls will be made indirectly through a function descriptor using global-linkage code. Otherwise, the attribute of exported symbols has no effect for modules used with programs that do not use the run-time linker.

You can specify an explicit export attribute for symbols listed in an export file. Most symbols without an explicit attribute are exported with the default export attribute, as specified with the **symbolic**, **nosymbolic**, or **nosymbolic-** options.

Imported symbols have no export attribute. If a symbol is imported from another module, all references to the symbol can be rebound. However, if a symbol is imported at a fixed address, all references are bound to this fixed address and cannot be rebound by the run-time linker. The system loader must resolve deferred imports. The run-time linker never resolves or rebinds references to deferred imports.

For exports of non-imported symbols, the following rules are used.

- If a symbol has the **list** attribute, it is listed in the loader section symbol table, but the **L_EXPORT** flag is not set in the symbol table entry. The run-time linker ignores such symbols.
- If a symbol was exported with an explicit attribute, the explicit attribute is used.
- If the symbol is a BSS symbol, it is exported with the **nosymbolic** attribute.
- Otherwise, the symbol is exported with the global attribute, as specified by the **symbolic**, **nosymbolic**, or **nosymbolic-** option. The default global attribute is **nosymbolic-**.

Address Maps

The **ld** command generates address maps, listing the layout of symbols in the output object file. If you use the **map** (or **R**) option, unresolved symbols and imported symbols are listed first, followed by the symbols in each section in address order. If you use the **calls** (or **C**) option, each symbol that is listed is followed by a list of references from that symbol to other symbols. If you use the **xref** (or **X**) option, each symbol that is listed is followed by a list of references to that symbol from other symbols. If you use the **smap**, **scalls**, or **sxref** option, the address map contains the same information as listed by the **map**, **calls**, or **xref** option, respectively, but symbols are listed in alphabetical order.

Internal symbols, with a storage class `C_HIDEXT`, are printed with the characters `<` and `>` (angle brackets) surrounding the symbol name. Names of external symbols, with a storage class `C_EXT`, are printed without the angle brackets.

Information listed about each symbol includes:

- An indication of whether the symbol is imported, exported, or the entry point. A ***** is used to mark the entry point, **I** is used to mark imported symbols, and **E** is used to mark exported symbols.
- Its address (except for imported symbols)
- Length and alignment (for CSECTs and BSS symbols)
- Storage–mapping class
- Symbol type
- Symbol number (used to differentiate between symbols of the same name)
- Symbol name
- Input file information

Storage–mapping classes and symbol types are defined in the `/usr/include/syms.h` file. In the address maps, only the last two characters are shown, except that storage–mapping class `XMC_TC0` is shown as `T0`.

The input file information depends on the type of input file. For object files, source file names obtained from `C_FILE` symbols table entries are listed. If the object is from an archive file, the object file name is listed in the following format:

```
ArchiveFileName[ObjectName]
```

A shared object name is listed between `{ }` (braces). If a shared object is defined by an import file, the name of the import file is listed before the shared object name.

Import symbols have a symbol type of `ER`, but they have associated file input information. Undefined symbols are also listed with a symbol type of `ER`, but all other columns, except the symbol number, are left blank.

The **-T** and **-D** flags (or **pT** or **pD** options) affect the addresses printed in these address maps. For machine–level debugging, it is helpful to choose address so that symbols are listed with the same addresses that they have at run time. For a 32–bit program that does not use privately loaded shared objects, you can choose the proper addresses by specifying the `-bpT:0x10000000` and `-bpD:0x20000000` options. These options are defined by default in the `/etc/xlC.cfg` or `/etc/vac.cfg` file.

Environment Variables

The following environment variables affect the execution of the **ld** command:

LIBPATH If `LIBPATH` is defined, its value is used as the default library path information. Otherwise, the default library path information is `/usr/lib:/lib`. If no **-L** flags are specified and no **-blibpath** option is specified, the default library path information is written in the loader

section of the output file. Regardless of any options specified, *LIBPATH* is not used when searching for libraries that are specified from the command line.

TMPDIR If the output file already exists or it is on a remote file system, the **ld** command generates a temporary output file. The temporary output file is created in the directory specified by *TMPDIR*. If *TMPDIR* is not defined, the temporary output file is created in the **/tmp** directory if the output file is remote, or in the same directory as the existing output file.

OBJECT_MODE If neither the **-b32** nor **-b64** option is used, the *OBJECT_MODE* environment variable is examined to determine the linking mode. If the value of *OBJECT_MODE* is **32** or **64**, 32-bit or 64-bit mode is used, respectively. If the value is **32_64** or any other value, the linker prints an error message and exits with a non-zero return code. Otherwise, 32-bit mode is used.

Examples

1. To link several object files and produce an `a.out` file to run under the operating system, enter:

```
ld /usr/lib/crt0.o pgm.o subs1.o subs2.o -lc
```

The `-lc` (lowercase letter L) links the **libc.a** library. A simpler way to accomplish this is to use the `cc` command (the compiler) to link the files as follows:

```
cc pgm.o subs1.o subs2.o
```

2. To specify the name of the output file, enter:

```
cc -o pgm pgm.o subs1.o subs2.o
```

This creates the output in the file `pgm`.

3. To relink `pgm` if only the object file `subs1.o` has changed, enter:

```
cc -o pgm subs1.o pgm
```

The CSECTs that originally came from object files `pgm.o` and `subs2.o` are read from the file `pgm`. This technique can speed the linking process if a program consists of many input files, but only a few files change at a time.

4. To link with library subroutines, enter:

```
cc pgm.o subs1.o subs2.o mylib.a -ltools
```

This links the object modules `pgm.o`, `subs1.o`, and `subs2.o`, the subroutines from the `mylib.a` archive, and the subroutine from the library specified by `-l` (lowercase letter L) flag. (This means the `/usr/lib/libtools.a` file).

5. To generate a shared object, enter:

```
ld -o shrsub.o subs1.o subs2.o -bE:shrsub.exp -bM:SRE -lc
```

This links the object files `subs1.o`, `subs2.o`, and the subroutines from the library `libc.a` specified by `-lc` flag. It exports the symbols specified in the file `shrsub.exp` and stores the linked shared object in file `shrsub.o`. The `-bM:SRE` sets the shared object flag in the linked object file.

6. To link with the shared object `shrsub.o` generated above, enter:

```
cc -o pgm pgm.o shrsub.o -L '.'
```

This links the object file `pgm.o` with the exported symbols of `shrsub.o`. The linked output is stored in the object file `pgm`. The `-L '.'` adds the current directory to the library search path that the system loader uses to locate the `shrsub.o` shared object. At run time, this program is loaded only if it is run from a directory containing an instance of the `shrsub.o` file or if the `shrsub.o` file is found in the `/usr/lib` standard library directory. To allow the program to be run from anywhere, use the option `-L `pwd``.

The list of directories searched by the system loader can be seen using the **dump** command.

7. To link a program using the **libc.a** library as a non-shared library, enter:

```
cc -o pgm pgm.o -bns0 -bI:/lib/syscalls.exp
```

This links `pgm.o` with the necessary support libraries and names the output file `pgm`. For the `cc` command, the **libc.a** library is a necessary support library and is normally link-edited to the user's program as a shared library. In this example, the `-bns0` option directs the **ld** command to link with the **libc.a** library as a non-shared library, and the `-bI:/lib/syscalls.exp` directs the **ld** command to import the system call functions that are actually contained in the kernel or `/usr/lib/boot/unix` file. Whenever linking with the `-bns0` option, any symbols that were both imported and exported (that is, passed through) in a shared object must be explicitly imported, as is done by the `-bI:/lib/syscalls.exp` option in this example.

Note: Any time that `/usr/lib/libc.a` is linked non-shared, the flag `-bI:/lib/syscalls.exp` must be used. The application can also have to be linked again whenever an updated release of the operating system is installed. Any application that is statically linked is NOT binary portable from any fix or release level of AIX to any other fix or release level.

AIX Version 4.2 Only Examples

1. To link with one library non-shared and the remaining libraries shared, enter:

```
cc -o pgm pgm.o -bstatic -llib1 -bshared -llib2
```

The `cc` command links **llib1.a** non-shared, but **llib2.a** is linked shared. Because `-lc` is automatically included when you link with the `cc` command, the last `-bstatic` or `-bshared` option affects whether **libc.a** is linked shared or statically.

2. To link a shared object prepared for run-time linking, enter:

```
ld -o libxxx.so subs1.o subs2.o -bE:shrsub.exp -G -lc
```

This links the object files **subs1.o**, **subs2.o**, and the subroutines from the library **libc.a** specified by `-lc` flag. It exports the symbols specified in the file **shrsub.exp** and stores the linked shared object in file **shrsub.o**. Symbols exported from **shrsub.o** will have the **nosymbolic** attribute, so that references within with resulting **shrsub.o** module can be rebound by the run-time linker.

You can either link with **libxxx.so** directly, or you can put **libxxx.so** into an archive library by entering:

```
ar rv libxxx.a libxxx.so
```

3. To link a program that uses the run-time linker, enter:

```
cc -o pgm pgm.o -lxxx -brtl
```

This links the object file **pgm.o** with the symbols of **libxxx.a**. The linked output is stored in the object file **.** When the program **pgm** begins running, the run-time linker will be invoked, allowing symbols to be bound to alternate definitions.

4. To create a shared object that imports a symbol `foo` from the main program, create an import file **foo.imp** that contains the lines:

```
#! .
foo
```

Link the shared object with the command:

```
ld -o shr.o xxx.o -bM:SRE -lc -BI:foo.imp
```

If you choose, you can put the shared object in an archive with the command:

```
ar cr libxxx.a shr.o
```

When you link your main program, be sure that it defines `foo`, and link with the command

```
cc -o program prog.o -lxxx
```

The symbol `foo` will be exported automatically from your program. The run-time linker is not needed in this example.

5. To create a shared object containing an unnamed Fortran common block and link it with a main program that uses the same common block, you must export the common block from the shared object and link your program with the run-time linker. Create an export file listing `#BLNK_COM` along with other functions and variables you want exported. (`#BLNK_COM` is the name used internally by the xlf 3.2 compiler for an unnamed common block.)

Link the shared object with the command:

```
ld -o shr.o xxx.o -bM:SRE -lxlf -lm -lc -bE:xxx.exp
```

If you choose, you can put the shared object in an archive with the command:

```
ar cr libxxx.a shr.o
```

When you link your main program, use the command link with the command:

```
xlf -o program prog.o -lxxx -brtl
```

The unnamed common block will be exported automatically from your main program. When your program runs, the run-time linker will rebind all references to the unnamed common block in **shr.o** to the unnamed common block in your main program.

Files

- /usr/lib/lib*.a** Specifies libraries used for linking programs.
- a.out** Specifies the default output file name.

Related Information

The **ar** command, **as** command, **nm** command, **dump** command, **strip** command.

The **a.out** file format.

The **load** subroutine, **loadbind** subroutine, **loadquery** subroutine, **unload** subroutine.

How to Create a Shared Library in *AIX General Programming Concepts: Writing and Debugging Programs*.

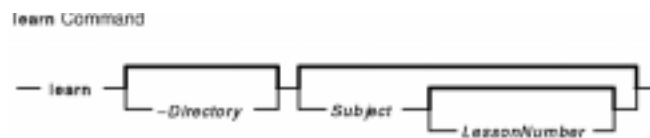
Shared Library Overview in *AIX General Programming Concepts: Writing and Debugging Programs*.

learn Command

Purpose

Provides computer-aided instruction for using files, editors, macros, and other features.

Syntax



learn*[-Directory]* [*Subject*[*LessonNumber*]]

Description

The **learn** command provides computer-aided instruction for using files, editors, macros, and other features. The first time you invoke the command, the system provides introductory information about the **learn** command. Otherwise, the **learn** command begins at the point where you left the last **learn** command session.

You can bypass the default action of the **learn** command by specifying the *Subject* parameter. The **learn** command starts with the first lesson of the subject you specify. You can specify any of the following subjects:

- Files
- Editors
- More files
- Macros
- EQN (the enquiry character)
- C (the language)

Note: You can only run the EQN lesson on a hardcopy terminal that is capable of 1/2 line motion. The `/usr/share/lib/learn/eqn/Init` file contains a detailed list of the supported terminals.

When you enter the **learn** command, the system searches the `/usr/share/lib/learn` directory for the appropriate lesson file. Use the *-Directory* flag to identify a different search directory.

Subcommands

- The **bye** subcommand terminates a **learn** command session.
- The **where** subcommand tells you of your progress; the **where m** subcommand provides more detail.
- The **again** subcommand re-displays the text of the lesson.
- The **again LessonNumber** subcommand lets you review the lesson.
- The **hint** subcommand prints the last part of the lesson script used to evaluate a response; the **hint m** subcommand prints the entire lesson script.

Parameters

-Directory Allows you to specify a different search directory. By default, the system searches for lesson

files in the **/usr/share/lib/learn** directory.

LessonNumber Identifies the number of the lesson.

Subject Specifies the subject you want instruction on.

Examples

To take the online lesson about files, enter:

```
learnfiles
```

The system starts the **learn** program and displays instructions for how to use the program.

Files

/usr/share/lib/learn Contains the file tree for all dependent directories and files.

/tmp/pl* Contains the practice directories.

\$HOME/.learnrc Contains the startup information.

Related Information

The **ex** command.

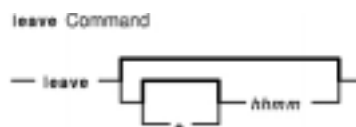
Shells Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

leave Command

Purpose

Reminds you when you have to leave.

Syntax



leave [[+]*hhmm*]

Description

The **leave** command waits until the specified time and then reminds you that you have to leave. You are reminded at 5 minutes and at 1 minute before the actual time, again at that time, and at every minute thereafter. When you log off, the **leave** command exits just before it would have displayed the next message.

If you do not specify a time, the **leave** command prompts with `When do you have to leave?` A reply of `newline` causes the **leave** command to exit; otherwise, the reply is assumed to be a time. This form is suitable for inclusion in a **.login** or **.profile** file.

The **leave** command ignores interrupt, quit, and terminate operations. To clear the **leave** command, you should either log off or use the **kill-9** command and provide the process ID.

Flags

- + Specifies to set the alarm to go off in the indicated number of hours and minutes from the current time.
- hhmm* Specifies a time of day in hours and minutes (based on a 12- or 24-hour clock) or, if preceded by the +, a set number of hours and minutes from the current time for the alarm to go off. All times are converted to a 12-hour clock and assumed to relate to the next 12 hours.

Examples

To remind yourself to leave at 3:45, enter:

```
leave345
```

Related Information

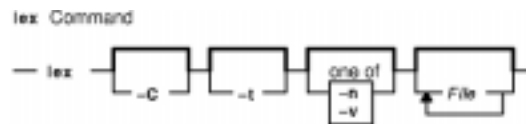
The **calendar** command.

lex Command

Purpose

Generates a C or C++ language program that matches patterns for simple lexical analysis of an input stream.

Syntax



```
lex [-C] [-t] [-v| -n] [ File... ]
```

Description

The **lex** command reads *File* or standard input, generates a C language program, and writes it to a file named **lex.yy.c**. This file, **lex.yy.c**, is a compilable C language program. A C++ compiler also can compile the output of the **lex** command. The **-C** flag renames the output file to **lex.yy.C** for the C++ compiler.

The C++ program generated by the **lex** command can use either `STDIO` or `IOSTREAMS`. If the `cpp` define `_CPP_IOSTREAMS` is true during a C++ compilation, the program uses `IOSTREAMS` for all I/O. Otherwise, `STDIO` is used.

The **lex** command uses rules and actions contained in *File* to generate a program, **lex.yy.c**, which can be compiled with the **cc** command. The compiled **lex.yy.c** can then receive input, break the input into the logical pieces defined by the rules in *File*, and run program fragments contained in the actions in *File*.

The generated program is a C language function called **yylex**. The **lex** command stores the **yylex** function in a file named **lex.yy.c**. You can use the **yylex** function alone to recognize simple one-word input, or you can use it with other C language programs to perform more difficult input analysis functions. For example, you can use the **lex** command to generate a program that simplifies an input stream before sending it to a parser program generated by the **yacc** command.

The **yylex** function analyzes the input stream using a program structure called a finite state machine. This structure allows the program to exist in only one state (or condition) at a time. There is a finite number of states allowed. The rules in *File* determine how the program moves from one state to another.

If you do not specify a *File*, the **lex** command reads standard input. It treats multiple files as a single file.

Note: Since the **lex** command uses fixed names for intermediate and output files, you can have only one program generated by **lex** in a given directory.

lex Specification File

The input file can contain three sections: *definitions*, *rules*, and *user subroutines*. Each section must be separated from the others by a line containing only the delimiter, `%%` (double percent signs). The format is:

```
definitions
%%
rules
```

```
%%
user subroutines
```

The purpose and format of each are described in the following sections.

Definitions

If you want to use variables in your rules, you must define them in this section. The variables make up the left column, and their definitions make up the right column. For example, if you want to define `D` as a numerical digit, you would write the following:

```
D    [0-9]
```

You can use a defined variable in the rules section by enclosing the variable name in `{ }` (braces), for example:

```
{D}
```

Lines in the definitions section beginning with a blank or enclosed in `% { , % }` delimiter lines are copied to the `lex.yy.c` file. You can use this construct to declare C language variables to be used in the `lex` actions or to include header files, for example:

```
%{
#include <math.h>
int count;
%}
```

Such lines can also appear at the beginning of the rules section, immediately after the first `%%` delimiter, but they should not be used anywhere else in the rules section. If the line is in the definitions section of *File*, the `lex` command copies it to the external declarations section of the `lex.yy.c` file. If the line appears in the rules section, before the first rule, the `lex` command copies it to the local declaration section of the `yylex` subroutine in `lex.yy.c`. Such lines should not occur after the first rule.

The type of the `lex` external, `ytext`, can be set to either a null-terminated character array (default) or a pointer to a null-terminated character string by specifying one of the following in the definitions section:

```
%array    (default)
%pointer
```

In the definitions section, you can set table sizes for the resulting finite state machine. The default sizes are large enough for small programs. You may want to set larger sizes for more complex programs.

```
%an  Number of transitions is n (default 5000)
%en  Number of parse tree nodes is n (default 2000)
%hn  Number of multibyte character output slots (default is 0)
%kn  Number of packed character classes (default 1000)
%mn  Number of multibyte "character class" character output slots (default is 0)
%nn  Number of states is n (default 2500)
%on  Number of output slots (default 5000, minimum 257)
%pn  Number of positions is n (default 5000)
%vp  Percentage of slots vacant in the hash tables controlled by h and m (default 20, range 0 <= P < 100)
%zn  Number of multibyte character class output slots (default 0)
```

If multibyte characters appear in extended regular expression strings, you may need to reset the output array size with the **%o** argument (possibly to array sizes in the range 10,000 to 20,000). This reset reflects the much larger number of characters relative to the number of single-byte characters.

If multibyte characters appear in extended regular expressions, you must set the multibyte hash table sizes with the **%h** and **%m** arguments to sizes greater than the total number of multibyte characters contained in the **lex** file.

If no multibyte characters appear in extended regular expressions but you want **'** to match multibyte characters, you must set **%z** greater than zero. Similarly, for inverse character classes (for example, **[^abc]**) to match multibyte characters, you must set both **%h** and **%m** greater than zero.

When using multibyte characters, the **lex.yy.c** file must be compiled with the **-qmbcs** compiler option.

Rules

Once you have defined your terms, you can write the rules section. It contains strings and expressions to be matched by the **yylex** subroutine, and C commands to execute when a match is made. This section is required, and it must be preceded by the delimiter **%%** (double percent signs), whether or not you have a definitions section. The **lex** command does not recognize your rules without this delimiter.

In this section, the left column contains the pattern in the form of an extended regular expression, which will be recognized in an input file to the **yylex** subroutine. The right column contains the C program fragment executed when that pattern is recognized, called an *action*.

When the lexical analyzer finds a match for the extended regular expression, the lexical analyzer executes the action associated with that extended regular expression.

Patterns can include extended characters. If multibyte locales are installed on your system, patterns can also include multibyte characters that are part of the installed code set.

The columns are separated by a tab or blanks. For example, if you want to search files for the keyword **KEY**, you can write the following:

```
(KEY) printf ("found KEY");
```

If you include this rule in *File*, the **yylex** lexical analyzer matches the pattern **KEY** and runs the **printf** subroutine.

Each pattern can have a corresponding action, that is, a C command to execute when the pattern is matched. Each statement must end with a **;** (semicolon). If you use more than one statement in an action, you must enclose all of them in **{ }** (braces). A second delimiter, **%%**, must follow the rules section if you have a *user subroutine* section. Without a specified action for a pattern match, the lexical analyzer copies the input pattern to the output without changing it.

When the **yylex** lexical analyzer matches a string in the input stream, it copies the matched string to an external character array (or a pointer to a character string), **yytext**, before it executes any commands in the rules section. Similarly, the external int, **yytext**, is set to the length of the matched string in bytes (therefore, multibyte characters will have a size greater than 1).

For information on how to form extended regular expressions, see "Extended Regular Expressions in the lex Command" in *AIX General Programming Concepts: Writing and Debugging Programs*.

User Subroutines

The **lex** library defines the following subroutines as macros that you can use in the rules section of the **lex** specification file:

input Reads a byte from **yyin**.
unput Replaces a byte after it has been read.
output Writes an output byte to **yyout**.
winput Reads a multibyte character from **yyin**.
wunput Replaces a multibyte character after it has been read.
woutput Writes a multibyte output character to **yyout**.
yysetlocale Calls the **setlocale** (*LC_ALL*, " "); subroutine to determine the current locale.

The **winput**, **wunput**, and **woutput** macros are defined to use the **yywinput**, **yywunput**, and **yywoutput** subroutines coded in the **lex.yy.c** file. For compatibility, these **yy** subroutines subsequently use the **input**, **unput**, and **output** subroutines to read, replace, and write the necessary number of bytes in a complete multibyte character.

You can override these macros by writing your own code for these routines in the user subroutines section. But if you write your own, you must undefine these macros in the definition section as follows:

```
%{
#undef input
#undef unput
#undef output
#undef winput
#undef wunput
#undef woutput
#undef yysetlocale
%}
```

There is no **main** subroutine in **lex.yy.c**, because the **lex** library contains the **main** subroutine that calls the **yylex** lexical analyzer, as well as the **yywrap** subroutine called by **yylex()** at the end of *File*. Therefore, if you do not include **main()**, **yywrap()**, or both in the user subroutines section, when you compile **lex.yy.c**, you must enter `cc lex.yy.c -ll`, where **ll** calls the **lex** library.

External names generated by the **lex** command all begin with the preface **yy**, as in **yyin**, **yyout**, **yylex**, and **yytext**.

Finite State Machine

The default skeleton for the finite state machine is defined in **/usr/ccs/lib/lex/ncform**. The user can use a personally configured finite state machine by setting an environment variable **LEXER=PATH**. The **PATH** variable designates the user-defined finite state machine path and file name. The **lex** command checks the environment for this variable and, if it is set, uses the supplied path.

Putting Blanks in an Expression

Normally, blanks or tabs end a rule and therefore, the expression that defines a rule. However, you can enclose the blanks or tab characters in " " (quotation marks) to include them in the expression. Use quotes around all blanks in expressions that are not already within sets of [] (brackets).

Other Special Characters

The **lex** program recognizes many of the normal C language special characters. These character sequences are:

Sequence	Meaning
<code>\a</code>	Alert
<code>\b</code>	Backspace
<code>\f</code>	Form Feed
<code>\n</code>	Newline (Do not use the actual new-line character in an expression.)
<code>\r</code>	Return
<code>\t</code>	Tab
<code>\v</code>	Vertical Tab
<code>\\</code>	Backslash
<code>\digits</code>	The character with encoding represented by the one-, two-, or three-digit octal integer specified by digits .
<code>\xdigits</code>	The character with encoding represented by the sequence of hexadecimal characters specified by digits .
<code>\c</code>	Where c is none of the characters listed above, represents the character c unchanged.

Note: Do not use `\0` or `\x0` in `lex` rules.

When using these special characters in an expression, you do not need to enclose them in quotes. Every character, except these special characters and the operator symbols described in "Extended Regular Expressions in the `lex` Command" in *AIX General Programming Concepts: Writing and Debugging Programs*, is always a text character.

Matching Rules

When more than one expression can match the current input, the `lex` command chooses the longest match first. When several rules match the same number of characters, the `lex` command chooses the rule that occurs first. For example, if the rules

```
integer    keyword action...;
[a-z]+    identifier action...;
```

are given in that order, and `integer` is the input word, `lex` matches the input as an identifier, because `[a-z]+` matches eight characters while `integer` matches only seven. However, if the input is `integer`, both rules match seven characters. `lex` selects the keyword rule because it occurs first. A shorter input, such as `int`, does not match the expression `integer`, and so `lex` selects the identifier rule.

Matching a String Using Wildcard Characters

Because `lex` chooses the longest match first, do not use rules containing expressions like `.*`. For example:

```
'.*'
```

might seem like a good way to recognize a string in single quotes. However, the lexical analyzer reads far ahead, looking for a distant single quote to complete the long match. If a lexical analyzer with such a rule gets the following input:

```
'first' quoted string here, 'second' here
```

it matches:

```
'first' quoted string here, 'second'
```

To find the smaller strings, `first` and `second`, use the following rule:

```
'[^\\n]*'
```

This rule stops after 'first'.

Errors of this type are not far reaching, because the . (period) operator does not match a new-line character. Therefore, expressions like .* (period asterisk) stop on the current line. Do not try to defeat this with expressions like [.\n]+. The lexical analyzer tries to read the entire input file and an internal buffer overflow occurs.

Finding Strings within Strings

The **lex** program partitions the input stream and does not search for all possible matches of each expression. Each character is accounted for once and only once. For example, to count occurrences of both she and he in an input text, try the following rules:

```
she      s++
he       h++
\n       |.      ;
```

where the last two rules ignore everything besides he and she. However, because she includes he, **lex** does *not* recognize the instances of he that are included in she.

To override this choice, use the action **REJECT**. This directive tells **lex** to go to the next rule. **lex** then adjusts the position of the input pointer to where it was before the first rule was executed and executes the second choice rule. For example, to count the included instances of he, use the following rules:

```
she      {s++;REJECT;}
he       {h++;REJECT;}
\n       |.      ;
```

After counting the occurrences of she, **lex** rejects the input stream and then counts the occurrences of he. Because in this case she includes he but not vice versa, you can omit the **REJECT** action on he. In other cases, it may be difficult to determine which input characters are in both classes.

In general, **REJECT** is useful whenever the purpose of **lex** is not to partition the input stream but to detect all examples of some items in the input, and the instances of these items may overlap or include each other.

Flags

- C Produces the **lex.yy.C** file instead of **lex.yy.c** for use with a C++ compiler. To get the I/O Stream Library, use the macro, **_CPP_IOSTREAMS**, as well.
- n Suppresses the statistics summary. When you set your own table sizes for the finite state machine, the **lex** command automatically produces this summary if you do not select this flag.
- t Writes **lex.yy.c** to standard output instead of to a file.
- v Provides a one-line summary of the generated finite-state-machine statistics.

Exit Status

This command returns the following exit values:

- 0 Successful completion.
- >0 An error occurred.

Examples

1. To draw **lex** instructions from the file `lexcommands` and place the output in **lex.yy.c**, use the following command:

```
lex lexcommands
```

2. To create a **lex** program that converts uppercase to lowercase, removes blanks at the end of a line, and replaces multiple blanks by single blanks, including the following in a **lex** command file:

```
%%
[A-Z]   putchar(yytext[0]+ 'a'-'A');
[ ]+$ ;
[ ]+   putchar(' ');
```

Files

/usr/ccs/lib/libl.a Contains the run-time library.

/usr/ccs/lib/lex/ncform Defines a finite state machine.

Related Information

The **yacc** command.

Creating an Input Language with the **lex** and **yacc** Commands in *AIX General Programming Concepts: Writing and Debugging Programs*.

Using the **lex** Program with the **yacc** Program in *AIX General Programming Concepts: Writing and Debugging Programs*.

Example Program for the **lex** and **yacc** Programs in *AIX General Programming Concepts: Writing and Debugging Programs*.

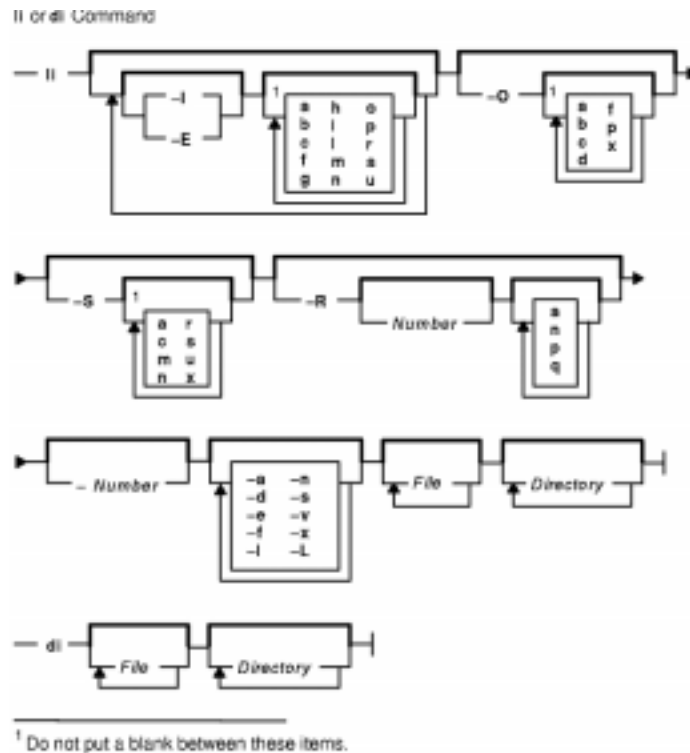
National Language Support Overview for Programming in *AIX General Programming Concepts: Writing and Debugging Programs*.

li or di Command

Purpose

Lists the contents of a directory.

Syntax



```
li [-I [ abcghilmnoprsu ] ] [-E [ abcghilmnoprsu ] ] [-O [ abcdfpx ] ] [-S [ acmnrux ] ] [-R [
Number ] ] [ anqp ] [-Number] [-a] [-d] [-e] [-f] [-l] [-n] [-s] [-v] [-x] [-L] [ File ... ] [
Directory ... ]
```

```
di [ File ... ] [ Directory ... ]
```

Description

The **li** command lists information about each named *File* and the files in each named *Directory*. If *File* is an archived file and the **-R** flag is specified, the **li** command lists the files in the archive.

The **li** command lists regular files before directories, with file and directory names listed in collation order. Non-printable characters in file names are displayed in expanded form (for example, \wedge D, \backslash 177). The collation order of file names and the format of dates and times are determined by the current National Language environment. See the "National Language Support Overview for System Management" in *AIX Version 4.3 System Management Concepts: Operating System and Devices* for details.

The **li** and **di** commands use 512-byte blocks when reporting physical disk space allocated for the file. Physical disk space is assigned in increments of 4096 bytes (8X512).

The **di** command is equivalent to the **li** command with the optional **-I** flag and **almops** variables.

Permissions Field

The permissions field displayed with the **-lp** flag contains 11 characters. The permissions field displayed with the **-e** flag contains 12 characters. The first character in either case is one of the following:

- b** Block type special file
- c** Character type special file
- d** Directory
- l** Symbolic link
- p** Pipe first-in-first-out (FIFO)
 - Ordinary file
- B** Remote block special file
- C** Remote character special file
- D** Remote directory
- F** Remote ordinary file
- L** Remote symbolic link
- P** Remote (FIFO) special file

The next nine characters are interpreted as three sets of 3 characters each. The first set refers to owner permissions, the second to permissions for others in the same group, and the third to permissions for all others. Each of the three characters within each set indicate, respectively, permission to read, write, or execute the file. For a directory, execute permission is interpreted as permission to search the directory for a specified file. These permissions are indicated as follows:

- r** Read
- w** Write (edit)
- x** Execute (search)
 - Corresponding permission not granted

The group-execute permission is given as an **s** if the file has set-group-ID mode. The user-execute permission character is given as an **S** if the file has set-user-ID mode.

The 11th character of the field is normally empty, but is displayed as a **t** if the file is either a directory with link permission or a regular file with the **save text** attribute.

The mode displayed with the **-e** flag is the same as that displayed with the **-l** flag, except for the addition of a 12th character interpreted as follows:

- + Indicates a file with extended security information. For example, the file may have extended ACL, TCB, or TP attributes in the mode.

The **aclget** command displays the ACL information of a file. The **chtcb** command displays the value of the TCB and TP attributes.

- Indicates a file does not have extended security information.

Flags

Flags are grouped into five classes, four of which are always introduced by an uppercase letter: fields (**I** or **E**), restrictions (**O**), recursion (**R**), sort orders (**S**), and miscellaneous. The following flags modify the action of the **li** command:

-I[hiplogcsmaunrfb] or -E[hiplogcsmaunrfb]

Requests the inclusion (**-I**) or exclusion (**-E**) of certain fields. The fields are selected by the flags from the **hiplogcsmaunrfb** subset. The **-I** flag includes, and the **-E** flag excludes, the selected fields in the order in which they are displayed in the option list. For example, **-l -Ep** excludes the protections field, while **-Ep -l** includes it, since **-l** (the equivalent of **-icgilmop**) follows **-Ep**.

The only field included by default is the name (**n**) field. If you include any other fields, the **li** command lists the output in single-column rather than multiple-column format. The **li** command lists the following fields in the following order:

- h** Headers
- i** I-node number
- p** Protections
- l** Link count
- r** Node where the entry resides
- o** Local owner (name or UID)
- f** Raw UID of the entry's owner
- g** Local group (name or GID)
- b** Raw GID of the entry's group
- c** Character count
- s** Physical disk file size (measured in 512-byte blocks)
- m** Modified time
- a** Accessed time
- u** Updated (i-node modified) time
- n** Name

If the file is a special file, the size (**s**) field contains the major and minor device numbers. If you select the **c** (character count) or **s** (size in blocks) flag, the **li** command writes a total number of blocks for each directory and a grand total when appropriate.

-O[abcdfpx]

Requests that the listing be restricted to files of certain types. These types are selected from the **abcdfpx** subset. The possible types are:

- a** Archives
- b** Block devices
- c** Character devices
- d** Directories
- f** Files (normal, not special)
- p** Pipes (FIFOs)
- x** Executable files (any file with execute permission)

-R[Number]anpq

Lists recursively to the specified number of levels deep. The default depth is infinite. This normally displays a single column, with a two-column indentation for each level of the directory structure. When the **li** command reaches a directory with no subdirectories, it lists the contents of that directory in multiple-column form. Specifying either **-Ra** or **-Rp** suppresses the indentation and multiple-column display.

These flags display either the full (**-Ra**) or relative (**-Rp**) path names

of each file found. The **-Rq** flag also lists the contents of archive files. When using the **-Rq** flag to list the contents of remote archive files, the user and group fields display as a - (minus sign).

-S[acmnrstux]

Describes the order in which the listing is displayed. The default order is by name (**n**). Choosing a flag from the **acmnrstux** subset selects which field the listing is sorted by:

- a** Accessed time, latest first
- c** Character count, largest first
- m** Modified time, latest first
- n** Name
- r** Reverses the order of the sort
- s** Physical disk file size (measured in 512-byte blocks)
- u** Updated time, latest first
- x** Specifies no sorting

The other flags are:

- a** Lists all entries, including those beginning with . (dot).
- d** Lists only the name, not the contents, of directories.
- e** Displays the mode (including security information), number of links, owner, group, size (in bytes), time of last modification, and name of each file.
- f** Forces the **li** command to interpret each *File* parameter specified as a directory and to list the name found in each slot. All flags requiring information not found in directory entries are turned off and the **-a** flag is turned on. Names are listed in the order they appear in the directory.
- l** Uses a listing that is equivalent to **li -lglmop** (the long form listing). That is, it lists the permission code, link count, owner, group, character count, time of last modification, and name of each file.
- L** Follows a symbolic link and reports on the file at the end of the link. If the file at the end of the link does not exist, the **li** command reports on the symbolic link itself.

Notes:

1. A symbolically linked file is followed by an arrow and the contents of the symbolic link.
2. The performance of the **li** command when used with the **-l** option can be improved by executing the **mkpasswd** command. This is helpful when a directory contains files owned by different users, such as the **/tmp** directory.

- n** Inhibits the interpretation of control characters in file names. This flag is useful for generating lists of file names for program input or for editing into per-file commands.
- s** Provides a listing similar to that of the **-v** flag, except that the distinguishing marks for file types do not affect sorting (a sortable verbose list). Subdirectories appear in the listing as *Name/*, files with execute permission as *Name**, special files as *Name?*, and symbolic links as *Name@*.
- v** Lists files in a way that visually differentiates file types (a verbose visual listing). With this flag, the **li** command lists subdirectories as [*Name*], files with execute permission as <*Name*>, special files as **name**, and symbolic links as *@Name@*. This differentiation occurs before the **-S** sort. Thus, different types of files are sorted into different parts of the listing.
- x** Displays every available field except headers (an extended form listing). This is equivalent to specifying **li -labcfglmoprsu**.
- Number** Lists with a specified maximum number of columns. If the value of the *Number* variable is unreasonable, the **li** command picks its own value. This flag can be used as in **li -1** to make shell files or in **li -109** to force the **li** command to display its output in multiple columns. A number appearing in any flag option is assumed to be the number of columns, unless it follows the

-R flag.

Note: Some combinations of flags do not work well together. For example, **li -vRa** looks unusual, and **li -RSx** and **li -Sx *** are both nearly unintelligible if there are subdirectories contained in the current directory.

Examples

1. To list the files in the current directory in alphabetical order, enter:

2. To list all files in the current directory, including those with names beginning with a . (dot), enter:
`li -a`

3. To display detailed information, enter:

```
li -l chap1 .profile
```

This displays a long listing with detailed information about `chap1` and the `.profile` file. It lists all information that you need to see. However, the **li** command can supply even more information with the **-x** flag.

4. To display detailed information about a directory, enter:

```
li -d -l . manual manual/chap1
```

This displays a long listing for the `.` (dot) and `manual` directories, and for the `manual/chap1` file. directories

5. To list the files in order of modification time, enter:

```
li -Sm -l
```

This displays a long list of the most recently modified files, followed by the older files.

6. To include extra information in the listing, enter:

```
li -lchil
```

In addition to the file name, this lists the character count (**-lc**), i-node number (**-li**), and link count (**-ll**) for each file in the current directory. The **-lh** flag tells the **li** command to write a heading at the top of each column of information.

7. To list the contents of each directory in a tree, enter:

```
li -R manual
```

This lists the names in each subdirectory of the tree that starts with `manual`.

8. To sort a sample directory in descending order according to physical blocks allocated to each . file and to display the number of bytes in each file, enter:

```
li -lIsSs
```

This command displays the contents in the sample directory as:

```
-rw-r--r-- 1 jack acct 13982 28B Jan 26 11:23 yearly
Frw-r--r-- 1 jack acct 395 8B Apr 01 09:30 mayacct
Frw-r--r-- 1 jack acct 17 8B May 10 10:19 maycorr
Frw-r--r-- 1 jack acct 4092 8B June 06 12:29 mayfin
```

Because the **s** flag sorts the files according to the number of physical blocks allocated, the files in the directory do not necessarily appear in descending order according to the number of bytes in the file. The 8B entry indicates that each of these files has been allocated the minimum amount of disk space (4096 / 512 = 8) and is therefore equal in the terms of the sort operation.

Files

/usr/bin/li Contains the **li** command.

/etc/passwd Contains user names for **li -Io**.

/etc/group Contains group names for **li -Ig**.

Related Information

The **aclget** command, **chmod** command, **chtcb** command, **ls** command, **mkpasswd** command.

The **chmod** subroutine.

Directory Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* describes the structure and characteristics of directories in the file system.

Files Overview in the *AIX Version 4.3 System Management Guide: Operating System and Devices* describes files, file types, and how to name files.

Shells Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* describes what shells are, the different types of shells, and how shells affect the way commands are interpreted.

File and Directory Access Modes in the *AIX Version 4.3 System User's Guide: Operating System and Devices* introduces file ownership and permissions to access files and directories.

National Language Support Overview for Programming in the *AIX Version 4.3 General Programming Concepts: Writing and Debugging Programs* explains collating sequences, equivalence classes, and locale.

libxrx Command

Purpose

RX Netscape Navigator Plug-in.

Description

The RX Plug-in may be used with Netscape Navigator (3.0 or later) to interpret documents in the RX MIME type format and start remote applications.

The RX Plug-in reads an RX document, from which it gets the list of services the application wants to use. Based on this information, the RX Plug-in sets the various requested services, including creating authorization keys if your X server supports the SECURITY extension. It then passes the relevant data, such as the X display name, to the application through an HTTP GET request of the associated CGI script. The Web server then executes the CGI script to start the application. The client runs on the web server host connected to your X server. In addition when the RX document is used within the EMBED tag (a Netscape extension to HTML), the RX Plug-in uses the XC-APPGROUP extension, if it is supported by your X server, to cause the remote application to be embedded within the browser page from which it was launched.

Installation

To install the RX Plug-in so that Netscape Navigator can use it, find the file named **libxrx.so** in **/usr/lib/X11** and copy it to either the system Netscape plugin directory or **\$HOME/.netscape/plugins**. Do not install it as a symbolic link, this would confuse Netscape.

If you have configured Netscape Navigator to use the RX helper program (**xrx**), you must reconfigure it. Generally you simply need to remove or comment out the line you may have previously added in your mailcap file to use the RX helper program. Otherwise the plug-in will not be enabled. (The usual comment character for mailcap is #.) If you are already running Netscape Navigator, you need to exit and restart it after copying the plug-in library so the new plug-in will be found. Once this is done you can check that Navigator has successfully loaded the plug-in by checking the *About Plug-ins* page from the Help menu. This should show something like:

RX Plug-in			
File name: /usr/local/lib/netscape/plugins/libxrx.sl.6.3			
X Remote Activation Plug-in			
Mime Type	Description	Suffixes	Enabled
application/x-rx	X Remote Activation Plug-in	xrx	Yes

Once correctly configured, Netscape Navigator will activate the RX Plug-in whenever you retrieve any document of the MIME type application/x-rx.

Resources

The RX Plug-in looks for resources associated with the widget **netscape.Navigator** (class **Netscape.TopLevelShell**) and understands the following resource names and classes:

xrxHasFirewallProxy (class **XrxHasFirewallProxy**)

Specifies whether an X server firewall proxy is running and should be used. Default is False.

xrxInternalWebServers (class **XrxInternalWebServers**)

The web servers for which the X server firewall proxy should not be used (only relevant when **xrxHasFirewallProxy** is "True"). Its value is a comma separated list of mask/value pairs to be used to filter internal web servers, based on their address. The mask part specifies which segments of the address are to be considered and the value part specifies what the result should match. For instance the following list:

```
255.255.255.0/198.112.45.0,
255.255.255.0/198.112.46.0
```

matches the address sets: 198.112.45.* and 198.112.46.*. More precisely, the test is (address mask) == value.

xrxFastWebServers (class *XrxFastWebServers*)

The web servers for which LBX should not be used. The resource value is a list of address mask/value pairs, as previously described.

xrxTrustedWebServers (class *XrxTrustedWebServers*)

The web servers from which remote applications should be run as trusted clients. The default is to run remote applications as untrusted clients. The resource value is a list of address mask/value pairs, as previously described.

Environment

If the RX document requests X-UI-LBX service and the default X server does not advertise the LBX extension, the RX Plug-in will look for the environment variable XREALDISPLAY to get a second address for your X server and look for the LBX extension there. When running your browser through lbxproxy you will need to set XREALDISPLAY to the actual address of your server if you wish remote applications to be able to use LBX across the Internet.

If the RX document requests XPRINT service, the RX Plug-in will look for the variables XPRINTER, PDPRINTER, LPDEST, PRINTER, and XPSERVERLIST to get the printer name and X Print server address to use. Note that although this set of variables allows to specify more than one server and printer, only the first pair will be used.

Finally, if you are using a firewall proxy, RX Plug-in will look for PROXY_MANAGER to get the address of your proxy manager (see **proxymngr**). When not specified it will use :6500 as the default.

Related Information

The **xrx** command, **lbxproxy** command, and the **proxymngr** command.

line Command

Purpose

Reads one line from the standard input.

Syntax

```
line Command  
— line —|
```

line

Description

The **line** command copies one line from standard input and writes it to standard output. It returns an exit value of 1 on an end-of-file and always writes at least a new-line character. Use this command within a shell command file to read from the work station.

Exit Status

This command returns the following exit values:

- 0 Successful completion.
- >0 End-of-file occurred on input.

Examples

To read a line from the keyboard and append it to a file, create a script file as follows:

```
echo 'Enter comments for the log:'  
echo ': \c'  
line >>log
```

This shell procedure displays the message:

```
Enter comments for the log:
```

and then reads a line of text from the workstation keyboard and adds it to the end of the log. The `echo ': \c'` command displays a colon prompt. See the **echo** command for information about the `\c` escape sequence.

Related Information

The **echo** command, **ksh** command, **sh** command.

The **read** subroutine.

The Input and Output Handling Programmer's Overview in *AIX Version 4.3 General Programming Concepts: Writing and Debugging Programs* describes the files, commands, and subroutines used for low-level, stream, terminal, and asynchronous I/O interfaces.

link Command

Purpose

Performs a **link** subroutine.

Syntax

```
link Command  
— link — File1 — File2 —
```

link*File1 File2*

Description

The **link** command performs the **link** subroutine on a specified file. The **link** command does not issue error messages when the associated subroutine is unsuccessful; you must check the exit value to determine if the command completed normally. It returns a value of 0 if it succeeds, a value of 1 if too few or too many parameters are specified, and a value of 2 if its system call is unsuccessful.

Attention: The **link** command allows a user with root user authority to deal with unusual problems, such as moving an entire directory to a different part of the directory tree. It also permits you to create directories that cannot be reached or escaped from. Be careful to preserve the directory structure by observing the following rules:

- ◆ Be certain every directory has a . (dot) link to itself.
- ◆ Be certain every directory has a .. (dot dot) link to its parent directory.
- ◆ Be certain every directory has no more than one link to itself or its parent directory.
- ◆ Be certain every directory is accessible from the root of its file system.

Note: If the . (dot) entry has been destroyed and the **fsck** command is unable to repair it (a rare occurrence), you can use the **link** command to restore the . (dot) entry of the damaged directory. Use the **linkDirDir/.** command where the *Dir* parameter is the name of the damaged directory. However, use this only as a last resort when the directory is destroyed and the **fsck** command is unable to fix it.

Examples

To create an additional link for an existing `file1`, enter:

```
link file1 file2
```

Files

`/usr/sbin/link` Contains the **link** command.

Related Information

The **fsck** command, **unlink** command, **ln** command.

The **link** subroutine, **unlink** subroutine.

The File Systems Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

The Files Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* provides information on working with files.

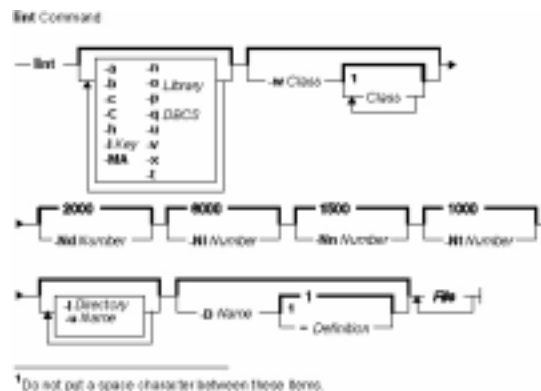
The Directory Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* explains working with directories and path names.

lint Command

Purpose

Checks C and C++ language programs for potential problems.

Syntax



```
lint [ -a ] [ -b ] [ -c ] [ -C ] [ -h ] [ -lKey ] [ -n ] [ -oLibrary ] [ -qDBCS ] [ -p ] [ -t ] [ -u ] [ -v ] [ -w ]
Class [Class ... ] [ -x ] [ -MA ] [ -NdNumber ] [ -NlNumber ] [ -NnNumber ] [ -NtNumber ] [
-IDirectory ] [ -DName [=Definition] ] [ -UName ] File ...
```

Description

The **lint** command checks C and C++ language source code for coding and syntax errors and for inefficient or non-portable code. You can use this program to:

- Identify source code and library incompatibility.
- Enforce type-checking rules more strictly than does the compiler.
- Identify potential problems with variables.
- Identify potential problems with functions.
- Identify problems with flow control.
- Identify legal constructions that may produce errors or be inefficient.
- Identify unused variable and function declarations.
- Identify possibly non-portable code.

Note: Checking of C++ language files by the **lint** command requires the presence of the C Set++ Compiler for AIX package.

The inter-file usage of functions is checked to find functions that return values in some instances and not in others, functions called with varying numbers or types of arguments, and functions whose values are not used or whose values are used but not returned.

The **lint** command interprets file name extensions as follows:

- *File* names ending in **.c** are C language source files.
- *File* names ending in **.C** are C++ language source files.
- *File* names ending in **.ln** are non-ASCII files that the **lint** command produces when either the **-c** or the **-o** flag is used.

The **lint** command warns you about files with other suffixes and ignores them.

The **lint** command takes all the **.c**, **.C**, and **.In** files and the libraries specified by **-l** flags and processes them in the order that they appear on the command line. By default, it adds the standard **lib-lc.In** lint library to the end of the list of files. However, when you select the **-p** flag, the **lint** command uses the **lib-port.In** portable library. By default, the second pass of **lint** checks this list of files for mutual compatibility; however, if you specify the **-c** flag, the **.In** and **lib-lx.In** files are ignored.

The **-c** and **-o** flags allow for incremental use of the **lint** command on a set of C and C++ language source files. Generally, use the **lint** command once for each source file with the **-c** flag. Each of these runs produces a **.In** file that corresponds to the **.c** file and writes all messages concerning that source file. After you have run all source files separately through the **lint** command, run it once more, without the **-c** flag, listing all the **.In** files with the needed **-l** flags. This writes all inter-file inconsistencies. This procedure works well with the **make** command, allowing it to run the **lint** command on only those source files modified since the last time that set of source files was checked.

The **lint** and **LINT** preprocessor symbols are defined to allow certain questionable code to be altered or removed for the **lint** command. Therefore, the **lint** and **LINT** symbols should be thought of as a reserved word for all code that is planned to be checked by **lint**.

The following comments in a C and C++ language source program change the way the **lint** command operates when checking the source program:

- /*NOTREACHED*/** Suppresses comments about unreachable code.
- /*VARARGSNumber*/** Suppresses checking the following old style function declaration for varying numbers of arguments, but does check the data type of the first *Number* arguments. If you do not include a value for *Number*, the **lint** command checks no arguments (*Number*=0). The ANSI function prototypes should use the ellipsis to indicate unspecified parameters rather than this comment mechanism.
- /*ARGSUSED*/** Suppresses warnings about function parameters not used within the function definition.
- /*LINTLIBRARY*/** If you place this comment at the beginning of a file, the **lint** command does not identify unused functions and function parameters in the file. This is used when running the **lint** command on libraries.
- /*NOTUSED*/** Suppresses warnings about unused external symbols, functions and function parameters in the file beginning at its point of occurrence. This is a superset of the **/*LINTLIBRARY*/** comment directive, but applies also to external symbols. It is useful for suppressing warnings about unused function prototypes and other external object declarations.
- /*NOTDEFINED*/** Suppresses warnings about used, but undefined external symbols and functions in the file beginning at its point of occurrence.
- /*LINTSTDLIB*/** Permits a standard prototype-checking library to be formed from header files by making function prototype declarations appear as function definitions. This directive implicitly activates both the **/*NOTUSED*/** and **/*LINTLIBRARY*/** comment directives to reduce warning noise levels.

The **lint** command warning messages give file name and line number. As each file goes through the first pass, warnings for each file and each line number are reported.

If you have not specified the **-c** flag, the **lint** command collects information gathered from all input files and checks it for consistency. At this point, if it is not clear whether a message stems from a given source file or from one of its included files, the **lint** command displays the source file name followed by a question mark.

ANSI programs that include many standard header files may wish to set the **-wD** flag to reduce the quantity of warnings about prototypes not used, and the **-n** flag to disable checking against the ANSI standard library. For non-ANSI programs, it is advisable to specify the **-wk** flag to reduce the amount of warnings concerning

the absence of function prototypes.

Flags

-a	Suppresses messages about assignments of long values to variables that are not long.
-b	Suppresses messages about unreachable break statements.
-c	Causes the lint command to produce an .ln file for every .c file on the command line. These .ln files are the product of the first pass of the lint command only and are not checked for inter-function compatibility.
-C	Specifies to use the C++ libraries (in the /usr/lpp/xlC/lib directory).
-h	Does not try to detect bugs, improper style, or reduce waste.
-lKey	Includes the additional llib-lKey.ln lint library. You can include a lint version of the llib-lm.ln math library by specifying -lm on the command line or llib-ldos.ln library by specifying the -ldos flag on the command line. Use this flag to include local lint libraries when checking files that are part of a project having a large number of files. This flag does not prevent the lint command from using the llib-lc.ln library. The lint library must be in the /usr/ccs/lib directory.
-n	Suppresses the check for compatibility with either the standard or the portable lint libraries. This applies for both the ANSI and extended mode libraries.
-oLibrary	Causes the lint command to create the llib-lLibrary.ln lint library. The -c flag nullifies any use of the -o flag. The lint library produced is the input that is given to the second pass of the lint command. The -o flag simply causes this file to be saved in the named lint library. To produce a llib-lLibrary.ln without extraneous messages, use the -x flag. The -v flag is useful if the source files for the lint library are just external interfaces (for example, the way the llib-lc file is written). These flag settings are also available through the use of lint command comment lines.
-p	Checks for portability to other C language dialects.
-t	Checks for problematic assignments when porting from 32 to 64 bit. Only the following cases are checked: <ul style="list-style-type: none"> • all shift / mask operations are flagged because some operations that work well in 32-bit may cause problems in 64-bit. • warnings are given for the following type of assignments. <pre>int = long int = ptr</pre>
-u	Suppresses messages about functions and external variables that are either used and not defined or defined and not used. Use this flag to run the lint command on a subset of files of a larger program.
-v	Suppresses messages about function parameters that are

	not used.
-wClass [<i>Class...</i>]	Controls the reporting of warning classes. All warning classes are active by default, but can be individually deactivated by including the appropriate option as part of the <i>Class</i> argument. The individual options are listed as: a Non-ANSI features. c Comparisons with unsigned values. d Declaration consistency. h Heuristic complaints. k Use for K+R type source code. l Assignment of long values to variables that are not long. n Null-effect code. o Unknown order of evaluation. p Various portability concerns. r Return statement consistency. s Storage capacity checks. u Proper usage of variables and functions. A Deactivate all warnings. C Constants occurring in conditionals. D External declarations are never used. O Obsolescent features. P Function prototype presence. R Detection of unreachable code.
-x	Suppresses messages about variables that have external declarations but are never used.
-MA	Enforces the ANSI C language standard rules. The default mode is equal to the extended C mode. The ANSI mode prepends the standard ANSI library function prototypes in place of the default extended mode C lint library. The ANSI mode enforces a stricter inter-file object reference and provides definition linkage checks.
-NdNumber	Changes the dimension table size to <i>Number</i> . The default value of <i>Number</i> is 2000.
-NINumber	Changes the number of type nodes to <i>Number</i> . The default value of <i>Number</i> is 8000.
-NnNumber	Increases the size of the symbol table to <i>Number</i> . The default value of <i>Number</i> is 1500.
-NtNumber	Changes the number of tree nodes to <i>Number</i> . The default value of <i>Number</i> is 1000.

In addition, the **lint** command recognizes the following flags of the **cpp** command (macro preprocessor):

-IDirectory	Adds the <i>Directory</i> to the list of directories in which the lint command searches for the #include files.
-DName [= <i>Definition</i>]	Defines the <i>Name</i> , as if by the #define file. The default of the <i>Definition</i> is the value of 1.
-qDBCS	Sets multibyte mode specified by the current locale.
-UName	Removes any initial definition of the <i>Name</i> , where the <i>Name</i> is a reserved symbol

that is predefined by the particular preprocessor.

Exit Status

This command returns the following exit values:

- 0** Successful completion.
- >0** An error occurred.

Examples

1. To check a C program for errors, enter:

```
lint command.c
```

2. To suppress some of the messages, enter:

```
lint -v -x program.c
```

This checks `program.c`, but does not display error messages about unused function parameters (`-v`) or unused externals (`-x`).

3. To check the program against an additional lint library, enter:

```
lint -lsubs program.c
```

This checks `program.c` against both the `/usr/ccs/lib/lint-1c.ln` standard lint library and `/usr/lib/lint-lsubs.ln` lint library.

4. To check against the portable library and an additional library, enter:

```
lint -lsubs -p program.c
```

This checks `program.c` against both the `/usr/ccs/lib/lint-port.ln` portable lint library and `/usr/lib/lint-lsubs.ln` lint library.

5. To check against a nonstandard library only, enter:

```
lint -lsubs -n program.c
```

This checks `program.c` against only `/usr/lib/lint-lsubs.ln`.

Files

<code>/usr/lib/lint[12]</code>	Programs
<code>/usr/ccs/lib/lint-lansi</code>	Declarations for standard ANSI functions (source)
<code>/usr/ccs/lib/lint-lansi.ln</code>	Declarations for standard ANSI functions (binary format)
<code>/usr/ccs/lib/lint-1c</code>	Declarations for standard functions (source)
<code>/usr/ccs/lib/lint-1c.ln</code>	Declarations for standard functions (binary format)
<code>/usr/ccs/lib/lint-lcurses</code>	Declarations for curses functions (source)
<code>/usr/ccs/lib/lint-lcurses.ln</code>	Declarations for curses functions (binary format)
<code>/usr/ccs/lib/lint-lm</code>	Declarations for standard math functions (source)
<code>/usr/ccs/lib/lint-lm.ln</code>	Declarations for standard math functions (binary format)
<code>/usr/ccs/lib/lint-port</code>	Declarations for portable functions (source)
<code>/usr/ccs/lib/lint-port.ln</code>	Declarations for portable functions (binary format)

/usr/lpp/xlC/lib Directory containing C++ libraries
/var/tmp/*lint* Temporary files

Related Information

The **c++** command, **make** command.

listX11input Command

Purpose

Lists X11 input extension records entered into the Object Data Manager (ODM) database.

Syntax

```
listX11input Command  
— listX11input —
```

listX11input

Description

The **listX11input** command lists all X11 input extension records entered in the ODM database.

Error Codes

ODM could not open class The ODM database is not stored in the **/usr/lib/objrepos** directory.

Related Information

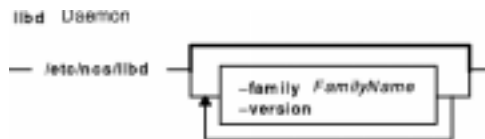
The **addX11input** command, **deleteX11input** command.

llbd Daemon

Purpose

Manages the information in the local location broker database.

Syntax



```
llbd [-family FamilyName] [-version]
```

Description

The **llbd** daemon is part of the Network Computing System (NCS). It manages the local location broker (LLB) database, which stores information about NCS-based server programs running on the local host.

A host must run the **llbd** daemon to support the location broker forwarding function or to allow remote access (for example, by the **lb_admin** tool) to the LLB database. In general, any host that runs an NCS-based server program should run an **llbd** daemon, and **llbd** should be running before any such servers are started. Additionally, any network or internet supporting NCS activity should have at least one host running a global location broker daemon (**glbd**).

The **llbd** daemon is started in one of two ways:

- Through the System Resource Controller (the recommended method), by entering on the command line:

```
startsrc -s llbd
```

- By a person with root user authority entering on the command line:

```
/etc/ncs/llbd &
```

TCP/IP must be configured and running on your system before you start the **llbd** daemon. (You should start the **llbd** daemon before starting the **glbd** or **nrglbd** daemon.)

Flags

-listen *FamilyList* Restricts the address families on which an LLB listens. Use it only if you are creating a special configuration where access to an LLB is restricted to a subset of hosts in the network or internet.

The *FamilyList* is a list of the address families on which the LLB will listen. Names in this list are separated by spaces. Possible family names include **ip**.

If **llbd** is started without the **-listen** option, the LLB will listen on all address families that are supported both by NCS and by the local host.

-version Displays the version of NCS that this llbd belongs to, but does not start the daemon.

Files

/etc/rc.ncs Contains commands to start the NCS daemons.

Related Information

The **lb_admin** command, **startsrc** command..

The **glbd** (NCS) daemon, **nrglbd** (NCS) daemon.

In Command

Purpose

Links files.

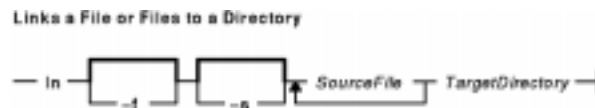
Syntax

To Link a File to a File



ln [**-f**] [**-s**] *SourceFile* [*TargetFile*]

To Link a File or Files to a Directory



ln [**-f**] [**-s**] *SourceFile* ... *TargetDirectory*

Description

The **ln** command links the file designated in the *SourceFile* parameter to the file designated by the *TargetFile* parameter or to the same file name in another directory specified by the *TargetDirectory* parameter. By default, the **ln** command creates hard links. To use the **ln** command to create symbolic links, designate the **-s** flag.

If you are linking a file to a new name, you can list only one file. If you are linking to a directory, you can list more than one file.

The *TargetFile* parameter is optional. If you do not designate a target file, the **ln** command creates a new file in your current directory. The new file inherits the name of the file designated in the *SourceFile* parameter. See example 5.

Notes:

1. You cannot link files across file systems without using the **-s** flag.
2. If *TargetDirectory* is already a symbolic link to a directory, then the **ln** command treats the existing target as a file. This means that a command such as **ln -fs somepath/lname symdir** will not follow the existing symbolic link of **symdir**, instead it will create a new symbolic link from **somepath/lname** to **symdir**.

Flags

-f Causes the **ln** command to replace any destination paths that already exist. If a destination path already exists and the **-f** flag is not specified, the **ln** command writes a diagnostic message to standard error

without creating a new link and continues to link the remaining *SourceFiles*.

- s** Causes the **ln** command to create symbolic links. A symbolic link contains the name of the file to which it is linked. The referenced file is used when an open operation is performed on the link. A **stat** call on a symbolic link returns the linked-to file; an **lstat** call must be done to obtain information about the link. The **readlink** call may be used to read the contents of a symbolic link. Symbolic links can span file systems and refer to directories.

Note: Absolute path names must be used when specifying the *SourceFile* parameter for the –**s** flag. If the absolute path name is not designated, unexpected results may occur when the *SourceFile* and the *TargetFile* parameters are located in different directories. The source file does not need to exist before creating the symbolic link.

Exit Status

This command returns the following exit values:

- 0** All specified files were successfully linked.
- >0** An error occurred.

Examples

1. To create another link (alias) to a file, enter:

```
ln -f chap1 intro
```

This links `chap1` to the new name, `intro`. If `intro` does not already exist, the file name is created. If `intro` does exist, the file is replaced by a link to `chap1`. Then both the `chap1` and `intro` file names will refer to the same file. Any changes made to one also appear in the other. If one file name is deleted with the **del** or the **rm** command, the file is not completely deleted since it remains under the other name.

2. To link a file to the same name in another directory, enter:

```
ln index manual
```

This links `index` to the new name, `manual/index`.

Note: `intro` in example 1 is the name of a file; `manual` in example 2 is a directory that already exists.

3. To link several files to names in another directory, enter:

```
ln chap2 jim/chap3 /home/manual
```

This links `chap2` to the new name `/home/manual/chap2` and `jim/chap3` to `/home/manual/chap3`.

4. To use the **ln** command with pattern-matching characters, enter:

```
ln manual/* .
```

This links all files in the `manual` directory into the current directory, `.` (dot), giving them the same names they have in the `manual` directory.

Note: You must type a space between the asterisk and the period.

5. To create a symbolic link, enter:

```
ln -s /tmp/toc toc
```

This creates the symbolic link, `toc`, in the current directory. The `toc` file points to the `/tmp/toc` file. If the `/tmp/toc` file exists, the **cat**`toc` command lists its contents.

To achieve identical results without designating the *TargetFile* parameter, enter:

```
ln -s /tmp/toc
```

Files

/usr/bin/ln Contains the **ln** command.

Related Information

The **cp** command, **mv** command, **rm** command

The **link** subroutine, **readlink** subroutine, **stat** subroutine, **symlink** subroutine.

Directory Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* describes the structure and characteristics of directories in the file system.

Files Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* describes files, file types, and how to name files.

Linking Files and Directories in *AIX Version 4.3 System User's Guide: Operating System and Devices* explains the concept of file linking.

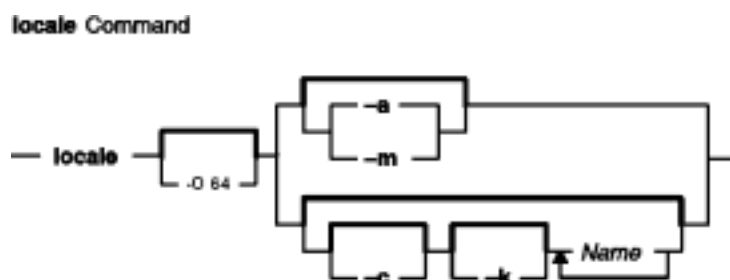
Linking for Programmers in *AIX Version 4.3 General Programming Concepts: Writing and Debugging Programs* discusses links from a programming viewpoint.

locale Command

Purpose

Writes information to standard output about either the current locale or all public locales.

Syntax



```
locale [ -O 64 ] [ -a | -m ] [ [ -c ] [ -k ] Name ... ]
```

Description

The **locale** command writes information to standard output about either the current locale or all public locales. A public locale is a locale available to any application.

To write the name and value of each current locale category, do not specify any flags or variables. To write the names of all available public locales, specify the **-a** flag. To write a list of the names of all available character-mapping (charmap) files, specify the **-m** flag. These charmap filenames are suitable values for the **-f** flag specified with the **localedef** command.

To write information about specified locale categories and keywords in the current locale, specify the *Name* parameter. The *Name* parameter can be one of the following:

- A locale category, such as **LC_CTYPE** or **LC_MESSAGES**
- A keyword, such as **yesexpr** or **decimal_point**
- The **charmap** reserved word to determine the current character mapping

You can specify more than one *Name* parameter with the **locale** command.

If you specify the **locale** command with a locale category name and no flags, the **locale** command writes the values of all keywords in the locale category specified by the *Name* parameter. If you specify the **locale** command with a locale keyword and no flags, the **locale** command writes the value of the keyword specified by the *Name* parameter.

If the *Name* parameter is a locale category name or keyword, the **-c** and **-k** flags can determine the information displayed by the **locale** command.

Flags

- a** Writes the names of all available public locales.
- c** Writes the names of selected locale categories. If the *Name* parameter is a keyword, the **locale** command writes the name of the locale category that contains the specified keyword, and the

value of the specified keyword. If the *Name* parameter is a locale category, the **locale** command writes the name of the specified locale category and the values of all keywords in the specified locale category.

- k** Writes the names and values of selected keywords. If the *Name* parameter is a keyword, the **locale** command writes the name and value of the specified keyword. If the *Name* parameter is a locale category, the **locale** command writes the names and values of all keywords in the specified locale category.
- m** Writes the names of all available character-mapping (charmap) files.
- ck** Writes the name of the locale category, followed by the names and values of selected keywords. If the *Name* parameter is a keyword, the **locale** command writes the name of the locale category that contains the specified keyword, and the name and value of the specified keyword. If the *Name* parameter is a locale category, the **locale** command writes the name of the specified locale category and the names and values of all keywords in the specified locale category.
- O 64** Displays locale information as seen by a 64 bit executable. This should be identical to information as seen by a 32 bit executable.

Exit Status

This command returns the following exit values:

- 0** All the requested information was found and output successfully.
- >0** An error occurred.

Examples

1. To retrieve the names and values of all the current locale environment variables, enter:

```
locale
```

If `locale_x` and `locale_y` are valid locales on the system, as determined with `locale -a`, and if the locale environment variables are set as follows:

```
LANG=locale_x
LC_COLLATE=locale_y
```

The **locale** command produces the following output:

```
LANG=locale_x
LC_CTYPE="locale_x"
LC_COLLATE=locale_y
LC_TIME="locale_x"
LC_NUMERIC="locale_x"
LC_MONETARY="locale_x"
LC_MESSAGES="locale_x"
LC_ALL=
```

Note: When setting the locale variables, some values imply values for other locale variables. For example, if the `LC_ALL` locale variable is set to the `En_US` locale, all locale environment variables are set to the `En_US` locale. In addition, implicit values are enclosed in double quotes (`"`). Explicitly set values are not enclosed in double quotes (`"`). See "Understanding Locale Environment Variables" in *AIX Version 4.3 System Management Concepts: Operating System and Devices* for more information.

2. To determine the current character mapping, enter:

```
locale charmap
```

If the **LC_ALL** locale variable is set to the C locale, the **locale** command produces the following output:

```
ISO8859-1
```

3. To retrieve the value of the `decimal_point` delimiter for the current locale, enter:

```
locale -ck decimal_point
```

If the **LC_ALL** locale variable is set to the C locale, the **locale** command produces the following output:

```
LC_NUMERIC
decimal_point="."
```

Related Information

The **localedef** command.

Character Set Description (charmap) Source File Format and Locale Definition Source File Format in *AIX Version 4.3 Files Reference*.

For specific information about the locale definition source file format, categories, and their locale variables, see the **LC_COLLATE** category, **LC_CTYPE** category, **LC_MESSAGES** category, **LC_MONETARY** category, **LC_NUMERIC** category, and **LC_TIME** category in *AIX Version 4.3 Files Reference*.

National Language Support Overview for System Management, Locale Overview for System Management, and Understanding Locale Environment Variables in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

localedef Command

Purpose

Converts locale and character set description (charmap) source files to produce a locale database.

Syntax



```
localedef [ -c ] [ -f Charmap ] [ -i SourceFile ] [ -L LinkOptions ] [ -m MethodFile ] LocaleName
```

Description

The **localedef** command converts source files that contain definitions of locale-dependent information (such as collation, date and time formats, and character properties) into a locale object file used at run-time. The locale object file created by the **localedef** command is then used by commands and subroutines that set the locale with the **setlocale** subroutine.

The **-iSourceFile** flag and variable specify the file that contains the source category definitions. If the **-i** flag is not specified, the file is read from standard input.

The **-fCharMap** flag and variable specify a file that maps character symbols to actual character encodings. Using the **-f** flag allows one locale source definition to be applicable to more than one code set. If the **-f** flag is not specified, the default value for the *CharMap* variable is ISO8859-1.

The *LocaleName* parameter specifies the locale name for the locale database generated by the **localedef** command from the specified source files. The *LocaleName* parameter can be either an absolute path name for the file location or a relative path name.

If a locale category source definition contains a copy statement and the statement names an existing locale installed in the system, the **localedef** command proceeds as though the source definition contained the valid category source definition for the named locale.

Notes:

1. The **localedef** command uses the C compiler to generate the locale database. Therefore, to use this command you must have the C compiler installed.
2. When replacing systemwide databases, it is advisable to do a soft reboot to ensure that the new locale is used throughout the system.

If an error is detected, no permanent output is created.

If warnings occur, permanent output is created when the **-c** flag is specified. The following conditions cause warning messages to be issued:

- A symbolic name not found in the file pointed to by the *Charmap* variable is used for the descriptions

of the **LC_TYPE** or **LC_COLLATE** categories. This is an error condition for other categories.

- The number of operands to the **order_start** keyword exceeds the **COLL_WEIGHTS_MAX** limit.
- Optional keywords not supported by the implementation are present in the source file.

Flags

- c** Forces the creation of locale tables even if warning messages have been issued.
- f CharMap** Specifies the name of a file containing a mapping of character symbols and collating element symbols to actual character encodings. A locale is associated with one and only one code set. If this flag is not specified, the ISO 8859-1 code set is assumed.
Note: The use of certain system-provided *CharMap* files is fully supported. However, while correctly defined user-provided *CharMap* files may work properly, the result of such use is not guaranteed.
- i SourceFile** Specifies the path name of a file containing the locale category source definitions. If this flag is not present, source definitions are read from standard input.
- LLinkOptions** Passes the specified link options to the **ld** command used to build the locale.
- mMethodFile** Specifies the name of a method file that describes the methods to be overridden when constructing a locale. The **localedef** command reads the method file and uses entry points when constructing the locale objects. The code set methods specified are also used in parsing the file pointed to by the *CharMap* variable.
- LocaleName* Specifies the name of the locale to be created. This is the name that can subsequently be used to access this locale information.

Exit Status

The **localedef** command returns the following exit values:

- 0** No errors occurred and the locales were successfully created.
- 1** Warnings occurred and the locales were successfully created.
- 2** The locale specification exceeded limits or the code set or sets used were not supported by the implementation, and no locale was created.
- 3** The capability to create new locales is not supported.
- >3** Warnings or errors occurred and no locales were created.

Examples

1. To create a locale called `Austin` from standard input and disregard warnings, enter:

```
localedef -c Austin
```

2. To create a locale called `Austin` with `Austin.src` as source input, enter:

```
localedef -i Austin.src Austin
```

3. To create a locale called `Austin` from `Austin.src`, with `IBM-850` as the character map file, enter:

```
localedef -f IBM-850 -i Austin.src Austin
```

Related Information

The **ld** command, **locale** command.

The **setlocale** subroutine.

Character Set Description (charmap) Source File Format, Locale Definition Source File Format and Method Source File Format in *AIX Version 4.3 Files Reference*.

For specific information about the locale categories and their keywords, see the **LC_COLLATE** category, **LC_CTYPE** category, **LC_MESSAGES** category, **LC_MONETARY** category, **LC_NUMERIC** category, and **LC_TIME** category for the locale definition source file format in *AIX Version 4.3 Files Reference*.

Locale Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

National Language Support Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

lock Command

Purpose

Reserves a terminal.

Syntax



lock [*-Timeout*]

Description

The **lock** command requests a password from the user, reads it, and requests the password a second time to verify it. In the interim, the command locks the terminal and does not relinquish it until the password is received the second time or one of the following occurs:

- The timeout interval is exceeded.
- The command is killed by a user with appropriate permission.

The timeout default value is 15 minutes, but this can be changed with the *-Timeout* flag.

Flags

-Timeout Indicates the timeout interval in minutes, as specified by the *Timeout* parameter. The default value is 15 minutes.

Examples

1. To reserve a terminal under password control, enter:

```
lock
```

You are prompted for the password twice so the system can verify it. If the password is not repeated within 15 minutes, the command times out.

2. To reserve a terminal under password control, with a timeout interval of 10 minutes, enter:

```
lock -10
```

Files

/usr/bin/lock Contains the **lock** command.

Related Information

The **passwd** command.

For more information about the identification and authentication of users, discretionary access control, the

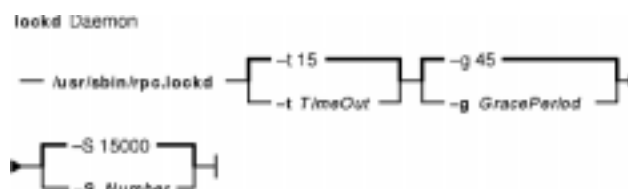
trusted computing base, and auditing, refer to Security Administration in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

lockd Daemon

Purpose

Processes lock requests.

Syntax



```
/usr/sbin/rpc.lockd [ -t TimeOut ] [ -g GracePeriod ] [ -S Number ]
```

Description

The **lockd** daemon processes lock requests that are either sent locally by the kernel or remotely by another lock daemon. The **lockd** daemon forwards lock requests for remote data to the server site lock daemon through the RPC package. The **lockd** daemon then asks the **statd** (status monitor) daemon for monitor service. The reply to the lock request is not sent to the kernel until both the **statd** daemon and the server site **lockd** daemon reply. The **statd** daemon should always be started before the **lockd** daemon.

If either the status monitor or the server site lock daemon is unavailable, the reply to a lock request for remote data is delayed until all daemons become available.

When a server recovers, it waits for a grace period for all client site **lockd** daemons to submit reclaim requests. The client site **lockd** daemons, on the other hand, are notified of the server recovery by the **statd** daemon. These daemons promptly resubmit previously granted lock requests. If a **lockd** daemon fails to secure a previously granted lock at the server site, the **lockd** daemon sends a SIGLOST signal to the process.

The **lockd** daemon is started and stopped with the following System Resource Controller (SRC) commands:

```
startsrc -s rpc.lockd
stopsrc -s rpc.lockd
```

To modify the arguments passed to the **lockd** daemon when it is started, use the following command:

```
chssys -s rpc.lockd -a Arguments
```

The status monitor maintains information on the location of connections as well as the status in the **/etc/sm** directory, the **/etc/sm.bak** file, and the **/etc/state** file. When restarted, the **statd** daemon queries these files and tries to reestablish the connection it had prior to termination. To restart the **statd** daemon, and subsequently the **lockd** daemon, without prior knowledge of existing locks or status, delete these files before restarting the **statd** daemon.

Flags

-gGracePeriod Uses the *GracePeriod* variable to specify the amount of time, in seconds, that the **lockd** daemon should wait for reclaim requests for previously granted locks. The default value of the *GracePeriod* variable is 45 seconds.

- S***Number* Changes the size of the socket buffer to the size specified by the *Number* variable. The default value of the *Number* variable is 15,000 bytes.
- Notes:**
1. The **-S** flag is only available on AIX version 4.2.0 and prior releases.
 2. To set the socket buffer size higher than 56,000 bytes, first use the **no** command with the `sb_max` option to increase the kernel's maximum socket buffer size. Then use the **lockd** daemon with the **-S***Number* flag.
- t** *TimeOut* Uses the *TimeOut* variable to specify the interval between retransmitting lock requests to the remote server. The default value for the *TimeOut* variable is 15 seconds.

Examples

1. To specify a grace period, enter:

```
/usr/sbin/rpc.lockd -g 60
```

In this example, the grace period is set for 60 seconds.

2. To specify the amount of time the **lockd** daemon should wait before retransmitting a lock request, enter:

```
/usr/sbin/rpc.lockd -t 30
```

In this example, the retransmissions occur after 30 seconds.

Related Information

The **chssys** command, **nfso** command, **no** command.

The **statd** daemon.

The **fcntl** subroutine, **lockf** subroutine, **signal** subroutine.

List of NFS Commands.

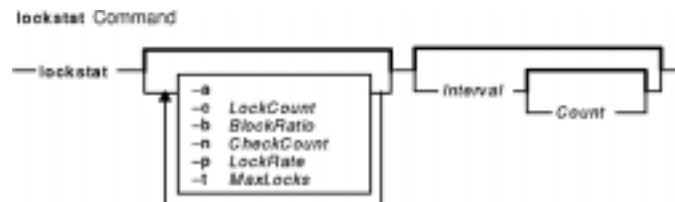
Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

lockstat Command

Purpose

Displays simple and complex lock contention information.

Syntax



```
lockstat [ -a ] [ -c LockCount ] [ -b BlockRatio ] [ -n CheckCount ] [ -p LockRate ]
```

```
[ -t MaxLocks ] [ Interval [ Count ] ]
```

Description

Note: To enable lock statistics collection, the **bosboot -L** command must be executed.

The **lockstat** command reports statistics about contention in the operating system among simple and complex kernel locks. Reports generated by the **lockstat** command can be used to ensure that system performance is not being reduced by excessive lock contention.

The **lockstat** command generates a report for each kernel lock which meets all the specified conditions. If no condition values are specified, default conditions are used. The reports give information about the number of lock requests for each lock. A lock request is a lock operation (such as taking or upgrading a lock) which in some cases cannot be satisfied immediately. A lock request which cannot be satisfied at once is said to block. A blocked request will either spin (repeatedly execute instructions which do nothing) or sleep (allowing another thread to execute).

The column headings in the **lockstat** command listing have the following meanings:

Subsys The subsystem to which the lock belongs.

Name The symbolic name of the lock class.

Ocn The occurrence number of the lock in its class.

Ref/s The reference rate, or number of lock requests per second.

%Ref The reference rate expressed as a percentage of all lock requests.

%Block The ratio of blocking lock requests to total lock requests. A block occurs whenever the lock cannot be taken immediately.

%Sleep The percentage of lock requests that cause the calling thread to sleep.

Flags

-a Displays a supplementary list showing the most requested (or active) locks, regardless of the conditions defined by other flags.

-c LockCount Specifies how many times a lock must be requested during an interval in order to be

displayed. The default value of the *LockCount* parameter is 200.

- b *BlockRatio*** Specifies a block ratio. A lock must have a block ratio that is higher than the specified *BlockRatio* parameter in order to be listed. The default value of the *BlockRatio* parameter is five percent.
- n *CheckCount*** Specifies the number of locks that are to be checked. The **lockstat** command sorts locks according to lock activity. The *CheckCount* parameter determines how many of the most active locks will be subject to further checking. Limiting the number of locks that are checked maximizes system performance, particularly if the *Count* parameter is used to run the **lockstat** command repeatedly. By default, the 40 most active locks are checked.
- p *LockRate*** Specifies a percentage of the activity of the most-requested lock in the kernel. Only locks that are more active than this will be listed. The default *LockRate* value is two, meaning that the only locks listed are those requested at least two percent as often as the most active lock. Note that *LockRate* is not the same concept as the *%Ref* field, which is relative to the total number of lock requests.
- t *MaxLocks*** Specifies the maximum number of locks to be displayed. The default is to list up to 10 locks.

Parameters

Interval Specifies the amount of time in seconds between each report. Each report contains statistics collected during the interval since the previous report. If the *Interval* parameter is not specified, the **lockstat** command generates a single report covering an interval of one second and then exits.

Count Determines the number of reports generated. The *Count* parameter can only be specified with the *Interval* parameter. If the *Interval* parameter is specified without the *Count* parameter, reports are continuously generated. A *Count* parameter of 0 is not allowed./TD>

Examples

1. To generate a single lock statistic report based on default conditions, enter:
lockstat

The output is similar to:

Subsys	Name	Ocn	Ref/s	%Ref	%Block	%Sleep
PROC	PROC_LOCK_CLASS	2	1442	3.06	6.98	0.75
PROC	PROC_INT_CLASS	1	1408	2.98	5.86	1.77
IOS	IOS_LOCK_CLASS	4	679	1.44	5.19	2.29

2. To generate 100 lock statistic reports at one second intervals, displaying only those locks which are more than 50 percent as active as the most active lock, enter:
lockstat -p
50 1 100

File

/usr/bin/lockstat Contains the **lockstat** command.

Related Information

The **iostat** command, **vmstat** command, and the **bosboot** command.

The **dlock** subcommand for the **crash** command.

The **/dev/kmem** special file.

logform Command

Purpose

Initializes a logical volume for use as a JFS log.

Syntax

```
logform Command
— logform — LogName —|
```

logform *LogName*

Description

Attention: Executing the **logform** command on any Journaled File System (JFS) log device can result in data loss and file system corruption for all JFS file systems logged by the log device.

The **logform** command initializes a logical volume for use as a JFS log device. The **logform** command destroys all log records on existing log devices, which may result in file system data loss.

The *Logname* parameter specifies the absolute path to the logical volume to be initialized (for example, /dev/jfslog1).

Note: The only intended use for the **logform** command is to initialize a JFS log logical volume as a JFS log device. The SMIT interface for creating a JFS and the **crfs** command allow only one JFS log device per volume group.

Examples

1. To create a JFS logging device on a newly created volume group, first create a logical volume of type `jfslog`:

```
mklv -t jfslog -y jfslog1 newvg 1
```

This command creates a `jfslog` logical volume named `jfslog1` in the volume group `newvg`. The size of the logical volume is 1 logical partition.

2. To format the `jfslog1` logical volume once it has been created, enter:

```
logform /dev/jfslog1
```

The `jfslog1` logical volume is now ready to be used as a JFS log device.

Files

/etc/filesystems Lists the known file systems and defines their characteristics, including the log device.

Related Information

The **crfs** command, **mkfs** command, **mklv** command.

The File System Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

The Mounting Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains mounting files and directories, mount points, and automatic mounts.

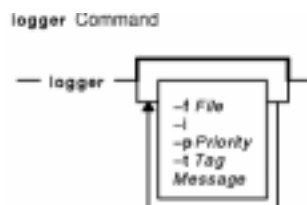
The Understanding Journaled File System Size Limitations in *AIX Version 4.3 System Management Concepts: Operating System and Devices*

logger Command

Purpose

Makes entries in the system log.

Syntax



```
logger [ -fFile ] [ -i ] [ -pPriority ] [ -tTag ] [ Message ]
```

Description

The **logger** command provides an interface to the **syslog** subroutine, which writes entries to the system log. A *Message* variable can be specified on the command line, which is logged immediately, or a *File* variable is read and each line of the *File* variable is logged. If you specify no flags or variables, the **logger** command will wait for you to enter a message from standard input.

Flags

- fFile** Logs the specified *File* variable. If the *Message* variable is specified, this flag is ignored.
- i** Logs the process ID of the logger process with each line.
- pPriority** Enters the message with the specified priority. The *Priority* parameter may be a number or a *facility.level* priority specifier.
- t Tag** Marks every line in the log with the specified *Tag* parameter.
- Message* Indicates the message to log. If this variable is not specified, the **logger** command logs either standard input or the file specified with the **-fFile** flag.

Examples

1. To log a message indicating a system reboot, enter:

```
logger System rebooted
```
2. To log a message contained in the `/tmp/msg1` file, enter:

```
logger -f /tmp/msg1
```
3. To log the daemon facility critical level messages, enter:

```
logger -pdaemon.crit
```

Exit Status

This command returns the following exit values:

- 0** Successful completion.
- >0** An error occurred.

Files

`/usr/bin/logger` Contains the **logger** command.

Related Information

The **syslogd** daemon.

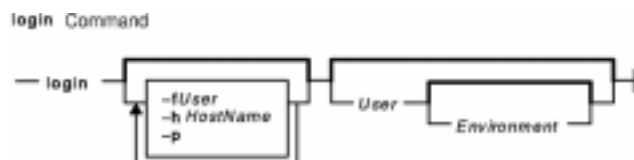
The **syslog** subroutine.

login Command

Purpose

Initiates a user session.

Syntax



¹ This command is not normally entered on the command line.

```
login [ -hHostName ] [ -p ] [ -f User ] [ User [ Environment ] ]
```

Description

The **login** command (part of the **tsm** command) initiates sessions on the system for the user specified by the *User* parameter. You can also specify environment variables to be added to the user's environment. These are strings of the form *Variable=Value*. The **login** command is not normally entered on the command line.

Notes:

1. The **PATH**, **IFS**, **HOME**, and **SHELL** environment variables may not be initialized from the command line.
2. The **login** command supports multibyte user names. It is recommended that the system administrator restrict the user names to characters within the portable character set to remove any ambiguity.
3. If the **/etc/nologin** file exists, the system prevents the user from logging in and displays the contents of the **/etc/nologin** file. The system does allow the root user to log in if this file exists. The **/etc/nologin** file is removed when you reboot the system.

The **login** command can handle Distributed Computing Environment (DCE) user names of up to 1024 characters. DCE user names are stored in the **LOGIN** environment variable. Because DCE user names do not conform to standard operating system requirements, the first 8 characters of the DCE user name are stored in all standard operating system files and environments.

The **login** command performs the following functions:

- | | |
|--------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Checks accounts | The login command validates the user's account, ensuring authentication, logins enabled properly, and correct capacity for the port used for the login. |
| Authenticates users | The login command verifies the user's identity by using the system defined authentication methods for each user. If a password has expired, the user must supply a new password. If secondary authentication methods are defined, these methods are invoked but need not be successful in order to log in to the system. |
| Establishes credentials | The login command establishes the initial credentials for the user from the user database. These credentials define the user's access rights and accountability on the system. |

Initiates a session The **login** command initializes the user environment from the user database, from the command line, and from the **/etc/environment** configuration file; changes the current directory to the user's home directory (normally); and runs the user's initial program.

These functions are performed in the order given; if one fails, the functions that follow are not performed.

When a user logs in successfully, the **login** command makes entries in the **/etc/utmp** file that tracks current user logins and the **/var/adm/wtmp** file that is used for accounting purposes. The **login** command also sets the **LOGIN** and **LOGNAME** environment variables.

Information pertaining to each unsuccessful login is recorded in the **/etc/security/failedlogin** file. The information stored is the same as that in the **/etc/utmp** file, except that unrecognizable user names are logged as **UNKNOWN_USER**. This ensures that a password accidentally entered as a user name, for example, is not allowed into the system unencrypted.

After a successful login, the **login** command displays the message of the day, the date and time of the last successful and unsuccessful login attempts for this account, and the total number of unsuccessful login attempts for this account since the last successful login. These messages are suppressed if there is a **.hushlogin** file in your home directory.

The **login** command also changes the ownership of the login port to the user. This includes any ports noted as synonyms in the **/etc/security/login.cfg** file.

In order to preserve the integrity of the system, only one session at a time is allowed to be logged in to a port. This means that the **login** command entered from the shell prompt cannot succeed, as both the original session and the new login session would be on the same port. However, the **execlogin** command succeeds because a new shell replaces the current one. The **login** command is typically a built-in shell command, causing the shell to replace itself.

Note: Unless your terminal displays only uppercase letters, your user name should not consist of uppercase letters exclusively.

To log in with multibyte user names, you must first open a Japanese window (**aixterm**) and initiate a new login from the Japanese window.

Flags

- fUser** Identifies a user who has already been authenticated. If the real ID of the login process is root (0), then the user is not authenticated.
- hHostName** Identifies the login as a remote login and specifies with the *HostName* variable the name of the machine requesting the login. This form of the login is used only by the **telnetd** and **rlogind** daemons.
- p** Preserves the current terminal type by setting it the value of the **\$TERM** environment variable instead of the type contained in the **CuAt/PdAt** object classes database.

Security

Access Control: This command sets the **setuid** permission to the root user, grants executable (**x**) permission to any user, and is in the Trusted Computing Base.

Examples

To log in to the system as user `jamesd`, enter the following at the login prompt:

```
login: jamesd
```

If a password is defined, the password prompt appears. Enter your password at this prompt.

Files

/usr/sbin/login	Contains the login command.
/etc/utmp	Contains accounting information.
/var/adm/wtmp	Contains accounting information.
/etc/motd	Contains the message of the day.
/etc/passwd	Contains passwords.
\$HOME/.hushlogin	Suppresses login messages.
/etc/environment	Contains user environment configuration information.
/etc/security/login.cfg	Contains port synonyms.
/etc/security/lastlog	Contains information pertaining to the most recent successful and unsuccessful login attempts.
/etc/security/failedlogin	Contains information pertaining to each unsuccessful login.

Related Information

The **getty** command, **setgroups** command, **setsenv** command, **su** command **tsh** command.

The **utmp**, **wtmp**, **failedlogin** file format, **lastlog** file format.

The **authenticate** subroutine, **setuid** subroutine.

Suppressing Login Messages in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Login and Logout Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Shells Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* describes what shells are, the different types of shells, and how shells affect the way commands are interpreted.

logname Command

Purpose

Displays login name.

Syntax

```
logname Command  
— logname —
```

logname

Description

The **logname** command displays the login name of the current process. This is the name that the user logged in with and corresponds to the **LOGNAME** variable in the system–state environment. This variable is only set when the user logs into the system.

Security

Access Control: This program is installed as a normal user program in the Trusted Computing Base.

Exit Status

This command returns the following exit values:

- 0 Successful completion.
- >0 An error occurred.

Examples

To display your login name to standard output, enter:

```
logname
```

Files

/usr/bin/logname Contains the **logname** command.

Related Information

The **getty** command, the **login** command, the **setgroups** command, the **setseenv** command, the **su** command, the **tsh** command.

logout Command

Purpose

Stops all processes on a port.

Syntax

```
logout Command  
— logout —
```

logout

Description

The **logout** command terminates all processes either with the same controlling terminal as the present process or with all processes which have this terminal open. Processes that are not children of the present process are terminated upon access to the terminal. The present process is also terminated. If the **login** command user and the **logout** command user do not match, the **logout** command permission is denied, and the command stops.

Examples

From a shell started by the **ksh** or **bsh** command, enter:

```
logout
```

Files

/usr/bin/logout Contains the **logout** command.

/etc/utmp Contains a record of logged-in users.

Related Information

The **bsh** command, **getty** command, **init** command, **ksh** command, **login** command, **setgroups** command, **shell** command, **su** command, **tsh** command **tsh** command **tsh** command.

The **setuid** subroutine.

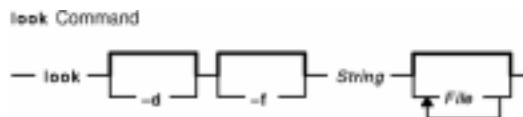
Shells Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* describes what shells are, the different types of shells, and how shells affect the way commands are interpreted.

look Command

Purpose

Finds lines in a sorted file.

Syntax



```
look [ -d ] [ -f ] String [ File ... ]
```

Description

The **look** command searches sorted files specified by the *File* parameter and prints all lines that begin with the string specified by the *String* parameter. The **look** command uses a binary search, therefore files specified by the *File* parameter must be sorted in the C locale collating sequence.

The **-d** and **-f** flags affect comparisons as in the **sort** command. This means a file must be sorted using the **-f** flag in the **sort** command before using the **look** command with the **-f** flag.

If the *File* parameter is not specified, the `/usr/share/dict/words` file is assumed with the collating sequence specified by the **-df** flags. The sort is completed using the current collating sequence. This should match the collating sequence used to produce the dictionary file.

Flags

- d** Specifies dictionary order. Only letters, digits, tabs, and spaces are considered in comparisons.
- f** Compares uppercase and lowercase letters as equivalent values. Case is not considered in the sorting so that initial-capital and all-capital words are not grouped together at the beginning of the output.
 - Note:** To use the **look-f** command, the input file must be sorted with the **sort -f** command.

Example

To search for all lines in the `sortfile` file that begin with the letter `a`, enter:

```
look a sortfile
```

File

`/usr/share/dict/words` Contains the default dictionary.

Related Information

The **grep** command, **sort** command.

Input and Output Redirection Overview in *AIX Version 4.3 System User's Guide: Operating System and*

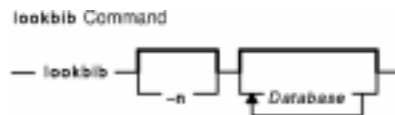
Devices.

lookbib Command

Purpose

Finds references in a bibliography.

Syntax



lookbib [**-n**] [*Database* ...]

Description

The **lookbib** command uses an inverted index made by the **indxib** command to find sets of bibliographic references. The **lookbib** command reads keywords typed after the > prompt on the terminal, and retrieves records containing all these keywords. If nothing matches, nothing is returned except another > prompt.

The **lookbib** command asks if you need instructions and prints some brief information if you type a user-defined affirmative answer.

The *Database* parameter specifies files that contain bibliographic references, indexes, or similar types of information. It is possible to search multiple databases as long as they have a common index made by the **indxib** command. In that case, only the first database name given to the **indxib** command is specified to the **lookbib** command.

If the **lookbib** command does not find the index files (the **.i[abc]** files), it looks for a reference file with the same name as the first database, but without the suffixes. It creates a file with a **.ig** suffix, suitable for use with the **fgrep** command. It then uses this **fgrep** command file to find references. Using the **.ig** file is simpler but slower than using the **.i[abc]** files, and does not allow the use of multiple reference files.

Flags

-n Turns off the prompt for instructions.

Files

Database.**ia** Contains the entry file.

Database.**ib** Contains the posting file.

Database.**ic** Contains the tag file.

Database.**ig** Contains the output file.

Related Information

The **addbib** command, **indxib** command, **refer** command, **roffbib** command, **sortbib** command.

lorder Command

Purpose

Finds the best order for member files in an object library.

Syntax



```
lorder [ -X {32|64|32_64}]File ...
```

Description

The **lorder** command reads one or more object or library archive files, looking for external references and writing a list of paired file names to standard output. The first pair of files contains references to identifiers that are defined in the second file.

If object files do not end with **.o**, the **lorder** command overlooks them and attributes their global symbols and references to some other file.

Flags

-Xmode Specifies the type of object file **lorder** should examine. The *mode* must be one of the following:

- 32 Processes only 32-bit object files
- 64 Processes only 64-bit object files
- 32_64 Processes both 32-bit and 64-bit object files

The default is to process 32-bit object files (ignore 64-bit objects). The *mode* can also be set with the **OBJECT_MODE** environment variable. For example, **OBJECT_MODE=64** causes **lorder** to process any 64-bit objects and ignore 32-bit objects. The **-X** flag overrides the **OBJECT_MODE** variable.

Files

/tmp/sym* Contains temporary files.

Related Information

The **ar** command, **ld** command, **tsort** command, **xargs** command.

The **ar** file.

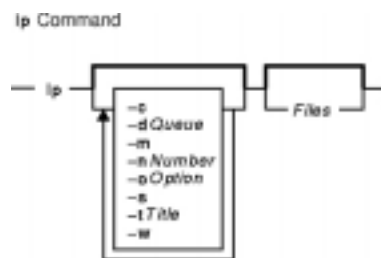
Subroutines Overview in *AIX Version 4.3 General Programming Concepts*.

lp Command

Purpose

Sends requests to a line printer.

Syntax



```
lp [ -c ] [ -dQueue ] [ -m ] [ -nNumber ] [ -oOption ] [ -s ] [ -tTitle ] [ -w ] [ Files ]
```

Description

The **lp** command arranges for the files specified by the *Files* parameter and their associated information (called a request) to be printed by a line printer. If you do not specify a value for the *Files* parameter, the **lp** command accepts standard input. The file name `-` (dash) represents standard input and can be specified on the command line in addition to files. The **lp** command sends the requests in the order specified. If the job is submitted to a local print queue, the **lp** command displays the following to standard output:

```
Job number is: nnn
```

where *nnn* is the assigned job number. To suppress the job number use the `-s` flag.

Flags

- `-c` Copies the files to be printed immediately when the **lp** command is run. The **lp** command copies files only when requested. No links are created. If you specify the `-c` flag, be careful not to remove any of the files before they are printed. If you do not specify the `-c` flag, changes made to the files after the request is made appear in the printed output.
- `-dQueue` Specifies the print queue to which a job is sent.
- `-m` Sends mail (see the **mail** command) after the files are printed. By default, no mail is sent upon normal completion of the print request.
- `-nNumber` Prints the number of copies of printed output. The default number of copies is 1.
- `-oOption` Specifies that flags specific to the backend be passed to the backend. Thus, for each queue, other flags not described in this article can be included with the **lp** command. See the **piobe** command for a list of these flags. Specifying this flag is the same as specifying the `-o` flag for the **enq** command.
- `-s` Suppresses the automatic return of job numbers. The **lp** command reports the job number as the default, the `-s` flag overrides the default.
- `-tTitle` Specifies printing the title of the file on the banner page of the output.
- `-w` Writes a message on the print requester's terminal after the files are printed. If the requestor is not logged in, the **mail** command sends the message. If the user is logged in on multiple windows or terminals, the message may not be sent to the LFT where the command was issued. The message

is sent to the first terminal on which the **writesrv** daemon sees the user to be logged in.

Note: If the **-w** flag is used in conjunction with the **-m** flag, the print requester will only receive mail and will not get a message on the terminal.

Examples

1. To print the **/etc/motd** file on printer `lp0` attached to device `d1p0`, enter:

```
lp /etc/motd
```

2. To print 30 copies of the **/etc/motd** file using a copy of the file, and to notify the user that the job is completed using mail, enter:

```
lp -c -m -n30 -d1p0:lpd0 /etc/motd
```

3. To print the **/etc/motd** file using backend flags **-f** and **-a**, with a job title of `blah`, enter:

```
lp -t"blah" -o -f -o -a /etc/motd
```

4. To queue the `MyFile` file and return the job number, enter:

```
lp myfile
```

5. To queue the `MyFile` file and suppress the job number, enter:

```
lp -s myfile
```

Exit Status

This command returns the following exit values:

- 0** All input files processed successfully.
- >0** No output device is available, or an error occurred.

Files

- /usr/sbin/qdaemon** Contains the queuing daemon.
- /var/spool/lpd/qdir/*** Contains the queue requests.
- /var/spool/lpd/stat/*** Contains information on the status of the devices.
- /var/spool/qdaemon/*** Contains temporary copies of enqueued files.
- /etc/qconfig** Contains the queue configuration file.
- /etc/qconfig.bin** Contains digested, binary version of the **/etc/qconfig** file.

Related Information

The **cancel** command, **enable** command, **lpr** command, **lpstat** command, **mail** command.

The **writesrv** daemon.

The **/etc/qconfig** file.

Starting a Print Job in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Printer Overview for System Management in the *AIX Version 4.3 Guide to Printers and Printing*.

Printers, Print Jobs, and Queues Overview for Users in *AIX Version 4.3 System User's Guide: Operating*

System and Devices.

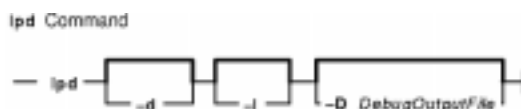
Spooler Overview for System Management in *AIX Version 4.3 Guide to Printers and Printing.*

lpd Command

Purpose

Provides the remote print server on a network.

Syntax



```
lpd [ -d ] [ -l ] [-DDebugOutputFile]
```

Description

The **lpd** daemon is the remote print server. It monitors port 515 for print requests. Each request is placed in a directory named **/var/spool/lpd**.

A computer on a network (host) that can create a Transmission Control Protocol/Internet Protocol (TCP/IP) data stream and use the **lpd** protocol can print remotely or act as a print server. As a security feature, the **lpd** daemon accepts print requests only from remote hosts that are listed in the local **/etc/hosts.equiv** or **/etc/hosts.lpd** file.

The **lpd** daemon can run on any host in the network; its function is to accept print requests from foreign hosts (on port 515). The **lpd** daemon handles each request by forking a child process. Remote requests are first checked against the **/etc/hosts.equiv** and **/etc/hosts.lpd** files for permission to print on the local host.

Changes can be made to the **/etc/hosts.equiv** and **/etc/hosts.lpd** files without restarting the system. To put changes to these files into effect without restarting the system, use the System Resource Controller (SRC) **refresh** command. This command causes the **/etc/hosts.equiv** and **/etc/hosts.lpd** database files to be reloaded and the changes implemented.

Note: The queuing system does not support multibyte host names.

The **/etc/locks/lpd** file contains the process ID of the currently running instance of the **lpd** daemon. If the current machine becomes inoperable, you may need to remove the ID for the **lpd** daemon when the system starts up again. The error message displayed is `lpd: lock file or duplicate daemon`.

Manipulating the lpd Daemon with the System Resource Controller

The **lpd** daemon is a subsystem controlled by the System Resource Controller (SRC). The **lpd** daemon is a member of the TCP/IP system group.

Use the following SRC commands to manipulate the **lpd** daemon:

startsrc Starts a subsystem, group of subsystems, or a subserver.

stopsrc Stops a subsystem, group of subsystems, or a subserver.

refresh Causes the subsystem or group of subsystems to reread the appropriate configuration file.

traceson Enables tracing of a subsystem, group of subsystems, or a subserver.

tracesoff Disables tracing of a subsystem, group of subsystems, or a subserver.

lssrc Gets the status of a subsystem, group of subsystems, or a subserver.

Flags

- d** Sends a status of Inactive to be logged with the SRC controller and sends error messages during socket communication setup failures to the user display.
- l** Sends a status of Active to be logged with the SRC controller and sends valid or invalid job request messages to the user display.
- D *DebugOutputFile*** Sends extensive debugging output used for problem determination to the file specified by *DebugOutputFile*. This should only be used during problem determination as the *DebugOutputFile* can grow large rapidly. If the output file specified already exists, new debugging output is appended to the end of it. If there are any problems creating or writing to the output file, the debugging option is ignored.

Examples

1. To start the **lpd** server daemon, enter:

```
startsrc -s lpd
```
2. To start the **lpd** server daemon while enabling the display of certain error messages, enter:

```
startsrc -s lpd -a "-d"
```
3. To send logging information to the **stderr** daemon, enter:

```
startsrc -s lpd -a "-l"
```
4. To start the **lpd** server daemon in debugging mode with output going to **/tmp/dbglpd.out**, enter:

```
startsrc -s lpd -a "-D /tmp/dbglpd.out"
```

Files

/usr/sbin/lpd	Specifies the path to the lpd daemon.
/dev/lp*	Contains the names of print devices.
/etc/hosts.equiv	Contains the names of hosts allowed to execute commands and print.
/etc/hosts.lpd	Contains the names of hosts allowed to print only.
/var/spool/lpd	Contains the spool directory for control, status, and data files.
/etc/locks/lpd	Contains the PID of the currently running lpd daemon. After a system crash, this PID may need to be deleted. The following error message indicates the problem: <pre>lpd: lock file or duplicate daemon</pre>

Related Information

Using the lpd Remote Subsystem in the *AIX Version 4.3 Guide to Printers and Printing*.

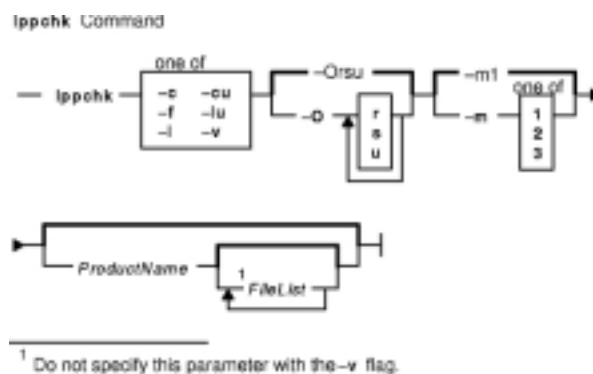
Remote Printing Overview in the *AIX Version 4.3 Guide to Printers and Printing*.

Ippchk Command

Purpose

Verifies files of an installable software product.

Syntax



```
ippchk { -c[ u ] | -f | -l [ u ] | -v } [ -m [ 1 | 2 | 3 ] ] [ -O { [ r ] [ s ] [ u ] } ] [ ProductName [ FileList ... ] ]
```

Description

The **ippchk** command verifies that files for an installable software product (fileset) match the Software Vital Product Data (SWVPD) database information for file sizes, checksum values, or symbolic links. A fileset is a separately installable option of a software package.

Flags

- c** Performs a checksum operation on the *FileList* items and verifies that the checksum and the file size are consistent with the SWVPD database.
- f** Checks that the *FileList* items are present and the file size matches the SWVPD database.
- l** Verifies symbolic links for files as specified in the SWVPD database.
- m [1|2|3]** Displays three levels of information. The levels are as follows:
 - 1** Error messages only (default).
 - 2** Error messages and warnings.
 - 3** Error messages, warnings and informational messages.
- O {[r][s][u]}** Verifies the specified parts of the program. This flag is not needed with standalone systems because without this option all parts are verified by default. The flags specify the following parts:
 - r** Indicates the `/` (root) part is to be verified.
 - s** Indicates the `/usr/share` part is to be verified.
 - u** Indicates the `/usr` part is to be verified.
- u** Updates the SWVPD with new checksum or size information from the system when the system information does not match the SWVPD database. This flag sets symbolic links that are found to be missing. This flag is valid with only the **-c** or **-l** flag.
- v** Verifies that the `/` (root), `/usr` and `/usr/share` parts of the system are valid with each other. In other words, this flag verifies that all software products installed on the `/` (root) file

system are also installed on the **/usr** file system and, conversely, all the software products installed in the **/usr** file system are also installed on the **/** (root) file system. You cannot specify *FileList* items with this flag. This flag also verifies requisites.

Note: Only one of the **-c**, **-f**, **-l**, and **-v** flags can be specified with each use of the **lppchk** command.

Parameters

FileList Specifies the file or files to check. This parameter is a list of file names separated by spaces. The file names can be a single name or a pair of names separated by a colon. The first form specifies a simple file and the second form specifies a member of an archive file, where the first name specifies the member and the second name specifies the archive file that contains the member. The full path name of the file or files must be specified. To specify multiple files you can use the pattern-matching characters ***** (asterisk) and **?** (question mark), but they should be enclosed in a pair of **'**s (single quotes). Single quotes are recommended to prevent the Korn shell wildcard expansion.

If this parameter is omitted, all files of a software product are checked. If this parameter is specified, it must be preceded by a software product name.

ProductName Specifies the name of the software product whose files are to be checked. If this parameter is omitted, all software products in the SWVPD are checked. To specify multiple software products you can use the pattern-matching characters ***** (asterisk) and **?** (question mark), but they must be enclosed in a pair of **'**s (single quotes) to prevent the shell from expanding them.

Return Values

The **lppchk** command returns zero if no errors were found. Any other return value indicates an error was found.

Examples

1. To verify all files that comprise the **X11.fnt** package, enter:

```
lppchk -c X11.fnt
```
2. To verify the symbolic links of all software products whose names begin with **X11**, enter:

```
lppchk -l 'X11*'
```
3. To verify that all filesets have all required requisites and are completely installed, enter:

```
lppchk -v
```

Files

/etc/objrepos/lpp	Specifies installation information of all software products on the root.
/usr/lib/objrepos/lpp	Specifies installation information of all software products on the /usr file system.
/usr/share/lib/objrepos/lpp	Specifies installation information of all software products on the /usr/share file system.
/etc/objrepos/product	Specifies installation and update information of all software products on the root.
/usr/lib/objrepos/product	Specifies installation and update information of all software products on the /usr file system.
/usr/share/lib/objrepos/product	Specifies installation and update information of all the software products on the /usr/share file system.
/etc/objrepos/inventory	Specifies names and locations of files in a software product on the root.

- /usr/lib/objrepos/inventory** Specifies names and locations of files in a software product on the **/usr** file system.
- /usr/share/lib/objrepos/inventory** Specifies names and locations of files in a software product on the **/usr/share** file system.

Related Information

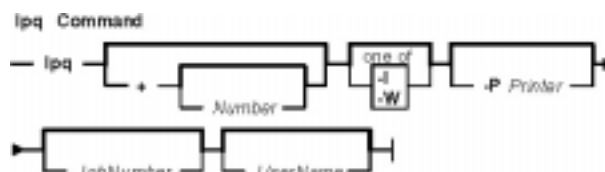
The **installp** command, **sum** command, **tcbk** command.

lpq Command

Purpose

Examines the spool queue.

Syntax



lpq [+ [*Number*]] [**-l** | **-W**] [**-P Printer**] [*JobNumber*] [*UserName*]

Description

The **lpq** command reports the status of the specified job or all jobs associated with the specified *UserName* and *JobNumber* variables. *JobNumber* variable specifies the number of the job in the spool queue that you want to view. A *UserName* variable specifies viewing the jobs for the name of the person who submitted the job to that queue.

The **lpq** command reports on any jobs currently in the default queue when invoked without any options. Parameters supplied that are not recognized as parameters are interpreted as user names or job numbers to filter out only those jobs of interest.

For each job submitted (each job called by the **lpr** command), the **lpq** command reports the user's name, current rank in the queue, the name of the job, the job identifier (a number that can be supplied to the **lprm** command for removing a specific job), and the total size in blocks. Normally, only as much information as will fit on one line is displayed. Job ordering depends on the algorithm used to scan the spooling directory and is supposed to be FIFO (first-in-first-out). File names making up a job may be unavailable (when the **lpr** command is used as a sink in a pipeline). In this case, the file is indicated as – (standard input).

The display generated by the **lpq** command contains two entries for remote queues. The first entry contains the client's local queue and local device name and its status information. The second entry follows immediately; it contains the client's local queue name (again), followed by the remote queue name. Any jobs submitted to a remote queue are displayed first on the local side and are moved to the remote device as the job is processed on the remote machine.

Since the status commands communicate with remote machines, the status display may occasionally appear to hang while waiting for a response from the remote machine. The command will eventually time out if a connection cannot be established between the two machines.

Flags

- l** Generates the long output format.
- + [*Number*]** Displays the spool queue until it empties. A *Number* variable is the time in seconds before the display regenerates.
- P *Printer*** Displays the spool queue for the printer specified by the *Printer* variable.

Note: Any destination command line options override both the **LPDEST** and

the **PRINTER** environment variables.

- W** Displays a wide version of status information with longer queue names, device names, and job numbers. Longer job number information is available on AIX Version 4.3.2 and later. This flag cannot be used with the **-l** flag. If the **-l** flag and the **-W** flag are used simultaneously, the first one specified takes precedence.

Examples

1. To display a job number in the print queue `lp0`, enter:

```
lpq -P lp0
```

This command displays a list similar to the following:

Queue	Dev	Status	Job	Files	User	PP	%	Blks	CP	Rnk
lp0	dlp0	running	39	motd	guest	10	83	12	1	1

2. To display the status of the default queue in wide format for AIX Version 4.3.2 or later, enter:

```
lpq -W
```

Files

- /usr/bin/lpq** Contains the **lpq** command.
- /usr/sbin/qdaemon** Contains the queuing daemon.
- /etc/qconfig** Contains the queue configuration file.
- /etc/qconfig.bin** Contains the digested, binary version of the **/etc/qconfig** file.
- /var/spool/lpd/qdir/*** Contains queue requests.
- /var/spool/lpd/stat/*** Contains information on the status of the devices.
- /var/spool/qdaemon/*** Contains temporary copies of enqueued files.

Related Information

The **lpr** command, **lprm** command, **lpstat** command, **qchk** command.

The **qconfig** file.

Checking Print Job Status in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Printers, Print Jobs, and Queues in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

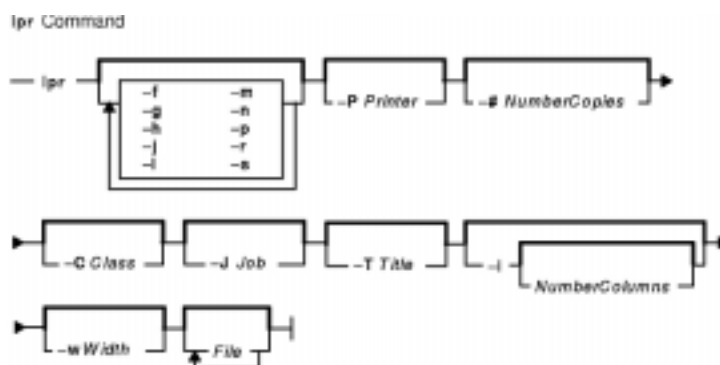
Spooler Overview for System Management in the *AIX Version 4.3 Guide to Printers and Printing*.

lpr Command

Purpose

Enqueues print jobs.

Syntax



```
lpr [-f] [-g] [-h] [-j] [-l] [-m] [-n] [-p] [-r] [-s] [-P Printer] [-# NumberCopies] [-C Class] [-J Job] [-T Title] [-i [NumberColumns]] [-w Width] [File ...]
```

Description

The **lpr** command uses a spooling daemon to print the named *File* parameter when facilities become available. If no files are specified, the **lpr** command reads from standard input.

Flags

- `-# Number` Produces multiple copies of output, using the *Number* variable as the number of copies for each file named.
- `-C Class` Specifies the print *Class* as the job classification on the burst page.
- `-f` Uses a filter which interprets the first character of each line as a standard FORTRAN carriage control character.
- `-g` The files are assumed to contain standard plot data.
- `-h` Suppresses printing of the burst page.
Note: The default is to print a header page and not a trailer page.
- `-i [Number]` Indents output *Number* spaces. If the *Number* variable is not given, eight spaces are used as the default.
- `-j` Specifies that the message `Job number is: nnn`, where *nnn* is the assigned job number, be displayed to standard output. This occurs only if the job is submitted to a local print queue.
- `-J Job` Prints the *Job* variable as the job name on the burst page. Normally, the **lpr** command uses the name of the first file.
- `-l` (Lowercase L) Uses a filter which allows control characters to be printed.
- `-m` Sends mail upon completion of spooling.
- `-n` Uses a filter which formats files containing *ditroff* (device-independent *troff*) data.
- `-P Printer` Forces output to the *Printer* variable. If this flag is not specified, the following conditions occur:

- p** Uses the **pr** command to format the file (`lpr -p` is very much like `pr | lpr`).
 - If a default exists, the **lpr** command uses the default printer.
 - If the **LPDEST** environment variable is set, then **lpr** uses the value specified by the **LPDEST** variable. If set, this value is always used, even if the **PRINTER** variable is also set.
 - If the **PRINTER** variable is set and no **LPDEST** variable is set, then **lpr** uses the value specified by the **PRINTER** environment variable.

Note: Any destination command line options override both the **LPDEST** and the **PRINTER** environment variables.
- r** Removes the file upon completion of spooling.
- s** Prints from the files specified on the command line rather than trying to copy them (so large files can be printed). This means the data files should not be modified or removed until they have been printed. Note that this flag only works on the local host (files sent to remote printer hosts are copied anyway), and only with named data files. It does not work if the **lpr** command is at the end of a pipeline.
- T Title** Uses the *Title* variable instead of the file name for the title used by the **pr** command.
- w Number** Uses the *Number* variable as the page width for the **pr** command.

Examples

1. To print three copies of the files `new.index.c`, `print.index.c`, and `more.c`, enter:


```
lpr -#3 new.index.c print.index.c more.c
```

Prints three copies of the `new.index.c` file, three copies of the `print.index.c` file, and three copies of the `more.c` file.

2. To print three copies of the concatenation of three files `new.index.c`, `print.index.c`, and `more.c`, enter:


```
cat new.index.c print.index.c more.c | lpr -#3
```

3. To print `Operations` on the burst page, followed by file `new.index.c`, enter:


```
lpr -C Operations new.index.c
```

This replaces the system name (the name returned by host name) with `Operations` on the burst page.

4. To queue the `MyFile` file and return the job number, enter:


```
lpr -j MyFile
```

Files

- `/usr/sbin/qdaemon` Queuing daemon.
- `/etc/qconfig` Queue configuration file.
- `/etc/qconfig.bin` Digested, binary version of the `/etc/qconfig` file.
- `/var/spool/lpd/qdir/*` Queue requests.
- `/var/spool/lpd/stat/*` Information on the status of the queues.
- `/var/spool/qdaemon` Temporary copies of enqueued files.

Related Information

The **lpd** command, **lpq** command, **lprm** command, **pr** command, **qdaemon** command.

The **qconfig** file.

Starting a Print Job in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Printers, Print Jobs and Queues Overview for Users in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Printer Overview for System Management in the *AIX Version 4.3 Guide to Printers and Printing*.

Spooler Overview for System Management in the *AIX Version 4.3 Guide to Printers and Printing*.

lprm Command

Purpose

Removes jobs from the line printer spooling queue.

Syntax



```
lprm [ -PPrinter ] [ JobNumber ] [ UserName ... ] [ - ]
```

Description

The **lprm** command removes one or more jobs from the spool queue of a printer.

You cannot run the **lprm** command without specifying a job number, the – (minus sign) flag, or at least one user name.

Specifying a *UserName* parameter, or list of names, causes the **lprm** command to attempt to remove any jobs queued belonging to that user (or users).

You can remove an individual job from a queue by specifying its *JobNumber*. This job number is obtained by using the **lpq** command.

Flags

- Removes all jobs a user owns. Someone with root user authority can use this flag to remove all jobs from a queue. This flag is not valid for remote print.
- PPrinter* Specifies the queue associated with a specific *Printer* variable. If this flag is not specified, the following conditions occur:
 - If the **LPDEST** environment variable is set, then **lprm** uses the value specified by the **LPDEST** variable. If set, this value is always used, even if the **PRINTER** variable is also set.
 - If the **PRINTER** variable is set and no **LPDEST** variable is set, then **lprm** uses the value specified by the **PRINTER** environment variable.

If neither the **LPDEST** nor the **PRINTER** variable is set, the **lprm** command removes jobs from the default queue.

Note: Any destination command line options override both the **LPDEST** and the **PRINTER** environment variables.

Examples

1. To remove job number 13 from the default printer queue, enter:

```
lprm 13
```

2. To remove job number 13 from printer queue lp0, enter:

```
lprm -P lp0 13
```

3. To remove a job from the printer queue for a certain user, enter:

```
lprm guest
```

Files

/usr/bin/lprm Contains the **lprm** command.

/etc/qconfig Contains the configuration file.

Related Information

The **lpq** command, **lpr** command, **qcan** command.

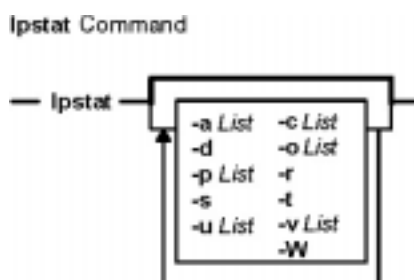
Canceling a Print Job (qcan Command) in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

lpstat Command

Purpose

Displays line printer status information.

Syntax



```
lpstat [ -aList ] [ -cList ] [ -d ] [ -oList ] [ -pList ] [ -r ] [ -s ] [ -t ] [ -uList ] [ -vList ] [ -W ]
```

Description

The **lpstat** command displays information about the current status of the line printer.

If no flags are given, **lpstat** prints the status of all requests made by the **lp** command.

Flags can appear in any order and can be repeated. Some flags take an optional list as a parameter. Enter the list as either a list of items separated by commas, as in `lpstat -aQueue1,Queue2`, or as a list of items enclosed in single or double quotes and separated either by commas or one or more spaces, as in, for example, `lpstat -a"Queue1 Queue2"` or `lpstat -a"Queue1,Queue2"` or `lpstat -a'Queue1 Queue2'` or `lpstat -a'Queue1,Queue2'`.

If you specify a flag with no parameters, all information pertaining to that flag is printed.

The display generated by the **lpstat** command contains two entries for remote queues. The first entry contains the client's local queue and local device name and its status information. The second entry contains the client's local queue name followed by the remote queue name. The spooling subsystem first displays remote print requests on the local queue. When the remote machine begins to process the remote print job, the status display for the print job moves to the remote queue.

When a status command communicates with a remote host, the display occasionally appears to hang while the command waits for a response from the remote machine. The command eventually times out if no connection is established between the two machines.

Flags

- aList** Provides status and job information on queues. Specifying the **lpstat** command with this flag is the same as specifying the **enq-q-PQueue1-PQueue2 ...** command (where *Queue1*, *Queue2*, etc., are items in *List*).
- cList** Provides status and job information on queues. Specifying the **lpstat** command with this flag is the same as specifying the **enq-q-PQueue1-PQueue2 ...** command (where *Queue1*, *Queue2*, etc., are items in *List*).

- d** Prints the status information for the system default destination for the **lp** command. Specifying the **lpstat** command with this flag is the same as specifying the **enq-q** command.
- oList** Prints the status of print requests or print queues. *List* is a list of intermixed printer names and job numbers.
- pList** Prints the status of printers.
- r** Provides status and job information on queues. Specifying the **lpstat** command with this flag is the same as specifying the **enq-A** command.
- s** Displays a status summary, including a list of printers and their associated devices. Specifying the **lpstat** command with this flag is the same as specifying the **enq-A** command.
- t** Displays all status information, including a list of printers and their associated devices. Specifying the **lpstat** command with this flag is the same as specifying the **enq-AL** command.
- uList** Prints the status of all print requests for users specified in *List*. *List* is a list of login names. Specifying the **lpstat** command with this flag is the same as specifying the **enq-uUserName** command.
- vList** Prints the status of printers. The *List* variable is a list of printer names.
- W** Displays a wide version of status information with longer queue names, device names, and job numbers. Longer job number information is available on AIX Version 4.3.2 and later. This flag cannot be used with the **-t** flag. If the **-t** flag and the **-W** flag are used simultaneously, the first one specified takes precedence.

Exit Status

This command returns the following exit values:

- 0** Successful completion.
- >0** An error occurred.

Examples

1. To display the status for all print queues, enter:

```
lpstat
```
2. To display the long status for all printers, enter:

```
lpstat -t
```
3. To display a job number in the print queue `lp0`, enter:

```
lpstat -plp0
```

This command displays a list similar to the following:

Queue	Dev	Status	Job	Files	User	PP	%	Blks	CP
lp0	dlp0	running	39	motd	guest	10	83	12	1

4. To display the status for users `root`, `ghandi`, and `king`, enter:

```
lpstat -u"root,ghandi,king"
```
5. To display the status of all print queues in wide format for AIX Version 4.3.2 or later, enter:

```
lpstat -W
```

Files

/var/spool/lpd/* Contains temporary copies of remote enqueued files.

Related Information

The **disable** command, **enable** command, **enq** command, **lp** command, **lpr** command, **qchk** command.

Checking Print Job Status in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Printers, Print Jobs and Queues Overview for Users in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Queuing System Overview for System Management in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

lptest Command

Purpose

Generates the line printer ripple pattern.

Syntax



lptest [;*LengthCount*]

Description

The **lptest** command writes the traditional "ripple" test pattern on a standard output device such as a terminal or a printer. In 96 lines, this pattern will print all 96 printable ASCII characters in each position. While originally created to test printers, the ripple pattern is quite useful for testing terminals, driving terminal ports for debug purposes, or any other task where a quick supply of random data is needed.

Using the **lptest** command, you can specify the output line length if the default length of 79 is not appropriate. You can also specify the number of output lines to be generated if the default *Count* parameter of 200 is not appropriate. Note that if *Count* parameter is specified, *Length* must also be specified.

Examples

To display or print 100 lines of 80-column test output to standard output, enter:

```
lptest 80 100
```

Related Information

The **cancel** command, **disable** command, **enable** command, **lp** command, **lpstat** command.

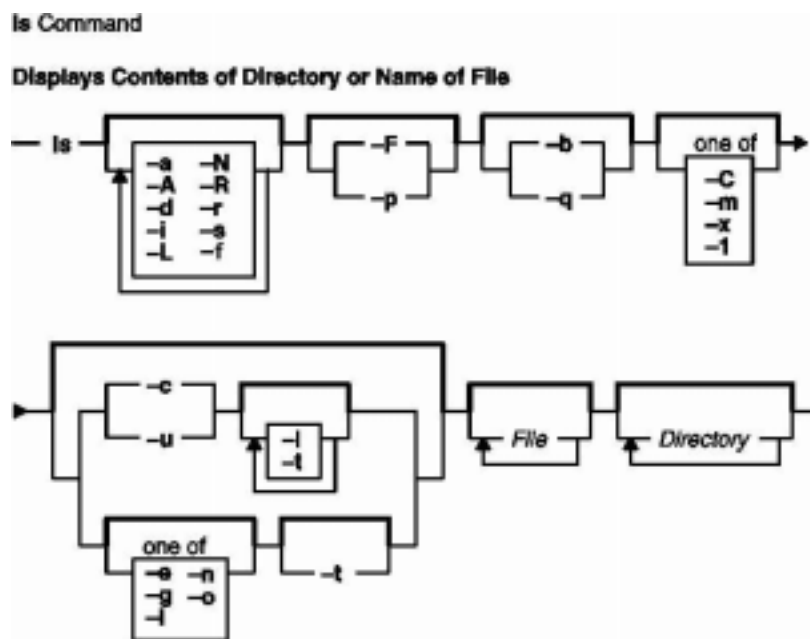
Is Command

Purpose

Displays the contents of a directory.

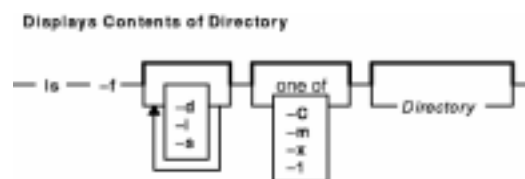
Syntax

To Display Contents of Directory or Name of File



ls [-1] [-A] [-C] [-F] [-L] [-N] [-R] [-a] [-b] [-c] [-d] [-e] [-f] [-g] [-i] [-l] [-m] [-n] [-o] [-p] [-q] [-r] [-s] [-t] [-u] [-x] [*File ...*]

To Display Contents of Directory



ls -f [-C] [-d] [-i] [-m] [-s] [-x] [-1] [*Directory ...*]

Description

The **ls** command writes to standard output the contents of each specified *Directory* parameter or the name of each specified *File* parameter, along with any other information you ask for with the flags. If you do not specify a *File* or *Directory* parameter, the **ls** command displays the contents of the current directory.

Specifying more than one of the options in the mutually exclusive pairs is not considered an error. The last option specified in each pair determines the output format.

By default, the **ls** command displays all information in alphabetic order by file name. The collating sequence

is determined by the **LANG** or **LC_COLLATE** environment variable. The "National Language Support Overview for Programming" in *AIX Version 4.3 General Programming Concepts: Writing and Debugging Programs* contains more details.

When the **ls** command displays the contents of a directory, it does not show entries for files whose names begin with a **.** (dot) unless you use the **-a** or **-A** flag. If the command is executed by root, it uses the **-A** flag by default.

There are three main ways to format the output:

- List one entry per line.
- List entries in multiple columns by specifying either the **-C** or **-x** flag. The **-C** flag is the default format when output is to a tty. The **ls** command displays single column output if file or directory names are too long.
- List entries in a comma-separated series by specifying the **-m** flag.

To determine the number of character positions in the output line, the **ls** command uses the **COLUMNS** environment variable. If this variable is not set, the command gets the current column value of the display. If the **ls** command cannot determine the number of character positions by either of these methods, it uses a default value of 80.

The mode displayed with the **-e** and **-l** flags is interpreted as follows:

If the first character is:

- d** The entry is a directory.
- b** The entry is a block special file.
- c** The entry is a character special file.
- l** The entry is a symbolic link, and either the **-N** flag was specified or the symbolic link did not point to an existing file.
- p** The entry is a first-in,first-out (FIFO) special file.
- s** The entry is a local socket.
- The entry is an ordinary file.

The next nine characters are divided into three sets of three characters each. The first set of three characters show the owner's permission. The next set of three characters show the permission of the other users in the group. The last set of three characters shows the permission of anyone else with access to the file. The three characters in each set indicate, respectively, read, write, and execute permission of the file. Execute permission of a directory lets you search a directory for a specified file.

Permissions are indicated as follows:

- r** Read
- w** Write (edit)
- x** Execute (search)
- Corresponding permission not granted

The group-execute permission character is **s** if the file has set-group-ID mode. The user-execute permission character is **S** if the file has set-user-ID mode. The last character of the mode (normally **x** or **-**) is **T** if the 01000 (octal) bit of the mode is set (see the **chmod** command for the meaning of this mode). The indications of set-ID and 01000 bit of the mode are capitalized (**S** and **T**, respectively) if the corresponding execute permission is not set.

The mode displayed with the **-e** flag is the same as with the **-l** flag, except for the addition of an 11th character interpreted as follows:

- + Indicates a file has extended security information. For example, the file may have extended **ACL**, **TCB**, or **TP** attributes in the mode.

The access control information (**ACL**) of a file is displayed by using the **aclget** command. The value of the **TCB** and **TP** attributes are displayed by using the **chtcb** command.

- Indicates a file does not have extended security information.

When the size of the files in a directory are listed, the **ls** command displays a total count of blocks, including indirect blocks.

Flags

- A** Lists all entries except **.** (dot) and **..** (dot-dot).
- a** Lists all entries in the directory, including the entries that begin with **a .** (dot).
- b** Displays nonprintable characters in an octal (**\nnn**) notation.
- c** Uses the time of last modification of the **i**-node for either sorting (when used with the **-t** flag) or for displaying (when used with the **-l** flag). This flag must be used with either the **-t** or **-l** flag, or both.
- C** Sorts output vertically in a multicolumn format. This is the default method when output is to a terminal.
- d** Displays only the information for the directory named. Directories are treated like files, which is helpful when using the **-l** flag to get the status of a directory.
- e** Displays the mode (including security information), number of links, owner, group, size (in bytes), time of last modification, and name of each file. If the file is a special file, the size field contains the major and minor device numbers. If the file is a symbolic link, the path name of the linked-to file is printed preceded by a **->** (minus, greater than) sign. The attributes of the symbolic link are displayed.
- f** Lists the name in each slot for each directory specified in the *Directory* parameter. This flag turns off the **-l**, **-t**, **-s**, and **-r** flags, and turns on the **-a** flag. The order of the listing is the order in which entries appear in the directory.
- F** Puts a **/** (slash) after each file name if the file is a directory, an ***** (asterisk) if the file can be executed, an **=** (equal sign) if the file is a socket, a **|** (pipe) sign if the file is a FIFO, and an **@** for a symbolic link.
 - Note:** Symbolic links are displayed with the trailing **->** only if the **-N** flag is used or if the link points to a nonexistent file. Otherwise, information about the target file is displayed. You can also invoke this option by entering the **ls -f** command.
- g** Displays the same information as the **-l** flag, except the **-g** flag suppresses display of the owner and symbolic link information.
- i** Displays the **i**-node number in the first column of the report for each file.
- L** Lists the file or directory contents that the link references. This is the default action. Symbolic links are followed. If the **-l** option is

used, the **-N** option becomes the default, and no symbolic links are followed. When the **-l** option is used, only the **-L** option can override the **-N** default.

-l (Lower case L) Displays the mode, number of links, owner, group, size (in bytes), and time of last modification for each file. If the file is a special file, the size field contains the major and minor device numbers.

If the file is a symbolic link, the path name of the linked-to file is printed preceded by a **->**. The attributes of the symbolic link are displayed. The **-n**, **-g**, and **-o** flag overrides the **-l** flag.

Notes:

1. A symbolically linked file is followed by an arrow and the contents of the symbolic link.
2. The performance of the **ls** command when used with the **-l** option can be improved by executing the **mkpasswd** command. This is helpful when a directory contains files owned by different users, such as the **/tmp** directory.

-m Uses stream output format (a comma-separated series).

-n Displays the same information as the **-l** flag, except that the **-n** flag displays the user and the group IDs instead of the user and group names.

-N Does not follow symbolic links when determining the status of a file.

Note: If both the **-L** and **-N** options are used, the last one will dominate. Also, any time a symbolic link is given that includes a **/** (slash) as the final character, the link will automatically be followed regardless of any options used.

-o Displays the same information as the **-l** flag, except the **-o** flag suppresses display of the group and symbolic link information.

-p Puts a slash after each file name if that file is a directory. This is useful when you pipe the output of the **ls** command to the **pr** command, as follows:

```
ls -p | pr -5 -t -w80
```

-q Displays nonprintable characters in file names as a **?** (question mark).

-r Reverses the order of the sort, giving reverse alphabetic or the oldest first, as appropriate.

-R Lists all subdirectories recursively.

-s Gives size in kilobytes (including indirect blocks) for each entry.

-t Sorts by time of last modification (latest first) instead of by name.

-u Uses the time of the last access, instead of the time of the last modification, for either sorting (when used with the **-t** flag) or for displaying (when used with the **-l** flag). This flag has no effect if it is not used with either the **-t** or **-l** flag, or both.

-x Sorts output horizontally in a multicolumn format.

-1 Forces output into one-entry-per-line format. This is the default

when the output is not directed to a terminal.

Exit Status

This command returns the following exit values:

- 0** All files were written successfully.
- >0** An error occurred.

Examples

1. To list all files in the current directory, enter:

```
ls -a
```

This lists all files, including **.** (dot), **..** (dot-dot), and other files with names beginning with a dot.

2. To display detailed information, enter:

```
ls -l chap1 .profile
```

This displays a long listing with detailed information about **chap1** and **.profile**.

3. To display detailed information about a directory, enter:

```
ls -d -l . manual manual/chap1
```

This displays a long listing for the directories **.** and **manual**, and for the file **manual/chap1**. Without the **-d** flag, this would list the files in the **.** and **manual** directories instead of the detailed information about the directories themselves.

4. To list the files in order of modification time, enter:

```
ls -l -t
```

This displays a long listing of the files that were modified most recently, followed by the older files.

Files

/usr/bin/ls	Contains the ls command.
/etc/passwd	Contains user IDs.
/etc/group	Contains group IDs.
/usr/share/lib/terminfo/*	Contains terminal information.

Related Information

The **aclget** command, **chmod** command, **chtc** command, **find** command, **mkpasswd** command, **qprt** command.

Directory Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* describes the structure and characteristics of directories in the file system.

Files and Directories Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Files Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* describes files, file types, and how to name files.

Linking Files and Directories in *AIX Version 4.3 System User's Guide: Operating System and Devices* explains the concept of file linking.

Shells Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices* describes shells, the different types, and how they affect the way commands are interpreted.

File and Directory Access Modes in *AIX Version 4.3 System User's Guide: Operating System and Devices* introduces file ownership and permissions to access files and directories.

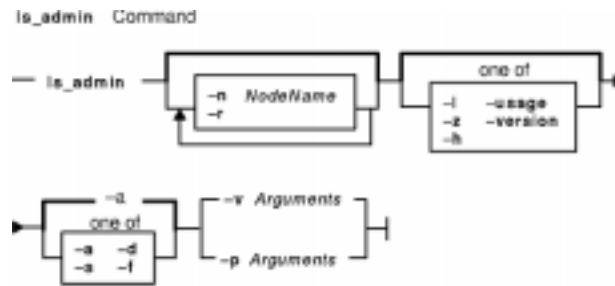
National Language Support Overview for Programming in *AIX Version 4.3 General Programming Concepts: Writing and Debugging Programs* explains collating sequences, equivalence classes, and locale.

Is_admin Command

Purpose

Displays and edits the license server database.

Syntax



is_admin [**-n**NodeName] [**-r**] [**-l** | **-z** | **-h** | **-usage** | **-version**] { **-a** | **-s** | **-d** | **-f** } { { **-v** | **-p** } Arguments }

Description

The **is_admin** command allows you to examine and edit license databases. This command description describes the command line interface to **is_admin**. The graphic interface is explained separately in Related Information.

Flags

- n**NodeName Indicates the server at which the license database to be edited or displayed resides. (Optional; the default value is the name of the license server node at which the command is executed.)
- r** Specifies a version of a product to be operated upon.
- l** Specifies the license annotation.
- z** Debugging flag. (Prints RPC debugging information.)
- h** Displays command usage information. (Same as **-usage**)
- usage** Displays command usage information. (Same as **-h**)
- version** Displays command version information.
- a** Adds a new vendor, a new product (and licenses), or more licenses for an existing product to the license database. This is the default value.

If adding a vendor, specify (as arguments to the **-v** option) the vendor name, vendor ID, and vendor password.

If adding a new product and licenses, specify (as arguments to the **-p** option) the vendor name, product name, product password, version text, and license annotation (if there is one) as arguments. (Do not use the **-r** option in this case).

You must have previously added the vendor in order to add its product, and you may not establish a vendor and product licenses simultaneously in a single command line. If adding new licenses for an established version of a product, you may not specify a license annotation unless the established version had an annotation.

The same annotation must be used in all licenses for a given product (identified by the product ID and version).

The options **-a**, **-d**, and **-s** are mutually exclusive.

- s** Shows information about the specified license server, vendor or product. To show information about a license server, use the **-n** option with the node name as the argument. To show information about a vendor, use the **-v** option with the name of the vendor as the argument. To show information about all vendors at a license server, use the **-v** option without an argument. To show information about a product version, use the **-r** option with the version text as the argument followed by the **-p** option with the vendor name and product name as arguments. To show information about all versions of a product use the **-r** option without an argument, followed by the **-p** option with the vendor name and product name as arguments. To show information about all versions of all products of a vendor, use the **-p** option, giving the vendor name as the only argument.

The options **-a**, **-d**, and **-s** are mutually exclusive.

- d** Deletes a vendor or product from the license database. To delete a vendor, use the **-v** option with the vendor name as the argument. You may not delete a vendor unless you have previously deleted all versions of all products of the vendor at the current server, nor may you delete more than one vendor at a time. To delete a product, use the **-p** option with the vendor name and product name as arguments, followed by the license timestamp. You may not delete use-once licenses nor compound passwords that have not expired, nor may you delete more than one version of a product at a time. Use the **-s** and **-p** options to get the timestamp of the specified product licenses.

The options **-a**, **-d**, and **-s** are mutually exclusive.

- f** Copies a vendor (specified with the **-v** option) from the server specified in the **-f** option to the server specified in the **-n** option, or to the default server if no **-n** server is specified.
- v** Specifies the vendor to be operated upon. **-v** or **-p** and their arguments must appear last on the command line.
- p** Specifies the product to be operated upon. **-p** or **-v** and their arguments must appear last on the command line.

Information on Graphic Interface

The following describes the options on the graphical user interface version of **ls_admin**.

MENUS AND BUTTONS

- Exit Button** Exits from **ls_admin**.
- Operate On: Menu** This menu lists the license server objects you can operate on: **Server**, **Vendor**, **Product**, and **License**.
- Server** Select **Server** to display a list of servers. After you select a server, you can select **Vendor** to display a list of vendors for that server, or you can select an operation to perform on the selected server from the **Operations:** menu.
- Vendor** Select **Vendor** to display a list of vendors for the server selected in the Servers list. After you select a vendor, you can select **Product** to display a list of products for that vendor, or you can select an operation to perform on the selected vendor from the **Operations:** menu.
- Product** Select **Product** to display a list of products for the selected server and vendor. After you select a product, you can select **License** to display a list of licenses for that product, or you can select an operation to perform on the selected product from the **Operations:** menu.

- License** Select **License** to display a list of license records for the selected server, vendor, and product. Each record shows the number, type, and terms of the licenses. Select a license record and select an operation from the **Operations:** menu.
- Operations: Menu** This menu lists the license database operations you can perform. The contents of this menu vary depending on the object (**Server**, **Vendor**, **Product**, or **License**) selected in the **Operate On:** menu.

OPERATIONS ON SERVERS

- Check user file** Verifies that the format of the file **user_file**, located in the **/usr/lib/netls/conf** directory, is valid.
- Update server list** Updates server and/or license database information. The information displayed is current, so it is generally unnecessary to use **Update server list** unless a communications failure has been repaired or a new server has been started since you invoked **ls_admin**, or another user is currently editing a license database with **ls_admin**.
- Add vendor** Adds a vendor to the selected license database. Enter the vendor name, vendor ID, and vendor password on the pop-up; then select **Add vendor**.
- Describe** Provides detailed information about the selected server, including socket information, target type, and target ID.

OPERATIONS ON VENDORS

- Add product** Adds a product to the selected vendor at the selected server. Enter the product name, version, product password, and license annotation (if there is one) on the pop-up; then select **Add vendor**. If you add a product to more than one server, be sure to use exactly the same product name at all servers. Note that **Add product** performs two functions: it establishes a new product, and it adds licenses for the product. To add more licenses for an existing product, select the product and then use **Add licenses**.
- Rename** Renames the selected vendor. Enter the new vendor name on the pop-up. If you rename a vendor at one server, you should also rename it (using the same name) at all servers where that vendor is listed.
- Delete** Deletes the selected vendor at the selected server. Select the **Delete?** pop-up to confirm the operation. Move the cursor off the pop-up to cancel the operation. You cannot delete a vendor that has active licenses for its products.
- Copy vendor** Copies the selected vendor to another server's license database. Select the server to which you want the vendor copied from the pop-up that appears.
- Describe** Provides detailed information about the selected server and vendor, including the vendor ID.

OPERATIONS ON PRODUCTS

- Add licenses** Adds licenses to the selected product. Enter the license password on the pop-up. (Use **Add licenses** only to add more licenses for an existing product. If you are both establishing a new product and adding licenses for the product, use **Add product** rather than **Add licenses**.)
- Rename** Renames the selected product. Enter the new product name on the pop-up. If you rename a product at one server, you should also rename it (using the same name) at all servers where that product is listed.
- Describe** Provides detailed information about the selected server, vendor, and product. Product information displayed includes the ID, annotation string, and the number, type, and date of existing licenses for the product.

OPERATIONS ON LICENSES

Delete Deletes the selected license record. This enables you to get rid of expired licenses. Select the **Delete?** pop-up to confirm the operation, or move the cursor off the pop-up to cancel.

Describe Provides detailed information about the selected server, vendor, product, and license record. License information displayed includes the number, type, date, and timestamp.

Examples

In the following examples, argument items represented by terms such as *VendorName* and *ProductName* must appear in the command line separated by spaces. If a given argument item contains spaces, it must be enclosed in double quotes (""). For example, a *VendorName* like Acme Firmware, Inc., must appear in the actual command line as "Acme Firmware, Inc." Also, vendor and product names must be capitalized correctly.

1. To add a vendor:

```
ls_admin [-n NodeName] -a -v VendorName VendorID VendorPassword
```

2. To add a product or additional licenses:

```
ls_admin [-n NodeName] -a [-l Annotation] -p VendorName
ProductNames ProductPassword ProductVersion
```

Note: The `-l Annotation` parameter must be included for those products having annotations.

3. To show servers:

```
ls_admin [-n NodeName] -s
```

4. To show vendors:

```
ls_admin [-n NodeName] -s -v VendorName
```

Note: If *VendorName* is not specified, this command shows all vendors at the specified server. If no server is specified, all vendors at the default server (the one on the node the command is run from) are displayed.

5. To show all products for a single vendor at the specified server:

```
ls_admin [-n NodeName] -s -p VendorName
```

6. To show all licenses for all versions of a specified product of a specified vendor:

```
ls_admin [-n NodeName] -s -p VendorName ProductName
```

7. To show a specified version of a specified product of a specified vendor:

```
ls_admin [-n NodeName] -r Version -s -p VendorName ProductName
```

8. To copy a vendor from another server:

```
ls_admin -f NodeName -v VendorName
```

9. To delete a vendor:

```
ls_admin [-n NodeName] -d -v VendorName
```

Note: You cannot delete a vendor who has products listed (that is, you must delete all the products first).

10. To delete a product:

```
ls_admin [-n NodeName] -d -p VendorName ProductName TimeStamp
```

Note: Products must be deleted one at a time and are distinguished by their timestamps.

Related Information

The **drm_admin** command

The **glbd** daemon, **llbd** daemon, **nrglbd** daemon.

Is_dpass Command

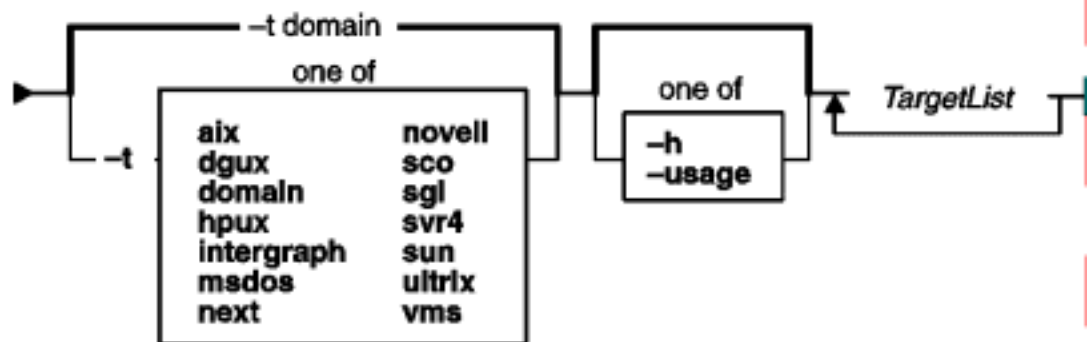
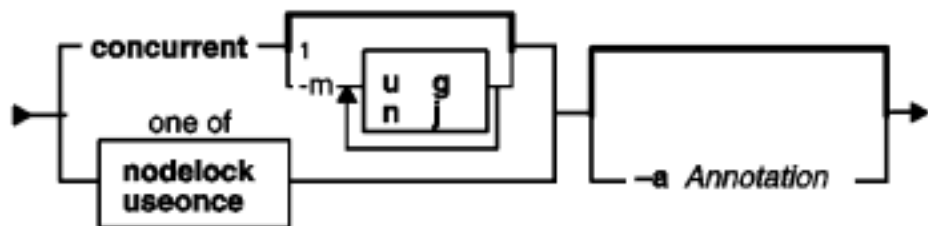
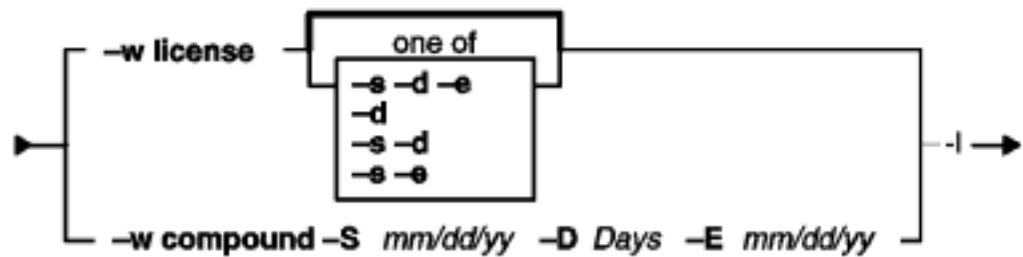
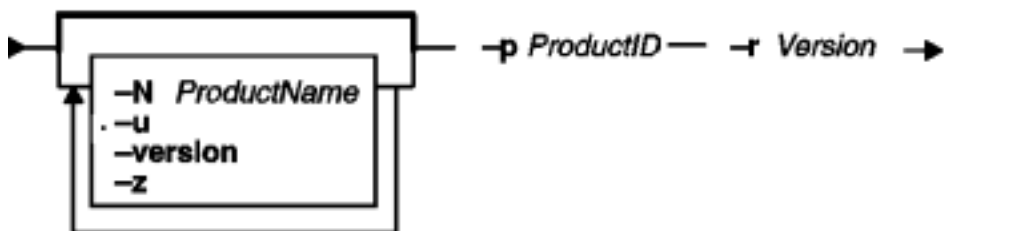
Purpose

Create passwords for License Use Management–licensed software from compound licenses.

Syntax

is_dpass Command

is_dpass **-v** *VendorName* **-i** *VendorID* **-k** *supplier* **-p** *ProductID* **-r** *Version* **-N** *ProductName* **-u** **-version** **-z**



1 Do not use a space between these items

is_dpass

ls_dpass -- [standard X arguments]

ls_dpass-*vVendorName*-*iVendorID*-**ksupplier** [-*NProductName*]-*pProductID*-*rVersion*-**w** { **license** | **compound** -*SDate* [-*DNumberOfDays*] [-*Edate*] } -**l** [**concurrent**[-**m** [u] [n] [g] [j]] | **nodelock** | **useonce**] [-**aAnnotation**] -*sDate* [-*dNumberOfDays* | -*eDate*] [-**t**[**aix** | **dgux** | **domain** | **hpux** | **intergraph** | **msdos** | **next** | **novell** | **sco** | **sgi** | **sun** | **svr4** | **ultrix** | **vms**]] [-**u**] [-**usage** | -**h**] [-**version**] [-**z**] -**nNumLicenses** { *TargetList* }

Description

The **ls_dp**ass command creates passwords for customers and distributors of enabled software products. **ls_dp**ass features both a command line and graphical interface. If all options are omitted, or the **x** argument delimiter is found on the command line, **ls_dp**ass invokes a graphical interface. Both interfaces are described here.

Flags

- aAnnotation* (Optional) Specifies the license annotation (up to 80 characters).
- dNumberOfDays* Specifies the duration of the password. If the password type is license, then this value specifies the number of days for which the licenses are valid; if the password type is compound, then this value specifies the number of days during which license passwords may be derived from the compound password.
- DNumberOfDays* (Compound passwords only). Specifies maximum aggregate duration (in days) of all derived passwords.
- emm/dd/yy* Specifies the end date of the password. If the password type is license, then this value specifies the end date of the licenses; if the password type is compound, then this value specifies the end date for creating license passwords derived from the compound password.
- Emm/dd/yy* (Compound passwords only). Specifies the derived license end date. This is the date after which no license password derived from the compound password is valid.
- h** Command usage information. (Same as -**usage**)
- iVendorID* Specifies the vendor ID. Supply the vendor ID specified by the provider of the compound licenses.
- l** (Uppercase i) Specifies the license type; use one of the following keywords:
nodelock
useonce
concurrent If you specify **concurrent**, you may optionally define multiple-use rules for the licenses being created.
 -**m** (Optional) Specifies the rules whereby multiple invocations of a product require only a single concurrent license. You can specify the rules as any combination of the following arguments: **u** (same user), **n** (same node), **g** (same group), **j** (same job ID).

 For example, the specification -**m un** means that, if the user and node are the same as those associated with a previously granted license, then any succeeding invocations of the product will not require any additional concurrent-use licenses.

 Note: Arguments to the -**m** option are specified without separating spaces, commas, etc. (**ungj**).
- ksupplier** Use the keyword **supplier**: this causes **ls_dp**ass to use the supplier's vendor key (which is known to the license server) to encode the passwords.

- n** Number of licenses. Supply the total number of licenses over all target IDs on the list.
- N***ProductName* (Optional) Specifies the product name. If an argument is not supplied, a product name of the form "Product <product ID>" is created by **ls_dpass**.
- p***ProductID* Specifies the product ID.
- r***Version* Specifies the product revision text.
- smm/dd/yy** Specifies the start date of the password. If the password type is **license**, then this value specifies the start date of the licenses; if the password type is **compound**, then this value specifies the start date for creating license passwords derived from the compound password.
- Smm/dd/yy** (Compound passwords only). Specifies the derived license start date. This is the date before which no license password derived from the compound password is valid.
- t** Specifies the target type; default if omitted: domain. Or supply one of the following keywords: **aix**, **dgux**, **domain**, **hpux**, **intergraph**, **msdos**, **next**, **novell**, **sco**, **sgi**, **svr4**, **sun**, **ultrix**, or **vms**. (See the release notes for the latest list of supported targets).
- u** (Optional) Generates **ls_admin** command lines as part of the **ls_dpass** output. These **ls_admin** command lines can be used to install the passwords generated by **ls_dpass**.
- v***VendorName* Specifies the vendor name.
- w** Specifies the password type; supply one of the following keywords: **license** or **compound**. If the password type is **compound**, you must also supply the derived start/end dates (**-S**, **-E**) and the aggregate duration in days (**-D**).
Note: If this option is omitted, the start date of the password defaults to the current date as the start date. Start dates cannot be "before" the current date.
- z** Debugging flag. (Prints RPC debugging information)
- usage** Command usage information. (Same as **-h**)

Note: Valid combinations of the following **-s**, **-d**, and **-e** options are as follows:

- d** alone **-s** defaults to the current date; **ls_dpass** calculates the expiration date for you.
- s** and **-d** **ls_dpass** calculates the expiration date for you.
- s** and **-e** **ls_dpass** calculates the duration for you.

TargetList This argument must come at the end of the command line. Enter a list of target IDs separated by spaces.

All other target types must specify either a target ID or a date. Enter a date in the following format: *mm/dd/yy*.

Information on Graphic Interface

The following describes the options on the graphical user interface version of **ls_dpass**.

MENUS AND BUTTONS

Exit Button Select this button to exit from **ls_dpass**.

Select Menu Select an item from this menu to specify the type of object you want to work with (vendor, product, password, or customer).

Vendor Select this button to display a list of vendors in the List box, and a menu of vendor-related commands in the Command box. Select a vendor. Then select either a vendor-related command to operate on the vendor list, or Product to display a list of products for the vendor you selected.

- Product** After you have selected a vendor, select this button to display a list of the vendor's products in the List box, and a menu of product–related commands in the Command box. Select a product. Then select either a product–related command to operate on the vendor list, or Customer to display a list of customers for the product you selected.
- Password** After you have selected a vendor, product, and customer, select this button to display information fields related to the creation of passwords for the selected customer.
- Customer** Select this button to display a list of customers in the List box, and a menu of customer–related commands in the Command box.

Vendor–related Commands

- Add New Vendor** Select this button to define a new vendor. Enter the vendor name and vendor ID on the form that pops up. Then select **Add Vendor** to establish the vendor, or **Cancel** to cancel the operation.

Note: As a distributor, before you can create license passwords, you must first use **ls_admin** to install the licensor's vendor password and compound password(s) for the product (the licensor supplies these passwords).

(See "Graphic Interface Data Entry Fields" for a description of the fields in the Add Vendor popup).

- Show Vendor** After selecting a vendor from the List box, select this button to display vendor information, including the vendor's name and ID.
- Delete Vendor** Select this button to delete a vendor from the vendor list. A popup appears prompting you to confirm that you want to perform the delete. Select the popup to delete the Vendor. If you do not want to delete the vendor, move the cursor off the popup and it will disappear from the screen.

Product–related Commands

- Add New Product** Select this button to define a new product. If your company is the original licensor of the product, enter the product name, product ID, and version text on the form that pops up. Then select Add product to establish the product, or Cancel to cancel the operation.

(See "Graphic Interface Data Entry Fields" for a description of the fields in the Add Product popup).

- Show product** After selecting a product from the List box, select this button to display product information, including the product name and product ID.
- Delete product** Select this button to delete a product from the product list. A popup appears prompting you to confirm that you want to perform the delete. Select the popup to delete the product. If you do not want to delete the product, move the cursor off the popup and it will disappear from the screen.

Password–related Commands

- Password type:** Select the button to the right of the label Password type: to toggle between **License** (default) and **Compound**.
- License type:** Select the button to the right of the label License type: to display a menu of License Use Management license types, from which you can choose one. The types are **concurrent**, **use once**, and **node locked**.
- Multiple–Use Rules** Use this menu to specify the rules whereby multiple invocations of a product require only a single concurrent–use license. Do not specify different rules for passwords for any single version of a product that are destined for installation in the same network environment.

Same User	Check this item to indicate that only a single concurrent–use license is required for multiple invocations of the product so long as the same user is invoking the product.
Same Group	Check this item to indicate that only a single concurrent–use license is required for multiple invocations of the product so long as the invocations originate from the same group.
Same Node	Check this item to indicate that only a single concurrent–use license is required for multiple invocations of the product so long as the product is being invoked at the same node.
Same Job	Check this item to indicate that only a single concurrent–use license is required for multiple invocations of the product so long as the invocations are associated with the same job ID.
Exit	Exits from the multiple–use rules menu.
Target type:	Select the button to the right of the label Target Type: to display a menu of target types from which you can choose one to specify the type of node for which you are creating passwords. The default choice is AIX . Other choices include: DGUX , Domain , HPUX , Intergraph , MSDOS , NeXT , Novell , SCO , SGI , SVR4 , Sun , Ultrix , and VMS .
Next target	Select this button to switch to the next target.
Create Passwords	Creates passwords based on the product/vendor data specified. If you have used the Output file option, this information is saved in the file you specify. Note that when you create license passwords, ls_dp decrements the number of compound licenses available according to the type and number of licenses specified.
Create script	ls_dp can output scripts that customers can use to automate the installation of the passwords. The script is appended to the ls_dp transcript. If you want ls_dp to generate the shell script, select the check box.
Output file	Use this to enter a filename in which you want customer passwords to be saved. (Optional) You must select this button before you select Create Passwords.

Graphic Interface Data Entry Fields

Vendor Information

Vendor name, Vendor ID, Vendor key Enter the vendor name and vendor ID. If the vendor ID has not already been established, you may use the Create Vendor ID button to generate one.

Product Information

Product name, Product ID, Product Version Enter the product name, product ID, and the version.

Password Information

Number of targets: Enter the total number of target nodes on which passwords are to be installed. (Optional; default is 1.)

Number of Licenses (total): Enter the total number of licenses to be created (that is, the aggregate of all licenses specified by all passwords to be created in this session).

License annotation Enter an annotation of up to 80 characters for the licenses (optional). The software product defines the annotation, and when licenses are created, **ls_dp** outputs the annotation along with the passwords. If there is no annotation, leave this field blank. Do not specify different annotations for passwords for any single version of a product that are destined for installation in the same network environment.

- Target n of n** Indicates the target for which **ls_dpass** is currently displaying password information.
- Target id:** Enter the target ID. The passwords generated are installable only at the target having the specified ID.
- Start:** If the password type is **License**, enter the start date for the licenses (the licenses become effective at midnight on the day before the specified date). This date can't be earlier than the current date. (Default is the current date.)
- If the password type is **Compound**, enter the start date for the compound password(s) (passwords become effective at midnight on the day before the specified date). This date can't be earlier than the current date. (Default is the current date.)
- Duration (days):** If the password type is **License**, enter the duration of the licenses (in days); or skip this field and enter the expiration date instead. The maximum duration of a license is 4096 days. (Default is 0.)
- Expiration:** If the password type is **License**, enter the expiration date of the licenses in date format (licenses expire at midnight on the specified date). If you prefer, skip this field and enter the duration in days instead. The latest expiration date may be no more than 4096 days after the start date. (Default is today's date, corresponding to a duration of 0 days.)
- If the password type is **Compound**, enter the expiration date of the password(s) in date format (passwords expire at midnight pm on the specified date). The latest expiration date may be no more than 4096 days after the start date. (Default is today's date, corresponding to a duration of 0 days.)
- Derived license start:** Enter the earliest start date for licenses that are to be derived from a compound password (this item is not applicable to license passwords). The derived licenses may start later, but not earlier, than the date you specify here.
- Derived license expiration:** Enter the latest expiration date for licenses that are to be derived from a compound password (this item is not applicable to license passwords). The derived licenses may expire earlier, but not later, than the date you specify here.
- Aggregate duration (days):** Enter the aggregate duration of all licenses that are to be derived from a compound password (this item is not applicable to license passwords). For example, a compound password from which 100 licenses may be derived might have an aggregate duration of 36500 days. From this password may be derived 100 1-year licenses, or 50 6-month licenses and 50 18-month licenses, and so on.
- Number of licenses (this target):** Enter the number of licenses to be installed on the current target if this number is different from the default number shown here. (By default, **ls_dpass** divides the total number of licenses to be installed by the number of targets on which the licenses are to be installed.) (This information applies only to concurrent-use and use-once license types; passwords for nodelock licenses are always one per target.)

Customer Information

- Customer name, address, contact** Use these fields to add the name and address of a new customer. The customers file stores customer names, addresses, and contacts.

Security

Access Control: Only root users have execute (x) access to this command.

Files Accessed: **lic_db**

Event Information

lic_db Decrements number of compound licenses available.

Examples

1. To create a nodelocked password for a single node:

```
ls_dpass -v vendor -i
vendor_uuid -k supplier -N product -p 4 \
-r 4.0 -w license -l nodelocked -s 90/02/07 -d 5 -t ibm/aix -u \
-n 1 21a9a
```

2. To create a nodelocked password for multiple nodes:

```
ls_dpass -v vendor -i
vendor_uuid -k supplier -N product -p 4 \
-r 4.0 -w license -l nodelocked -s 90/02/07 -d 5 -t ibm/aix -u \
-n 4 21a9a \ 20add fb40 18fa0
```

Note: When creating nodelocked passwords, the total number of licenses specified by **-n** must equal the number of target IDs in the list.

3. To create concurrent-use licenses for a single node:

```
ls_dpass -v vendor -i
vendor_uuid -k supplier -N product -p 4 \
-r 4.0 -w license -l concurrent -s 90/02/07 -d 5 -t ibm/aix -u \
-n 1 21a9a
```

Notes:

1. When creating concurrent-use licenses for multiple nodes, the total number of licenses specified by the **-n** switch will be evenly divided among the total number of servers specified in the target list.
2. Use-once passwords work the same way that concurrent-use licenses do.

Files

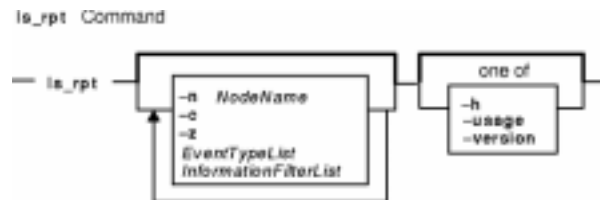
/usr/lib/netls/conf/products Products database for creating licenses.

ls_rpt Command

Purpose

Reports on network license server events

Syntax



ls_rpt [[**-n** *NodeName*] [**-c**] [**-z**] [*EventTypeList*] [*InformationFilterList*] | [**-h** | **-usage** | **-version**]]

Description

The **ls_rpt** command generates reports on license server events. There is no graphic interface for this command.

Flags

- n** Specifies the server node about which the report is to be generated. If you do not specify a node, **ls_rpt** reports on the current server node.
 - c** Lists data in 80-column format.
 - z** Debugging flag. (Prints RPC debugging information.)
 - h** Displays command usage information. (Same as **-usage**)
 - usage** Displays command usage information. (Same as **-h**)
 - version** Displays command version information.
- EventTypeList* You can specify any combination of the following event types. Specify **-a** to specify all event types.
- a** Lists all log messages.
 - l** Lists all license-related events (product received license, product release license to server, user entered license queue, user exited queue. This is the default option.
 - e** Lists all error events
 - s** Lists all server start/stop events.
 - m** Lists all messages that were logged by a software product or license server.
 - f** Lists any fatal error events.
 - d** Lists all license database modification messages.
- InformationFilterList* You can choose any combination of the following information filters. If no filters are specified the default is all dates, all vendors, all products, all users.
- bmm/dd/yy** Lists events that occurred beginning at the specified date.
 - t mm/dd/yy** Lists events that occurred up to the specified date.
 - vVendorName** Lists events related to the specified vendors.
 - pProductName** Lists events related to the specified products.
 - uUserName** Lists events related to the specified users.

- r 1** Lists, for the specified product, the number of requests for licenses, the number of licenses granted, and the percent of rejected requests.
- r 2** Lists the same information as **-r 1**, but also includes user names and the number of licenses installed.
- xmm/dd/yy** Deletes log file entries written on and before the specified date.

Examples

1. List license events on the local server node:

```
ls_rpt
```

2. List errors and fatal errors occurring between August 31 and September 30, 1990 on the server node `plums`:

```
ls_rpt -n plums -e -f -b 08/31/90 -t 09/30/90
```

3. List all messages logged at `mars` by the vendor XYZ:

```
ls_rpt -n mars -m -v xyz
```

4. Delete all log entries created on or before May 1, 1994 on the server `mars`:

```
ls_rpt -n mars -x 5/1/94
```

Related Information

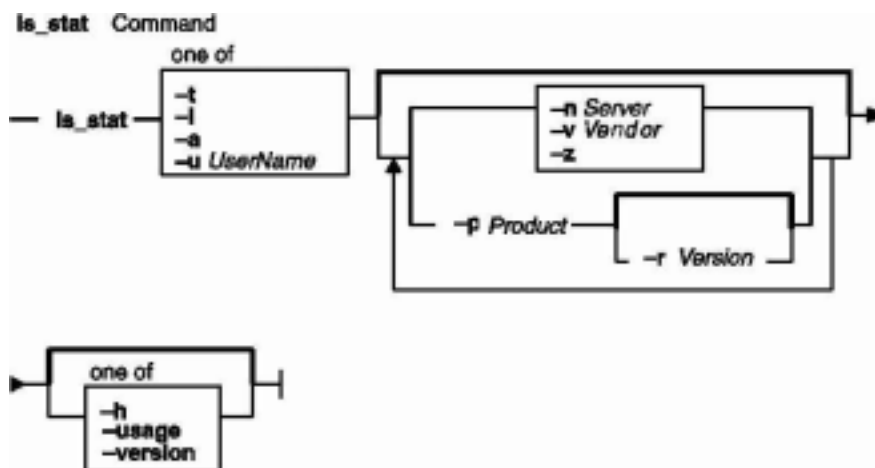
The `netlsd` daemon.

ls_stat Command

Purpose

Displays the status of the license server system.

Syntax



```
ls_stat {-t | -i | -a | -uUserName} [ [-nServer] [ -vVendor] [ -pProduct [ -rVersion ] ] [-z] ] | [-h | -usage | -version ]
```

Description

The **ls_stat** command provides status information on network licenses (that is, all license types except nodelocked). End users as well as system administrators may find **ls_stat** useful for finding out the status of licenses. This command description explains the command line interface of **ls_stat**. The graphic interface is explained separately in Related Information.

Flags

- t** Displays a table of total license usage compared to installed licenses; all servers and all products are listed by default.
- i** Displays installed licenses; all servers and all products are listed by default.
- a** Displays information about all concurrent-use license users; all servers and all products are listed by default.
- uUserName** Displays licenses being used by the specified user.

Note: One of the options listed above must be included in all **ls_stat** command lines.

- nServer** Displays licenses located at the specified server.
- vVendor** Displays licenses of the specified vendor; if the vendor string contains spaces, it must be delimited by single or double quotes.
- pProduct** Displays licenses for the specified product; if the product string contains spaces, it must be delimited by single or double quotes.
- rVersion** Displays licenses for the specified revision of a product specified by **-p**; if the version string contains spaces, it must be delimited by single or double quotes.

- z Debugging flag. (Prints RPC debugging information.)
- h Displays command usage information. (Same as **-usage**)
- usage Displays command usage information. (Same as **-h**)
- version Displays command version information.

Information on Graphic Interface

The following describes the options on the graphical user interface version of **ls_stat**.

MENUS AND BUTTONS

- | | |
|-------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Exit Button | Select this button to exit from ls_stat . |
| License Information Menu | This menu contains three buttons: Installed , Usage , All Users , and User . After you have selected a server and product from the Server and Product lists, select these buttons to display information about users, installed licenses, and usage of the selected server and product. |
| Installed Button | Displays information, listed by vendor, product and server, about product licenses installed at selected servers, including number of active licenses, their start and end dates, their type, the number of licenses currently in use, and the length of the queue of users waiting for licenses. |
| Usage Button | Displays information, listed by vendor, product and server, about the usage of products, including number of licenses in use, total number of licenses, and number of licenses available. |
| All Users Button | Displays information, listed by vendor, product and server, about current users of licensed products, including user ID, node name, group, number of licenses held, and start time. |
| User Button | Displays information, listed by vendor, product and server, about a specific user of licensed products, including user ID, node name, group, number of licenses held, and start time. After the User button is selected, a pop-up dialog is displayed in which you may enter a user ID. |
| Server List Box | This list box, directly to the right of the License Information menu, displays the server list. At the top of this box is the All Servers (Update) button (see below). At the left of the box is a scroll bar that you can use to scroll the list. |
| All Servers (Update) Button | Select this button to poll the network and update the server list. When you select this button, a check mark appears in the box at its left. A check mark in this box indicates that: <ul style="list-style-type: none"> • All existing servers are displayed in the Server List box. • The vendors and products listed in the Product List box are the vendors and products existing at the server currently selected in the Server List box. • After updating the server list, select a server to display (in the Product List box) the products it administers. Next, select a product (or All) from the list of products; then select Users, Installed, or Usage. |
| Product List Box | This list box, directly to the right of the Server List box, displays the server list. At the top of this box is the All Products (Update) button (see below). At the left of the box is a scroll bar that you can use to scroll the list. |
| All Products (Update) Button | Select this button to poll the network and update the product list. When you select this button, a check mark appears in the box at its left. A check mark in this box indicates that: <ul style="list-style-type: none"> • All existing vendors and products are displayed in the Product List box. • The servers listed in the Server List box are the servers that hold |

licenses for the product currently selected in the **Product List** box.

After updating the product list, select a product to display (in the Server List box) the servers holding licenses for the product. Select a server (or **All**) from the list of servers; then select **Users**, **Installed**, or **Usage**.

Status Message Field

This field, across the bottom of the window, describes the information currently displayed in the **Server List** box and the **Product List** box.

Examples

1. To display all licenses installed for all products on all servers:

```
ls_stat -i
```

2. To display licenses in use from the server park:

```
ls_stat -a -n park
```

3. To display licenses installed and currently in use for the product Kwik-Draw, Version 2.1:

```
ls_stat -a -i -p Kwik-Draw -r 2.1
```

4. To display licenses installed on park for the vendor Apollo.

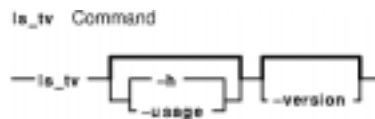
```
ls_stat -i -v Apollo -n park
```

ls_tv Command

Purpose

Verifies that license servers are working.

Syntax



ls_tv [**-h** | **-usage**] [**-version**]

Description

The **ls_tv** tool requests a concurrent-use license from a license server and prints a list of active license servers.

If you can run **ls_tv** successfully but are still having a problem with a license product, the problem is probably with the licenses, or possibly with the product itself: in this case, talk to the vendor of the licensed software product.

If you cannot run **ls_tv** successfully and receive one of the error messages listed below, use the explanation of the error to fix the problem. Then try running **ls_tv** again.

If you cannot run **ls_tv** successfully and receive an error that is not listed below, it means there is a problem with the software on which the license server is layered (for example, TCP/IP or NCS), or a hardware problem.

Flags

- h** Displays command usage information. (Same as **-usage**.)
- usage** Displays command usage information. (Same as **-h**.)
- version** Displays command version information.

Error Messages

- netls_request_license** Communication failure(networking computing system/RPC run time)
- netls_no_svrs_found** No servers available for this vendor.
- netls_license_not_found** License not found in the database.
- netls_not_authorized** The user is not authorized to use this product.
- netls_bad_timestamp** Time disparity too large.

Example

To run the license-server test-and-verification tool:

ls_tv

The system responds with something similar to the following:

```
LS-TV Version 2.0 -- License Use Management Test and Verification Tool
Copyright 1991, Hewlett-Packard Company, All Rights Reserved
Copyright 1991, Gradient Technologies, Inc. All Rights Reserved
Completed license transactions on node 1f9a4 running License Use Management
Active License Use Management Servers:
    altair (AIX) running License Use Management
    cobweb (AIX) running License Use Management
```

Related Information

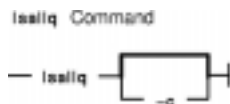
The **netlsd** daemon.

lsallq Command

Purpose

Lists the names of all configured queues.

Syntax



lsallq [-c]

Description

The **lsallq** command lists the names of all configured queues contained in the **/etc/qconfig** file. By specifying the **-c** flag, this listing is displayed in colon format. This flag is used mainly by SMIT.

You can use a Web-based System Manager Printer Queues application (**wsm printers** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lsallq** fast path to run this command.

Flag

-c Causes colon format output for use by SMIT.

Examples

1. To list all of the queue names in the **/etc/qconfig** file, enter:

```
lsallq
```

A listing similar to the following is displayed:

```
lp0
lp1
lp2
```

2. To list all configured queues in colon format, enter:

```
lsallq -c
```

A listing similar to the following is displayed:

```
lp0
lp0:queue1
lp0:queue2
lp1
```

Files

/usr/bin/lsallq Contains the **lsallq** command.

/etc/qconfig Configuration file.

Related Information

The **chque** command, **lsque** command, **lsallqdev** command, **mkque** command, **rmque** command.

The **qconfig** file.

Listing Print Queues and Print Queue Devices in the *AIX Version 4.3 Guide to Printers and Printing*.

Setting up and running Web-based System Management in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

lsallqdev Command


Purpose

Lists all configured printer and plotter queue device names within a specified queue.

Syntax

lsallqdev Command

```
lsallqdev [-c] -q Name
```



lsallqdev [-c] -q*Name*

Description

The **lsallqdev** command lists all configured device names within a specified queue in the **/etc/qconfig** file.

You can use a Web-based System Manager Printer Queues application (**wsm printers** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lsallqdev** fast path to run this command.

Flags

- q*Name* Specifies the queue name.
- c Causes colon format output for use by SMIT.

Examples

1. To list the names all of the configured queue devices within the **lp0** queue in the **/etc/qconfig** file, enter:

```
lsallqdev -q lp0
```

A listing similar to the following is displayed:

```
lpd0  
lpd1  
lpd2
```

2. To list the names of all of the configured queue device within the **lp0** queue in the **/etc/qconfig** file in colon format, enter:

```
lsallqdev -q lp0 -c
```

A listing similar to the following is displayed:

```
lp0:lpd1  
lp0:lpd2
```

Files

/usr/bin/lqdev Contains the **lsallqdev** command.

/etc/qconfig Configuration file.

Related Information

The **chqdev** command, **lsqdev** command, **lsallq** command, **mkqdev** command, **rmqdev** command.

The **qconfig** file.

Setting up and running Web-based System Management in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

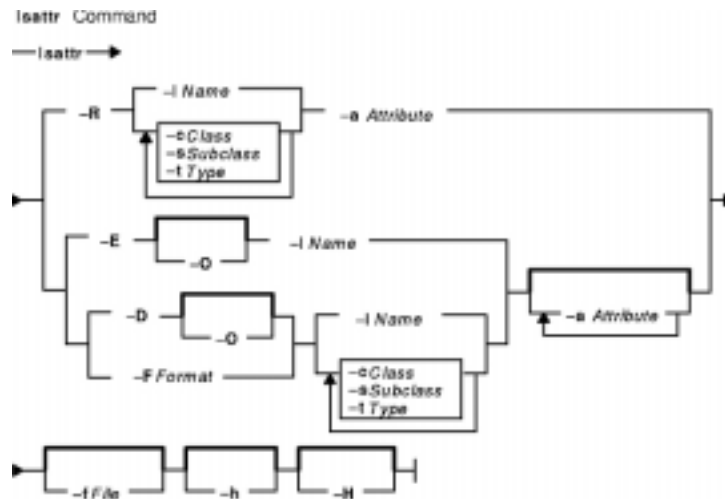
Listing Print Queues and Print Queue Devices in the *AIX Version 4.3 Guide to Printers and Printing*.

Isattr Command

Purpose

Displays attribute characteristics and possible values of attributes for devices in the system.

Syntax



```
isattr { -D [ -O ] | -E [ -O ] | -F Format } -I Name [ -a Attribute ] ... [ -f File ] [ -h ] [ -H ]
```

```
isattr { -D [ -O ] | -F Format } { [ -c Class ] [ -s Subclass ] [ -t Type ] } [ -a Attribute ] ... [ -f File ] [ -h ] [ -H ]
```

```
isattr -R { -I Name | [ -c Class ] [ -s Subclass ] [ -t Type ] } -a Attribute [ -f File ] [ -h ] [ -H ]
```

Description

The **isattr** command displays information about the attributes of a given device or kind of device. If you do not specify the device logical name (**-I Name**), you must use a combination of one or all of the **-c Class**, **-s Subclass**, and **-t Type** flags to uniquely identify the predefined device.

You must specify one of the following flags with the **isattr** command:

- D** Displays default values.
- E** Displays effective values (valid only for customized devices specified with the **-I** flag).
- F Format** Specifies the user-defined format.
- R** Displays the range of legal values.

When displaying the effective values of the attributes for a customized device, the information is obtained from the Configuration database, not the device. Generally the database values reflect how the device is configured, unless it is reconfigured with the **chdev** command using the **-P** or **-T** flag. If this has occurred, the information displayed by the **isattr** command might not correctly indicate the current device configuration until after the next system boot.

If you use the **-D** or **-E** flag, the output defaults to the values for the attribute's name, value, description, and user-settable strings, unless also used with the **-O** flag. The **-O** flag displays the names of all attributes

specified, separated by colons. On the next line, the **-O** flag displays all the corresponding attribute values, separated by colons. The **-H** flag can be used with either the **-D**, **-E**, or **-F** flag to display headers above the column names. You can define the format of the output with a user-specified format where the *Format* parameter is a quoted list of column names separated by nonalphanumeric characters or white space using the **-FFormat** flag.

You can supply the flags either on the command line or from the specified *File* parameter.

Flags

-a <i>Attribute</i>	Displays information for the specified attributes of a specific device or kind of device. You can use one -a flag for each attribute name or multiple attribute names. If you use one -a flag for multiple attribute names, the list of attribute names must be enclosed in quotes with spaces between the names. Using the -R flag, you must specify only one -a flag with only one attribute name. If you do not specify either the -a or -R flag, the lsattr command displays all information for all attributes of the specified device.
-c <i>Class</i>	Specifies a device class name. This flag can be used to restrict the output to that for devices of a specified class. This flag cannot be used with the -E or -I flag.
-D	Displays the attribute names, default values, descriptions, and user-settable flag values for a specific device when not used with the -O flag. The -D flag displays only the attribute name and default value in colon format when used with the -O flag. This flag can be used with any combination of the -c , -s , and -t flags that uniquely identifies a device from the Predefined Devices object class or with the -I flag. This flag cannot be used with the -E , -F , or -R flag.
-E	Displays the attribute names, current values, descriptions, and user-settable flag values for a specific device when not used with the -O flag. The -E flag displays only the attribute name and current value in colon format when used with the -O flag. This flag cannot be used with the -c , -D , -F , -R , -s , or -t flag.
-f <i>File</i>	Reads the needed flags from the <i>File</i> parameter.
-F <i>Format</i>	Displays the output in a user-specified format, where the <i>Format</i> parameter is a quoted list of column names separated by nonalphanumeric characters or white space. Using white space as the separator, the lsattr command displays the output in aligned columns. Only column names from the Predefined Attributes and Customized Attributes object classes can be specified. In addition to the column names, there are two special purpose names that can be used. The name <i>description</i> can be used to obtain a display of attribute descriptions and <i>user-settable</i> can be used to obtain an indication as to whether or not an attribute can be changed. This flag cannot be used with the -E , -D , -O or -R flag.
-H	Displays headers above the column output. To use the -H flag with the -O flag is meaningless, the -O flag

	prevails. To use the -H flag with the -R flag is meaningless, the -R flag prevails.
-h	Displays the command usage message.
-I Name	Specifies the device logical name in the Customized Devices object class whose attribute names or values are to be displayed.
-O	Displays all attribute names separated by colons and, on the second line, displays all the corresponding attribute values separated by colons. The attribute values are current values when the -E flag is also specified and default values when the -D flag is specified. This flag cannot be used with the -F and -R flags.
-R	Displays the legal values for an attribute name. The -R flag cannot be used with the -D , -E , -F and -O flags, but can be used with any combination of the -c , -s , and -t flags that uniquely identifies a device from the Predefined Devices object class or with the -I flag. The -R flag displays the list attribute values in a vertical column as follows: <pre>Value1 Value2 . . ValueN</pre> <p>The -R flag displays the range attribute values as $x..n(+i)$ where x is the start of the range, n is the end of the range, and i is the increment.</p>
-s Subclass	Specifies a device subclass name. This flag can be used to restrict the output to that for devices of a specified subclass. This flag cannot be used with the -E or -I flag.
-t Type	Specifies a device type name. This flag can be used to restrict the output to that for devices of a specified class. This flag cannot be used with the -E or -I flag.

Examples

1. To list the current attribute values for the tape device `rmt0`, enter:

```
lsattr -l rmt0 -E
```

The system displays a message similar to the following:

```
mode          yes    Use DEVICE BUFFERS during writes      True
block_size    512    BLOCK size (0=variable length)        True
ret           no     RETENSION on tape change or reset     True
ecc_flag      yes    Enable ECC                             True
```

2. To list the default attribute values for the tape device `rmt0`, enter:

```
lsattr -l rmt0 -D
```

The system displays a message similar to the following:

mode	yes	Use DEVICE BUFFERS during writes	True
block_size	512	BLOCK size (0=variable length)	True
ret	yes	RETENSION on tape change or reset	True
ecc_flag	yes	Enable ECC	True

3. To list the current value of the `bus_intr_lvl` attribute for the SCSI adapter `scsi0`, enter:

```
lsattr -l scsi0 -a bus_intr_lvl -E
```

The system displays a message similar to the following:

```
bus_intr_lvl    14    Bus    interrupt level    True
```

4. To list the possible values of the `login` attribute for the tty device `tty0`, enter:

```
lsattr -l tty0 -a login -R
```

The system displays a message similar to the following:

```
enable
disable
share
delay
```

5. To list the default attribute values for a 4207-2 parallel printer, enter:

```
lsattr -c printer -s parallel -t 4207-2 -D
```

The system displays a message similar to the following:

```
p_top    30    Printer TIME OUT period    True
line     66    Number of LINES per page    True
col      80    Number of COLUMNS per page  True
ind      0    Number of columns to INDENT  True
```

6. To list the possible values of the `p_top` attribute for a 4207-2 parallel printer, enter:

```
lsattr -c printer -s parallel -t 4207-2 -a p_top -R
```

The system displays a message similar to the following:

```
1...1000 (+1)
```

7. To list the current attribute values for the tape device `rmt0` in colon format, enter:

```
lsattr -l rmt0 -E -O
```

The system displays a message similar to the following:

```
#mode:block_size:ret:ecc_flag
yes:512:no:yes
```

8. To display system attributes, enter:

```
lsattr -E -l sys0
```

The system displays output similar to the following:

dcache	64K	Size of data cache in bytes	False
icache	8K	Size of instruction cache in bytes	False
keylock	normal	State of system keylock at boot time	False
maxbuf	20	Maximum number of pages in block I/O BUFFER CACHE	True
maxmbu	2048	Maximum Kbytes of real memory allowed for MBUFS	True
maxuproc	40	Maximum number of PROCESSES allowed per user	True
autorestart	false	Automatically REBOOT system after a crash	True
iostat	true	Continuously maintain DISK I/O history	True
realmem	32768	Amount of usable physical memory in Kbytes	False
primary	/dev/hd7	Primary dump device	False
secondary	/dev/sysdumpnull	Secondary dump device	False
conslogin	enable	System Console Login	False
maxpout	0	HIGH water mark for pending write I/Os per file	True
minpout	0	LOW water mark for pending write I/Os per file	True
memscrub	false	Enable memory SCRUBBING	True
logfilesize	1048576	Error log file size	False

Note: The same information is available in a more readable format using SMIT (System Environments → Change / Show Characteristics of Operating Systems).

Files

`/usr/sbin/lsattr` Contains the `lsattr` command.

Related Information

The `chdev` command, `lsconn` command, `lsdev` command, `lsparent` command, `mkdev` command, `rmdev` command.

Summary of Tunable AIX Parameters in *AIX Versions 3.2 and 4 Performance Tuning Guide*

Devices Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices* provides information about adding, changing, moving, and removing devices.

lsauthent Command

Purpose

Lists the authentication methods currently configured on the system.

Syntax

```
lsauthent
```

Description

The **lsauthent** command calls the **get_auth_method** subroutine in the **libauthm.a** library, translates a list of authentication methods returned, and prints the authentication methods configured to **stdout**. Each authentication method is outputted on a separate line.

The authentication methods are listed in the order in which they are configured. If none of the authentication methods are configured, **lsauthent** returns without printing anything.

The **lsauthent** command writes an error message to **stderr** and returns a **-1** if **get_auth_method** fails.

Examples

If all of the authentication methods are configured as:

```
lsauthent
```

the output would consist of:

```
Kerberos 5  
Kerberos 4  
Standard AIX
```

Related Information

The **chauthent** command, **ftp** command, **rcp** command, **rlogin** command, **rsh** command, **telnet**, **tn**, or **tn3270** command.

The **get_auth_method** and **set_auth_method** subroutines.

Network Overview in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Secure Rcnds in *AIX Version 4.3 System User's Guide: Communications and Networks*.

lscfg Command

Purpose

Displays configuration, diagnostic, and vital product data (VPD) information about the system.

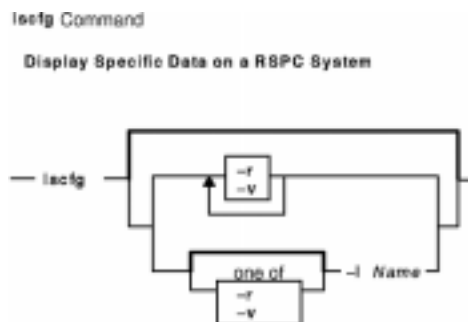
Syntax

To Display Specific Data on all Systems



lscfg [**-vp**] [**-lName**]

To Display Specific Data on a RSPC System



lscfg [**-rv**] | [[**-r**] | [**-v**]] [**-lName**]]

Description

If you run the **lscfg** command without any flags, it displays the name, location, and description of each device found in the current Customized VPD object class that is a child device of the **sys0** object. The list is sorted by parent, child, and device location. Information on a specific device can be displayed with the **-l** flag.

Use the **lscfg** command to display vital product data (VPD) such as part numbers, serial numbers, and engineering change levels from either the Customized VPD object class or platform specific areas. Not all devices contain VPD data.

VPD data that is preceded by **ME** signifies that the VPD data was entered manually using a diagnostic service aid. For some devices, the vital product data is collected automatically from the devices through methods and added to the Customized VPD object class.

If you run the **lscfg** command with the **-p** flag, it displays device information stored in the platform specific data areas. When used with the **-v** flag, VPD data stored for these devices is also displayed. This information is obtained on a ISA bus-based (rspc) system from residual data or the open firmware device tree. This information is obtained on a Common Hardware Reference Platform (CHRP) system from the open firmware device tree.

- l *Name* Displays device information for the named device.
- p Displays the platform-specific device information. This flag only applies to AIX Version 4.2.1 or later.
- r Displays the platform-specific device information found in residual data only on rspc systems.
- v Displays the VPD found in the Customized VPD object class. Also, on AIX Version 4.2.1 or later, displays platform specific VPD when used with the -p flag.

Examples

1. To display the system configuration, enter:

```
lscfg
```

The system displays a message similar to the following:

```
INSTALLED RESOURCE LIST
```

The following resources are installed on your machine.

```
+/- = Added/Deleted from Diagnostic Test List.
```

```
* = NOT Supported by Diagnostics.
```

```
+      sysplanar0      00-00      System Planar
+      fpa0             00-00      Floating Point Processor
+      mem0             00-0A      Memory Card
+      mem1             00-0B      Memory Card

+      ioplanar0       00-00      I/O Planar
*      f2bus0          00-00      Micro Channel Bus
+      rs2320          00-01      RS232 Card
+      tty0            00-01-0-01  RS232 Card Port
-      tty1            00-01-0-02  RS232 Card Port
..
..
..
```

2. To display the name, location, and description for devices specified by the logical name mem without VPD, enter:

```
lscfg -l mem\*
```

The system displays information for all devices with logical names beginning with mem, as follows:

Device	Location	Description
mem0	00-0A	Memory Card
mem1	00-0B	Memory Card

3. To display the VPD for all physical devices in the Customized database, enter:

```
lscfg -v
```

The system displays a message similar to the following:

```
INSTALLED RESOURCE LIST WITH VPD
```

The following devices are installed in your system.

```
sysplanar0      00-00      System Planar

                Part Number.....342522
                EC Level.....254921
                Serial Number.....353535
```



```
fpa0    00-00    Floating Point Processor
mem0    00-0A    Memory Card

        EC Level.....990221
..
..
```

4. To display the VPD for a specific device specified by the logical name mem0, enter:

```
lscfg -l mem0 -v
```

The system displays information for the device mem0, as follows:

```
Device          Location          Description
mem0            00-0A            Memory Card

        Device Specific (Z3).....04
        EC Level.....00
        Device Specific (Z0).....00
        Device Specific (Z1).....00
        Device Specific (Z2).....01
        Size.....64
```

5. To display the VPD in residual data for a specific device specified by the logical name procF0 enter:

```
lscfg -p -l procF0
```

```
procF0
```

```
Part Number          xxxxxxxx
EC Level              xxxxxxxx
Serial Number        xxxxxxxx
FRU Number           xxxxxxxx
Device Specific (ZA) xxxxxxxx
Displayable Message  Processor
Device Specific (PL) xxxxxxxx
Device Specific (RM) xxxxxxxx
ROS Level and ID     xxxxxxxx
```

6. To display the VPD in open firmware device tree for the corresponding node to the sysplanar0 device, enter:

```
lscfg -pvl sysplanar0
```

```
Device          Location          Description
sysplanar0      00-00            System Planar
```

```
Platform Specific
```

```
Name:      xxxxxxxx
Model:     xxxxxxxx
Nodel:     /
Physical location:  L1
Device type:  xxxx
```

```
System:
Machine/Cabinet Serial No.  xxxxxxxx
Machine Type/Model         xxxxxxxx
Version                     xxxxxxxx
I/O Planar:
Part Number                 xxxxxxxx
EC Level                    xxxxxxxx
Serial Number               xxxxxxxx
FRU Number                  xxxxxxxx
Manufacture ID              xxxxxxxx
```

Version	xxxxxxx
System Planar:	
Part Number	xxxxxxx
EC Level	xxxxxxx
Serial Number	xxxxxxx
FRU Number	xxxxxxx
Manufacture ID	xxxxxxx
Version	xxxxxxx
Product Specific (ZM)	xxxxxxx

Files

/usr/sbin/lscfg Contains the **lscfg** command.

Related Information

The **lsattr** command, **lscnnc** command, **lsdev** command, **lsparent** command.

lsclass Command

Purpose

List Workload Management classes and their limits.

Syntax

```
lsclass [-C | -f] [-d Config_dir] [ Class ]
```

Description

With no argument, this command returns the list of classes, one per line. With a class name as argument, it prints the class name, followed by the list of its attributes.

Flags

- C** Displays the class attributes and limits in colon-separated records, as follows:

```
lsclass -c myclass
#name:tier:CPUmin:CPUshares:CPUmax:memorymin:memoryshares:memorymax
myclass:2:20:50:100:25:55:90
```
- f** Displays the output in stanzas, with each stanza identified by a class name. Each Attribute=Value pair is listed on a separate line:

```
Class:
    attribute1=value
    attribute2=value
    attribute3=value
```
- d*Config_dir*** Use */etc/wlm/Config_dir* as alternate directory for the definition files. If this flag is not present, the current configuration files in the directory pointed to by ***/etc/wlm/current*** are used.

Files

- /etc/wlm/current/classes*** Contains the names and definitions of the classes for the current workload management configuration.
- /etc/wlm/current/limits*** Contains the limits enforced on the classes for the current workload management configuration.
- /etc/wlm/current/shares*** Contains the resource shares attributes for each class of the current workload management configuration.
- /etc/wlm/current/description*** Contains the class description text for each class of the current workload management configuration.

Related Information

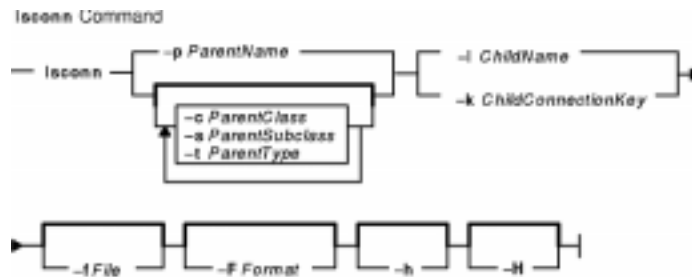
The **wlmcntrl**, **chclass**, **mkclass** and **rmclass** commands.

Isconn Command

Purpose

Displays the connections a given device, or kind of device, can accept.

Syntax



isconn { **-p** *ParentName* | [**-c** *ParentClass*] [**-s** *ParentSubclass*] [**-t** *ParentType*] } { **-l** *ChildName* | **-k** *ChildConnectionKey* } [**-f** *File*] [**-F** *Format*] [**-h**] [**-H**]

Description

The **isconn** command, when used with the **-p** *ParentName* flag, displays the connection locations on the parent device to which the device specified by the **-l** *ChildName* flag can be connected, or to which devices of the connection type specified by the **-k** *ChildConnectionKey* flag can be connected. If the **-k** and **-l** flags are not used, the **isconn** command displays information as to where a child device can be connected on the specified parent.

If the **-p** *ParentName* flag is not used, you must use a combination of one or all of the **-c** *ParentClass*, **-s** *ParentSubclass*, and **-t** *ParentType* flags to uniquely identify the predefined parent device.

You can display the default output, which is the connection location (or connection location and connection key if no child is specified), from the Predefined Connection object class. If you do not display the default, you can display the output in a user-specified format where the *Format* parameter is a quoted list of column names separated by nonalphanumeric characters or white space using the **-F** *Format* flag. You can insert headers above the columns using the **-H** flag.

You can supply the flags either on the command line or from the specified *File* parameter.

Flags

-c <i>ParentClass</i>	Specifies the class name of a possible parent device in the Predefined Devices object class. This flag cannot be used with the -p flag.
-f <i>File</i>	Reads the needed flags from the <i>File</i> parameter.
-F <i>Format</i>	Formats the output in a user-specified format where the <i>Format</i> parameter is a quoted list of column names from the Predefined Connection object class separated and possibly terminated by nonalphanumeric characters or white space. Using white space as the separator, the isconn command displays the output in aligned columns.
-H	Displays headers above the column output.
-h	Displays the command usage message.

- k *ChildConnectionKey*** Specifies the connection key that identifies the subclass of the child device. This flag cannot be used with the **-l** flag.
- l *ChildName*** Specifies the logical name of a possible child device. This flag cannot be used with the **-k** flag.
- p *ParentName*** Specifies the parent device's logical name from the Customized Devices object class. This flag cannot be used with the **-c**, **-s**, or **-t** flag.
- s *ParentSubclass*** Specifies the subclass of a possible parent device in the Predefined Devices object class. This flag cannot be used with the **-p** flag.
- t *ParentType*** Specifies the device type of a possible parent device from the Predefined Devices object class. This flag cannot be used with the **-p** flag.

Examples

1. To list all possible connection locations on the 8–port asynchronous adapter `sa3` that will accept an RS–232 device connection, enter:

```
lsconn -p sa3 -k rs232
```

The system displays a message similar to the following:

```
0
1
2
3
4
5
6
7
```

2. To list all possible connection locations on the standard I/O parallel port adapter that will accept the parallel printer `lp3`, enter:

```
lsconn -p ppa0 -k lp3
```

The system displays a message similar to the following:

```
p
```

3. To list all possible connection locations and connection types on the 8–port asynchronous adapter `sa3`, enter:

```
lsconn -p sa3
```

The system displays a message similar to the following:

```
0      rs232
1      rs232
2      rs232
3      rs232
4      rs232
5      rs232
6      rs232
7      rs232
```

Files

`/usr/sbin/lscnn` Specifies the command file.

Related Information

The **chdev** command, **lsattr** command, **lsdev** command, **lsparent** command, **mkdev** command, **rmdev** command.

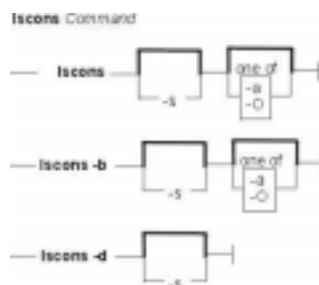
Devices Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices* provides information about adding, changing, moving, and removing devices.

Iscons Command

Purpose

Writes the name of the current console device to standard output.

Syntax



`iscons [-s] [-a | -O]`

`iscons -b [-s] [-a | -O]`

`iscons -d [-s]`

Description

The `iscons` command writes the name of the current console device to standard output. This command is also used to write the name of the device that is to be the console on the next start of the system to standard output. You can change the current console device using the `swcons` command. You can change the device to be the system console on the next start of the system using the `chcons` command.

Flags

- `-a` Displays a list of *attribute name = attribute value* pairs for the console device and console logging and tagging attributes. When used with the `-b` flag, the values are retrieved from the ODM. Without the `-b` flag, the values are retrieved from the console device driver. For additional information about console output logging and tagging, see the console Special File in the *AIX Version 4.3 Files Reference* book.
Note: This flag is not valid with the `-O` flag or the `-d` flag.
- `-b` Displays the full path name of the system console selected for the next startup of the system.
- `-d` Displays the full path name of the system console selected on the current startup of the system.
Note: This flag is not valid with the `-O` flag or the `-a` flag.
- `-O` Similar to the `-a` flag but outputs the attribute names and values in a format suitable for use by SMIT.
This flag is NOT valid with the `-d` flag.
Note: This flag is not valid with the `-d` flag or the `-a` flag.
- `-s` Suppresses reporting of the path name.

Exit Status

This command returns the following exit values:

- 0** The device you are using is the current system console.

- 1 The device you are using is not the current system console.
- 2 The device you are using is the console device selected at system start but is not currently the device supporting console message output.
- 3 Flags specified are not valid.
- 4 System error occurred.

Examples

1. To display the full path name of the current system console, enter:

```
lscons
```

2. To display the full path name of the system console effective on the next startup of the system, enter:

```
lscons -b
```

3. To display the full path name of the system console selected on the current startup of the system, enter:

```
lscons -d
```

4. To test whether or not the current system console is directed to your display, enter:

```
if lscons -s
echo "System messages are directed to my display" >/dev/tty
fi
```

Files

/usr/sbin/lscons Contains the **lscons** command.

Related Information

The **chcons** command, **swcons** command.

The **console** special file.

Isdev Command

Purpose

Displays devices in the system and their characteristics.

Syntax



```
isdev -C [-c Class] [-s Subclass] [-t Type] [-f File] [-F Format | -r ColumnName] [-h] [-H] [-I Name] [-S State]
```

```
isdev -P [-c Class] [-s Subclass] [-t Type] [-f File] [-F Format | -r ColumnName] [-h] [-H]
```

Description

The **isdev** command displays information about devices in the Device Configuration database. You can display information about all devices in the Customized Devices object class using the **-C** flag. Any combination of the **-c Class**, **-s Subclass**, **-t Type**, **-I Name**, and **-S State** flags selects a subset of the customized devices. You can display information about all devices in the Predefined Devices object class using the **-P** flag. Any combination of the **-c Class**, **-s Subclass**, and **-t Type** flags selects a subset of the predefined devices.

You can display the default output one of two ways. You can either display the default output from the Customized Devices object class using the **-C** flag, or display the default output from the Predefined Devices object class using the **-P** flag. To override these two default outputs, you can use the **-F Format** flag. The **-F Format** flag displays the output in a user-specified format where the *Format* parameter is a quoted list of column names separated and possibly ended by nonalphanumeric characters or white space.

The **-r ColumnName** flag displays the range of values for a particular column over the specified set of devices.

You can use a Web-based System Manager Devices application (**wsm devices** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit isdev** fast path to run this command.

Flags

- C** Lists information about a device that is in the Customized Devices object class. The default information displayed is *name*, *status*, *location*, and *description*. This flag cannot be used with the **-P** flag.
- c Class** Specifies a device class name. This flag can be used to restrict output to devices in a

specified class.

- f File** Reads the needed flags from the *File* parameter.
- F Format** Displays the output in a user-specified format, where the *Format* parameter is a quoted list of column names from the Predefined or Customized Devices object class, separated and possibly ended by nonalphanumeric characters or white space. Using white space as the separator, the **lsdev** command displays the output in aligned columns.

If you specify the **-F Format** flag with the **-C** flag, you can specify column names from both the Customized and Predefined Devices object classes. If you specify the **-F Format** flag with the **-P** flag, you can only specify column names from the Predefined Devices object class. In addition to the column names, the special purpose name *description* can be used to obtain a display of device descriptions. This flag cannot be used with the **-rColumnName** flag.
- H** Displays headers above the column output.
- h** Displays the command usage message.
- I Name** Specifies the device logical name from the Customized Devices object class for the device for which information is listed. This flag cannot be used with the **-P** flag.
- P** Lists information about a device that is in the Predefined Devices object class. The default information displayed is *class, type, subclass, description*. This flag cannot be used with the **-C, -I, or -S** flags.
- r ColumnName** Displays the set of values in a column. For example, the *ColumnName* parameter takes the value of the *Class* parameter to list all the classes. If you specify the **-r ColumnName** flag with the **-C** flag, you can specify column names from both the Customized and Predefined Devices object classes. If you specify the **-r ColumnName** flag with the **-P** flag, you can only specify column names from the Predefined Devices object class. This flag cannot be used with the **-FFormat** flag.
- S State** Lists all devices in a specified state as named by the *State* parameter. This flag cannot be used with the **-P** flag. The *State* parameter can either be a value of *d, D, 0* or *defined* for the Defined state; *a, A, 1*, or *available* for the Available state; or *s, S, 2*, or *stopped* for the Stopped state. This flag can be used to restrict output to devices in a specified state.
- s Subclass** Specifies a device subclass name. This flag can be used to restrict output to devices in a specified subclass.
- t Type** Specifies a device type name. This flag can be used to restrict output to devices of a specified type.

Examples

1. To list all devices in the Predefined Devices object class with column headers, enter:

```
lsdev -P -H
```

The system displays a message similar to the following:

class	type	subclass	description
adapter	kts	sio	Keyboard/Tablet/Sound system
keyboard	kb101	keyboard	United States keyboard
keyboard	kb102	keyboard	International keyboard
keyboard	kb106	keyboard	Kanji keyboard
keyboard	kb5086	keyboard	5086 keyboard
tablet	5083_m21	tablet	6.144 x 6.144 inch tablet
tablet	5083_m22	tablet	11.5 x 11.5 inch tablet
.	.	.	.
tty	tty	rs232	Asynchronous Terminal
tty	tty	rs422	Asynchronous Terminal

```
tty      tty      mill88   Asynchronous Terminal
```

2. To list all the devices in the Customized Devices object class, enter:

```
lsdev -C
```

The system displays a message similar to the following:

```
sio0      Available  00-00      Standard I/O Planar
fda0      Available  00-00-0D   Standard I/O Diskette Adapter
sa0       Available  00-00-S1   Standard I/O Serial Port 1
sa1       Available  00-00-S2   I/O Serial Port 2
tty0      Defined
.
.
.
scsi0     Available  00-07      SCSI I/O Controller
cd0       Available  00-07-00-30 CD-ROM Drive
rmt0      Available  00-07-00-40 2.3 GB 8mm Tape Drive
hdisk0    Available  00-07-00-00 670 MB SCSI Disk Drive
hdisk1    Available  00-07-00-10 670 MB SCSI Disk Drive
hdisk2    Available  00-07-00-20 670 MB SCSI Disk Drive
```

3. To list the adapters that are in the Available state in the Customized Devices object class, enter:

```
lsdev -C -c adapter -S a
```

The system displays a message similar to the following:

```
sio0      Available  00-00      Standard I/O Planar
fda0      Available  00-00-0D   Standard I/O Diskette Adapter
kts0      Available  00-00-0K   Keyboard Tablet/Sound system
sa0       Available  00-00-S1   Standard I/O Serial Port 1
sa1       Available  00-00-S2   Standard I/O Serial Port 2
scsi0     Available  00-07      SCSI I/O Controller
mous0     Available  00-00-0M   Mouse device
```

4. To list all tape devices in the Predefined Devices object class, enter:

```
lsdev -P -c tape
```

The system displays a message similar to the following:

```
tape      8mm      scsi      2.3GB 8mm Tape Drive
tape      9trk     scsi      1.2-inch 9-Track Tape Drive
tape      150mb    scsi      150 MB 1/4-inch Tape Drive
```

5. To list the supported device classes from the Predefined Devices object class, enter:

```
lsdev -P -r class
```

The system displays a message similar to the following:

```
adapter
bus
cdrom
disk
diskette
.
.
.
planar
printer
pty
sys
```

```
sysunit
tablet
tape
tcpip
tty
```

6. To list the supported subclasses in the Predefined Devices object class for the disk class, enter:

```
lsdev -P -c disk -r subclass
```

The system displays a message similar to the following:

```
mca
scsi
```

7. To list the name, class, subclass, and type of every device in the Available state in the Customized Devices object class with column headers, enter:

```
lsdev -C -H -S a -F 'name class subclass type'
```

The system displays a message similar to the following:

name	class	subclass	type
sys0	sys	node	sys
sysunit0	sysunit	sys	sysunit
.	.	.	.
sa0	adapter	mca	8p232
fd0	diskette	siofd	fd
fd1	diskette	siofd	fd
tty0	tty	rs232	tty
scsi0	adapter	mca	hscsi
hdisk0	disk	scsi	670mb
hdisk1	disk	scsi	355mb
lp0	printer	parallel	4201-3

Files

/usr/sbin/lsdev Contains the **lsdev** command.

Related Information

The **chdev** command, **lsattr** command, **lsconn** command, **lsparent** command, **mkdev** command, **rmdev** command.

Devices Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices* provides information about adding, changing, moving, and removing devices.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

System Management Interface Tool (SMIT) Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* tells you about the SMIT application.

lsdisp Command

Purpose

Lists the displays available on the system.

Syntax



lsdisp [-l]

Description

The **lsdisp** command lists the displays currently available on the system, displaying a logical name of the display, a physical slot number of a display adapter, the type of bus to which a graphics display is attached, a display name and a description of each of the displays. This command also lists the default display.

Flags

-l Specifies the removal of all header information and 'Default display' from format.

Examples

To list all available displays, enter:

```
lsdisp
```

The following output of the **lsdisp** command lists three available displays:

```
DEV_NAME  SLOT    BUS  ADPT_NAME  DESCRIPTION
ppr0      00-01   mca  POWER_G4   Midrange Graphics Adapter
gda0      00-03   mca  colordga   Color Graphics Display Adapter
ppr1      00-04   mca  POWER_Gt3  Midrange Entry Graphics Adapter
```

```
Default display = gda0
```

Files

bin/lsdisp Contains the **lsdisp** command.

Related Information

The **chdisp** command.

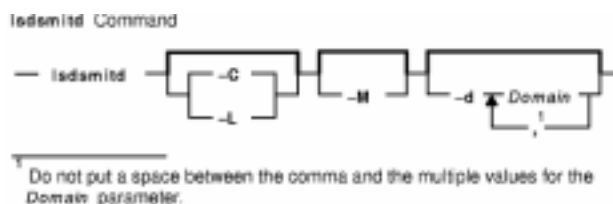
Low Function Terminal (LFT) Subsystem Overview in *AIX Kernel Extensions and Device Support Programming Concepts*.

lssmited Command

Purpose

Displays an alphabetically ordered list of domains for the Distributed System Management Interface Tool (DSMIT).

Syntax



```
lssmited [ -C | -L ] [ -M ] [ -d Domain [ ,Domain ] ... ]
```

Note: Do not put a space between the comma and multiple values for the *Domain* parameter.

Description

The **lssmited** command displays an alphabetically ordered list of domains for DSMIT.

The **lssmited** command can print the domain names and their member clients. The **lssmited** command defaults to display all domains in which a machine is a member. To display only a subset of the domains, use the **-d** flag.

Flags

- ?** Displays the usage statement.
- C** Displays output in the SMIT colon format.
- L** Displays output in the SMIT **cmd_to_list** format.
- M** Displays domain members.
- d Domain** Displays domain names in which specified machines reside.

Examples

1. To list all domains, enter:

```
lssmited
```

2. To list all domain members of the Dept_426 and Floor_2 domains, enter:

```
lssmited -M -d Dept_426,Floor_2
```

Files

/usr/share/DSMIT/domains Contains the list of domains used by DSMIT.

/usr/share/DSMIT/hosts Contains the list of machines with DSMIT installed that can run commands built by the DSMIT server.

Related Information

Distributed System Management Interface Tool (DSMIT) Overview in the *Distributed SMIT 2.2 for AIX: Guide and Reference*.

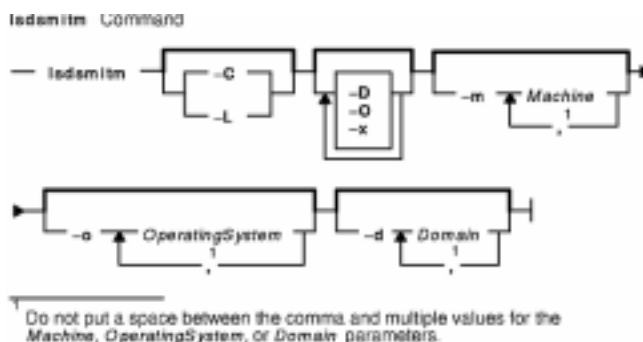
The **lsdsmitm** command.

lssmmitm Command

Purpose

Displays an alphabetically ordered list of machines in the Distributed System Management Interface Tool (DSMIT).

Syntax



```

lssmmitm [ -C | -L ] [ -O ] [ -D ] [ -x ] [ -m Machine [ ,Machine ] ... ]
[ -o OperatingSystem [ ,OperatingSystem ] ... ] [ -d Domain [ ,Domain ] ... ]

```

Note: Do not put a space between the comma and multiple values for the *Machine*, *OperatingSystem*, or *Domain* parameters.

Description

The **lssmmitm** command enables you to display the machines on your system and optionally display additional information about the machines. Enter the **lssmmitm** command with no criteria flags to display all machines. To display only a subset of the machines, use one of the **-m**, **-o**, and **-d** criteria flags. To specify machines explicitly, use the **-m** flag. To specify machines by operating system, use the **-o** flag. To specify machines by domain, use the **-d** flag. If you specify two or three criteria flags at the same time, the subsets of machines that the criteria define are unified (all machines meeting any of the criteria are listed). If you use the **-x** flag with two or more of the **-m**, **-o**, or **-d** criteria flags, the subsets are intersected (only machines meeting all the criteria are listed).

Flags

-?	Displays the usage statement.
-C	Displays output in the SMIT colon format.
-d <i>Domain</i>	Displays machines with domains in the specified operating systems.
-D	Displays the list of domains of each machine.
-L	Displays output in the SMIT cmd_to_list format.
-m <i>Machine</i>	Specifies the machines to display.
-o <i>OperatingSystem</i>	Displays the machines with the specified operating systems.
-O	Displays the operating system of each machine.
-x	Displays the intersection of the subsets of machines defined by the -m , -o , and -d criteria flags.

Examples

1. To list all machines on your system, enter:

```
lsdsmitm
```

2. To list all machines on your system along with their operating system and domain membership, enter:

```
lsdsmitm -OD
```

3. To list all information available about machine `aztec`, enter:

```
lsdsmitm -OD -m aztec
```

4. To list all machines (and their operating system and domain membership) that belong to the `Floor_1` domain or have either a `HPUX_1.2` or `AIX_3.2` operating system, enter:

```
lsdsmitm -OD -d Floor_1 -o HPUX_1.2,AIX_3.2
```

Files

/usr/share/DSMIT/domains Contains the list of domains used by DSMIT.

/usr/share/DSMIT/hosts Contains the list of machines that have DSMIT installed on them.

/usr/share/DSMIT/dsmitos Contains the list of operating systems of DSMIT clients.

Related Information

Distributed System Management Interface Tool (DSMIT) Overview in the *Distributed SMIT 2.2 for AIX: Guide and Reference*.

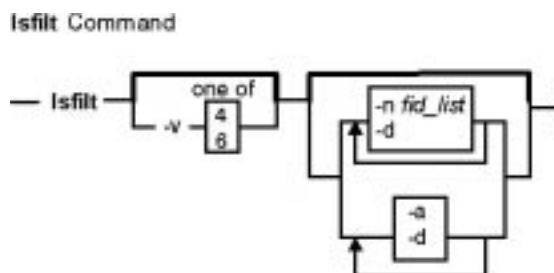
The **lsdsmitd** command.

Isfilt Command

Purpose

Lists filter rules from either the filter table or the IP Security subsystem.

Syntax



```
Isfilt -v 4|6 [-n fid_list] [-a] [-d]
```

Description

Use the **Isfilt** command to list filter rules and their status.

Flags

- a** List only the active filter rules. The active filter rules are the rules being used by the filter kernel currently. If omitted, all the filter rules in the filter rule table will be listed.
- d** Lists the dynamic filter rules used for Internet Key Exchange (IKE) tunnels. This table is built dynamically as IKE negotiations start creating IP Security tunnels and their corresponding filter rules are added to the dynamic IKE filter table.
- n** Specifies the ID(s) of filter rule(s) that are displayed. The *fid_list* is a list of filter IDs separated by a space or "," or "-". The **-n** is not for active filter rules. This flag cannot be used with the **-a** flag.
- v** IP version of the filter rule you want to list. Valid values for this flag are **4** and **6**. If this flag is not used, both IP version 4 and IP version 6 are listed.

lsfont Command

Purpose

Lists the fonts available to the display.

Syntax



lsfont [-I]

Description

The **lsfont** command displays a list of the fonts available to the display. The font identifier can help you change fonts using the **chfont** command.

You can use a Web-based System Manager Devices application (**wsm devices** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lsfont** fast path to run this command.

Flags

-I Specifies the removal of all header information from format of data.

Examples

To list all fonts available to the display, enter:

```
lsfont
```

The following example displays the font identifier, font name, glyph size, and font encoding for each available font:

FONT ID	FONT NAME	GLYPH SIZE	FONT ENCODING
0	Rom22.snf	2x30	IBM-850
1	Rom10.snf	08x14	IBM-850

For further details about the fonts available, see Text Fonts for the AIX System.

Files

/bin/lsfont Contains the **lsfont** command.

/usr/lpp/fonts Contains fonts directory.

Related Information

The **chfont** command, **mkfont** command.

Low Function Terminal (LFT) Subsystem Overview in *AIX Kernel Extensions and Device Support Programming Concepts*.

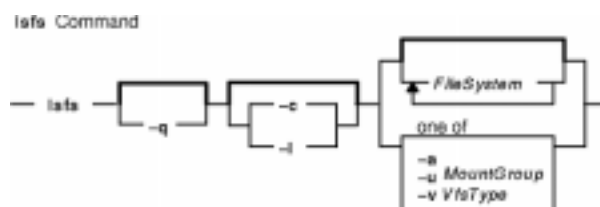
Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Isfs Command

Purpose

Displays the characteristics of file systems.

Syntax



lsfs [**-q**] [**-c** | **-l**] [**-a** | **-v VfsType** | **-u MountGroup**] [*FileSystem...*]

Description

The **lsfs** command displays characteristics of file systems, such as mount points, automatic mounts, permissions, and file system size. The *FileSystem* parameter reports on a specific file system. The following subsets can be queried for a listing of characteristics:

- All file systems
- All file systems of a certain mount group
- All file systems of a certain virtual file system type
- One or more individual file systems

The **lsfs** command displays additional Journaled File System (JFS) characteristics if the **-q** flag is specified.

You can use a Web-based System Manager File Systems application (**wsm fs** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lsfs** fast path to run this command.

Flags

- a** Lists all file systems (default).
- c** Specifies that the output should be in colon format.
- l** Specifies that the output should be in list format.
- q** Queries the logical volume manager (LVM) for the logical volume size (in 512-byte blocks) and queries the JFS superblock for the file system size, the fragment size, the compression algorithm (if any), and the number of bytes per i-node (nbpi).

This information is not reported for other virtual file system types. It is displayed in addition to other file system characteristics reported by the **lsfs** command.

- u MountGroup** Reports on all file systems of a specified mount group.
- v VfsType** Reports on all file systems of a specified type.

Examples

1. To show all file systems in the `/etc/filesystems` file, enter:

```
lsfs
```

2. To show all file systems of vfs type `jfs`, enter:

```
lsfs -v jfs
```

3. To show the file system size, the fragment size, the compression algorithm (if any), and the number of bytes per i-node as recorded in the superblock of the root file system, enter:

```
lsfs -q /
```

Files

`/etc/filesystems` Lists the known file systems and defines their characteristics.

Related Information

The `chfs` command, `crfs` command, `rmfs` command.

File Systems Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

Mounting Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains mounting files and directories, mount points, and automatic mounts.

Setting up and running Web-based System Management in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

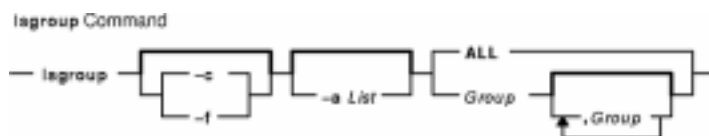
System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains SMIT structure, main menus, and tasks.

lsgroup Command

Purpose

Displays group attributes.

Syntax



```
lsgroup [-c|-f] [-aList] {ALL|Group[,Group]...}
```

Description

The **lsgroup** command displays group attributes. You can use this command to list all the system groups and their attributes or you can list all the attributes of individual groups. Since there is no default parameter, you must enter the **ALL** keyword to list all the system groups and their attributes. All the attributes described in the **chgroup** command appear. If the **lsgroup** command cannot read one or more attributes, it lists as much information as possible. To view a selected attribute, use the **-aList** flag.

Note: If you have a Network Information Service (NIS) database installed on your system, some user information may not appear when you use the **lsgroup** command.

By default, the **lsgroup** command lists each group on one line. It displays attribute information as *Attribute=Value* definitions, each separated by a blank space. To list the group attributes in stanza format, use the **-f** flag. To list the information in colon-separated records, use the **-c** flag.

You can use a Web-based System Manager Users application (**wsm users** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lsgroup** fast path to run this command.

Flags

- a List** Specifies the attributes to display. The *List* parameter can include any attribute defined in the **chgroup** command, and requires a blank space between attributes. If you specify an empty list, only the group names are listed.
- c** Displays the attributes for each group in colon-separated records, as follows:

```
#name: attribute1: attribute2: ...
Group: value1: value2: ...
```
- f** Displays the group attributes in stanzas. Each stanza is identified by a group name. Each *Attribute=Value* pair is listed on a separate line:

```
group:
  attribute1=value
  attribute2=value
  attribute3=value
```

Security

Access Control: This command should be a general user program with execute (x) access for all users. Attributes are read with the access rights of the invoker, so all users may not be able to access all the information. This depends on the access policy of your system. This command should have the **trusted computing base** attribute.

Files Accessed:

Mode	File
r	/etc/group
r	/etc/security/group
r	/etc/passwd

Examples

1. To display the attributes of the `finance` group in the default format, enter:
`lsgrouppfinance`
2. To display the `id`, members (`users`), and administrators (`adms`) of the `finance` group in stanza format, enter:
`lsgrupp-f-aidusersadmsfinance`
3. To display the attributes of all the groups in colon-separated format, enter:
`lsgrupp-cALL`

All the attribute information appears, with each attribute separated by a blank space.

Files

<code>/usr/sbin/lsgrupp</code>	Contains the lsgrupp command.
<code>/etc/group</code>	Contains the basic attributes of groups.
<code>/etc/security/group</code>	Contains the extended attributes of groups.
<code>/etc/passwd</code>	Contains user IDs, user names, home directories, login shell, and finger information.

Related Information

The **chfn** command, **chgrupp** command, **chgrpmm** command, **chsh** command, **chuser** command, **lsuser** command, **mkgrupp** command, **mkuser** command, **passwd** command, **pwdadm** command, **rmgrupp** command, **rmuser** command, **setgrupp** command, **setsenv** command.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to *Security Administration in AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Management in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Isitab Command

Purpose

Lists records in the `/etc/inittab` file.

Syntax



```
isitab { -a | Identifier }
```

Description

The **Isitab** command displays a record in the `/etc/inittab` file. You can display all of the records in the `/etc/inittab` file, or use the *Identifier* parameter to display a specific record. The *Identifier* parameter is a 14-character field that uniquely identifies an object.

Flags

`-a` Specifies that all records in the `/etc/inittab` file are listed.

Examples

1. To display the record for `tty2`, enter:

```
lsitab "tty002"
```

The output is similar to: `tty002:2:respawn:/usr/sbin/getty /dev/tty2`

2. To display all of the records in the `/etc/inittab` file, enter:

```
lsitab -a
```

All of the records in the `/etc/inittab` file are displayed.

Files

`/etc/inittab` Indicates which processes the **init** command starts.

Related Information

The **chitab** command, **init** command, **mkitab** command, **rmitab** command.

Iskbd Command

Purpose

List the current software keyboard map loaded into the system.

Syntax

```
lskbd Command  
— lskbd —
```

lskbd

Description

The **lskbd** command displays the absolute pathname of the current software keyboard map loaded into the system.

To list all keyboard maps, enter the following command:

To list the current software keyboard map enter:

```
lskbd
```

You can use a Web-based System Manager Devices application (**wsm devices** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lskbd** fast path to run this command.

Note: This command can be used only on an LFT display.

Example

Following is an example of the listing displayed by the lskbd command:

```
The current software keyboard map = /usr/lib/nls/loc/C.lftkeymap
```

Files

/usr/bin/lskbd Contains the **lskbd** command.

/usr/lib/nls/loc Software keyboard map directory.

Related Information

The **chkbd** command, **smit** command.

Low Function Terminal (LFT) Subsystem Overview in *AIX Version 4.3 Kernel Extensions and Device Support Programming Concepts*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide*:

Operating System and Devices.

Islicense Command

Purpose

Displays the number of fixed licenses and the status of the floating licensing.

Syntax

islicense Command



```
islicense [-c]
```

islicense [**-c**]

Description

The **islicense** command displays the number of fixed licenses and the status of the floating licensing.

Flags

-c Displays the output in : (colon) form.

Examples

1. To display the number of fixed licenses and the floating license status, enter:

```
islicense
```

Example output would be:

```
Maximum number of fixed licenses is 10.  
Floating licensing is enabled.
```

2. To display the number of fixed licenses and the floating license status in a colon format, enter:

```
islicense -c
```

Example output would be:

```
#fixed:floating  
10:on
```

Related Information

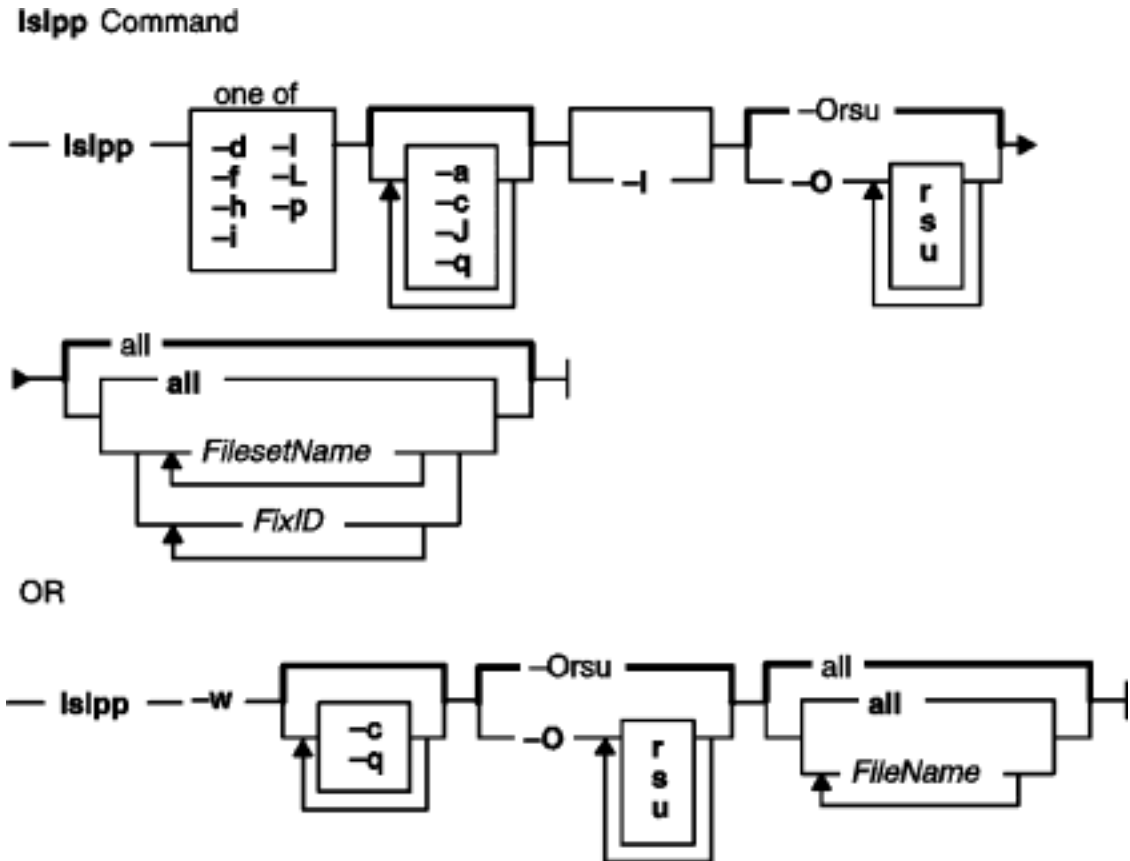
The **chlicense** command and **monitord** daemon.

lspp Command

Purpose

Lists software products.

Syntax



```
lspp { -d | -f | -h | -i | -l | -L | -p } [-a] [-c] [-J] [-q] [ -I ] [ -O { [ r ] [ s ] [ u ] } ] [ FilesetName ... | FixID ... | all ]
```

OR

```
lspp -w [-c] [-q] [ -O { [ r ] [ s ] [ u ] } ] [ FileName ... | all ]
```

Description

The **lspp** command displays information about installed filesets or fileset updates. The *FilesetName* parameter is the name of a software product. The *FixID* (also known as PTF or program temporary fix ID) parameter specifies the identifier of an update to an AIX 3.2 formatted fileset.

When only the `-I` (lowercase *L*) flag is entered, the **lspp** command displays the latest installed level of the fileset specified for AIX 3.1 and 4 formatted filesets. The base level fileset is displayed for AIX 3.2 formatted filesets. When the `-a` flag is entered along with the `-I` flag, the **lspp** command displays information about all installed filesets for the *FilesetName* specified. The `-I` (uppercase *i*) flag combined with the `-I` (lowercase *L*) flag specifies that the output from the **lspp** command should be limited to base level filesets.

The **-d**, **-f**, **-h**, **-i**, **-l** (lowercase *L*), **-L**, and **-p** flags request different types of output reports.

The **-a**, **-c**, **-J**, **-O**, and **-q** flags specify the amount and format of the information that is displayed in the report.

The default value for the *FilesetName* parameter is **all**, which displays information about all installed software products. Pattern matching characters, such as * (asterisk) and ? (question mark), are valid in the *ProductName* and *FixID* parameters. You don't have to enclose these characters in " (single quotes). However, using single quotes prevents you from searching the contents of your present directory.

Output Values

Much of the output from the **lspp** command is understandable without an explanation. Other fields contain data that needs to be defined. The following sections define terms used in several of the output fields.

State Values

The `state` field in the **lspp** output gives the state of the fileset on your system. It can have the following values:

State	Definition
APPLIED	The specified fileset is installed on the system. The APPLIED state means that the fileset can be rejected with the installp command and the previous level of the fileset restored. This state is only valid for Version 4 fileset updates and 3.2 migrated filesets.
APPLYING	An attempt was made to apply the specified fileset, but it did not complete successfully, and cleanup was not performed.
BROKEN	The specified fileset or fileset update is broken and should be reinstalled before being used.
COMMITTED	The specified fileset is installed on the system. The COMMITTED state means that a commitment has been made to this level of the software. A committed fileset update cannot be rejected, but a committed fileset base level and its updates (regardless of state) can be removed or deinstalled by the installp command.
OBSOLETE	The specified fileset was installed with an earlier version of AIX, (for example, 3.2) but has been replaced by a repackaged (renamed) newer version. Some of the files that belonged to this fileset have been replaced by versions from the repackaged fileset.
COMMITTING	An attempt was made to commit the specified fileset, but it did not complete successfully, and cleanup was not performed.
REJECTING	An attempt was made to reject the specified fileset, but it did not complete successfully, and cleanup was not performed.

Action Values

The `action` field in the **lspp** output identifies the installation action that was taken for the fileset. The following values may be found in this field:

Action	Definition
APPLY	An attempt was made to apply the specified fileset.
CLEANUP	An attempt was made to perform cleanup for the specified fileset.
COMMIT	An attempt was made to commit the specified fileset.
REJECT	An attempt was made to reject the specified fileset.

Status Values

The `status` field in the `lspp` output identifies the resultant status in the history of installation actions. The following values may be found in this field:

Status	Definition
BROKEN	The fileset was left in a broken state after the specified action.
CANCELED	The specified action was canceled before it completed.
COMPLETE	The commitment of the fileset has completed successfully.
NONE	This fileset update has not been installed but a superseding update has (applicable to AIX 3.2 formatted fileset updates only).

Flags

- a** Displays **all** the information about filesets specified when combined with other flags. This flag shows all updates when combined with the **–l** flag and all history when combined with the **–h** flag. This flag cannot be specified with the **–f** flag.
- c** Displays information as a list separated by colons. This flag cannot be specified with the **–J** flag.
- d** Displays filesets that are dependents of the specified software. A dependent fileset is one that has the specified software as a prerequisite, corequisite, ifrequisite, or installed requisite.
- f** Displays the names of the files added to the system during installation of the specified fileset. This flag cannot be specified with the **–a** flag.
- h** Displays the installation and update history information for the specified fileset. You cannot use this flag with the **–J** flag.
- I** (uppercase *i*) Limits the inputs to software products.
- i** Displays the product information for the specified fileset.
- J** Generates output in a form suitable for the System Management Interface Tool (SMIT) command to list output. This flag can only be specified with the **–l** (lowercase *L*) and **–L** flags.
- l** (lowercase *L*) Displays the name, most recent level, state, and description of the specified fileset.
- L** Displays the name, most recent level, state, and description of the specified fileset. Part information (**usr**, **root**, and **share**) is consolidated into the same listing. For AIX 3.2 formatted filesets, displays the most recent maintenance level for the specified filesets. In addition, this flag lists any subsystem selective fixes that were installed on top of the maintenance level.
- O** Lists information for the specified part of the fileset. When the **–O** flag is not specified information is listed for all parts. This option is designed for use by the **nim** command to list software product information for diskless or dataless workstations. You can use the following flags with this flag:
 - r** Indicates to list information for the root part.
 - s** Indicates to list information for the **/usr/share** part.
 - u** Indicates to list information for the **/usr** part.
- p** Displays requisite information for the specified fileset.
- q** Suppresses the display of column headings.
- w** Lists fileset that owns this file. This flag applies to AIX Version 4.2 or later.

You must specify one of the mutually exclusive flags: **–d**, **–f**, **–h**, **–i**, **–L**, **–l**, **–p**, and **–w**.

Examples

- To list the installation state for the most recent level of installed filesets for all of the `bos.rte` filesets, enter:

```
lspp -l "bos.rte.*"
```

2. To list the installation state for the base level and updates for the fileset `bos.rte.filesystem`, enter:

```
lslpp -La bos.rte.filesystem
```

3. To list the installation history information of all the filesets in the `bos.net` software package, enter:

```
lslpp -ha 'bos.net.*'
```

4. To list the names of all the files of the `bos.rte.lvm` fileset, enter:

```
lslpp -f bos.rte.lvm
```

5. To list the fileset that owns **installp**, enter:

```
lslpp -w /usr/sbin/installp
```

Output similar to the following displays:

File Type	Fileset	
/usr/sbin/installp	bos.rte.install	File

6. To list the fileset that owns all file names that contain `installp`, enter:

```
lslpp -w "*installp*"
```

Output similar to the following displays:

File Type	Fileset	
/usr/sbin/installp	bos.rte.install	File
/usr/clvm/sbin/linstallpv	prpq.clvm	File
/usr/lpp/bos.sysmgmt/nim/methods/c_installp	bos.sysmgmt.nim.client	File

7. To display all files in the inventory database, enter:

```
lslpp -w
```

Files

/etc/objrepos/history	Specifies installation and update history information of all software products on the root.
/usr/lib/objrepos/history	Specifies installation and update history information of all software products on the /usr file system.
/usr/share/lib/objrepos/history	Specifies installation and update history information of all software products on the /usr/share file system.
/etc/objrepos/lpp	Specifies installation information of all software products on the root.
/usr/lib/objrepos/lpp	Specifies installation information of all software products on the /usr file system.
/usr/share/lib/objrepos/lpp	Specifies installation information of all software products on the /usr/share file system.
/etc/objrepos/product	Specifies installation and update information of all software products on the root.
/usr/lib/objrepos/product	Specifies installation and update information of all software products on

the **/usr** file system.

- /usr/share/lib/objrepos/product** Specifies installation and update information of all the software products on the **/usr/share** file system.
- /etc/objrepos/inventory** Specifies names and locations of files in a software product on the root.
- /usr/lib/objrepos/inventory** Specifies names and locations of files in a software product on the **/usr** file system.
- /usr/share/lib/objrepos/inventory** Specifies names and locations of files in a software product on the **/usr/share** file system.

Related Information

The **installp** command, **nim** command.

Installing Optional Software and Service Updates in *AIX Installation Guide*.

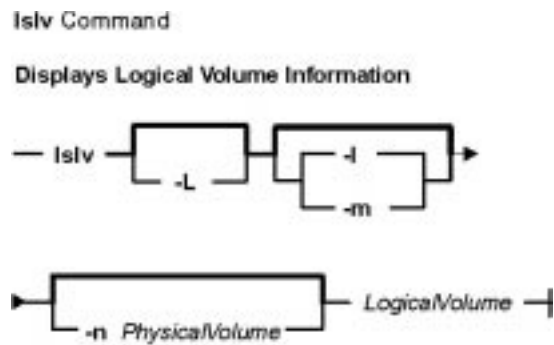
Islv Command

Purpose

Displays information about a logical volume.

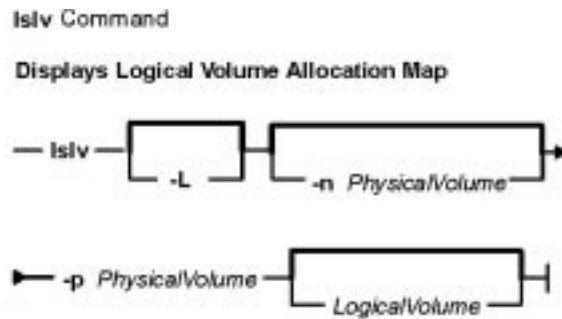
Syntax

To Display Logical Volume Information



Islv [**-L**] [**-l|-m**] [**-nPhysicalVolume**] *LogicalVolume*

To Display Logical Volume Allocation Map



lslv [**-L**] [**-nPhysicalVolume**] **-pPhysicalVolume** [*LogicalVolume*]

Description

The **lslv** command displays the characteristics and status of the *LogicalVolume* or lists the logical volume allocation map for the physical partitions on the *PhysicalVolume*. The logical volume can be a name or identifier.

Note: If the **lslv** command cannot find information for a field in the Device Configuration Database, it will insert a question mark (?) in the value field. As an example, if there is no information for the LABEL field, the following is displayed:

```
LABEL: ?
```

The command attempts to obtain as much information as possible from the description area when it is given a logical volume identifier.

You can use a Web-based System Manager Volumes application (**wsm lvm** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lslv** fast path to run this command.

Flags

- L** Specifies no waiting to obtain a lock on the Volume group.
Note : If the volume group is being changed, using the **-L** flag gives unreliable date.
- l** Lists the following fields for each physical volume in the logical volume:
- | | |
|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PV | Physical volume name. |
| Copies | The following three fields: <ul style="list-style-type: none"> • The number of logical partitions containing at least one physical partition (no copies) on the physical volume • The number of logical partitions containing at least two physical partitions (one copy) on the physical volume • The number of logical partitions containing three physical partitions (two copies) on the physical volume |
| In band | The percentage of physical partitions on the physical volume that belong to the logical volume and were allocated within the physical volume region specified by Intra-physical allocation policy. |
| Distribution | The number of physical partitions allocated within each section of the physical volume: outer edge, outer middle, center, inner middle, and inner edge of the physical volume. |
- m** Lists the following fields for each logical partition:
- | | |
|-----|-------------------------------------------------------------------------------------------------------|
| LPs | Logical partition number. |
| PV1 | Physical volume name where the logical partition's first physical partition is located. |
| PP1 | First physical partition number allocated to the logical partition. |
| PV2 | Physical volume name where the logical partition's second physical partition (first copy) is located. |
| PP2 | Second physical partition number allocated to the logical partition. |
| PV3 | Physical volume name where the logical partition's third physical partition (second copy) is located. |
| PP3 | Third physical partition number allocated to the logical partition. |
- nPhysicalVolume** Accesses information from the specific descriptor area of *PhysicalVolume* variable. The

information may not be current since the information accessed with the `-n` flag has not been validated for the logical volumes. If you do not use the `-n` flag, the descriptor area from the physical volume that holds the validated information is accessed and therefore the information that is displayed is current. The volume group need not be active when you use this flag.

`-pPhysicalVolume` Displays the logical volume allocation map for the *PhysicalVolume* variable. If you use the *LogicalVolume* parameter, any partition allocated to that logical volume is listed by logical partition number. Otherwise, the state of the partition is listed as one of the following:

- `used` Indicates that the partition is allocated to another logical volume.
- `free` Indicates that the specified partition is not being used on the system.
- `stale` Indicates that the specified partition is no longer consistent with other partitions. The computer lists the logical partitions number with a question mark if the partition is stale.

If no flags are specified, the following status is displayed:

Logical volume	Name of the logical volume. Logical volume names must be unique systemwide and can range from 1 to 15 characters.
Volume group	Name of the volume group. Volume group names must be unique systemwide and can range from 1 to 15 characters.
Logical volume identifier	Identifier of the logical volume.
Permission	Access permission; read-only or read-write.
Volume group state	State of the volume group. If the volume group is activated with the varyonvg command, the state is either <code>active/complete</code> (indicating all physical volumes are active) or <code>active/partial</code> (indicating all physical volumes are not active). If the volume group is not activated with the varyonvg command, the state is <code>inactive</code> .
Logical volume state	State of the logical volume. The <code>Opened/stale</code> status indicates the logical volume is open but contains physical partitions that are not current. <code>Opened/syncd</code> indicates the logical volume is open and synchronized. <code>Closed</code> indicates the logical volume has not been opened.
Type	Logical volume type.
Write verify	Write verify state of On or Off.
Mirror write consistency	Mirror write consistency state of Yes or No.
Max LPs	Maximum number of logical partitions the logical volume can hold.
PP size	Size of each physical partition.
Copies	Number of physical partitions created for each logical partition when allocating.
Schedule policy	Sequential or parallel scheduling policy.
LPs	Number of logical partitions currently in the logical volume.
PPs	Number of physical partitions currently in the logical volume.
Stale partitions	Number of physical partitions in the logical volume that are not current.
Bad blocks	Bad block relocation policy.
Inter-policy	Inter-physical allocation policy.
Strictness	Current state of allocation, strict, nonstrict, or superstrict. A strict allocation states that no copies for a logical partition are allocated on

Intra-policy	the same physical volume. If the allocation does not follow the strict criteria, it is called nonstrict. A nonstrict allocation states that at least one occurrence of two physical partitions belong to the same logical partition. A superstrict allocation states that no partition from one mirror copy may reside the same disk as another mirror copy.
Upper bound	Intra-physical allocation policy.
Relocatable	If the logical volume is super strict, upper bound is the maximum number of disks in a mirror copy.
Mount point	Indicates whether the partitions can be relocated if a reorganization of partition allocation takes place.
Label	File system mount point for the logical volume, if applicable.
PV distribution	Specifies the label field for the logical volume.
striping width	The distribution of the logical volume within the volume group. The physical volumes used, the number of logical partitions on each physical volume, and the number of physical partitions on each physical volume are shown.
strip size	The number of physical volumes being striped across.
	The number of bytes per stripe.

Examples

1. To display information about logical volume `lv03`, enter:

```
lslv lv03
```

Information about logical volume `lv03`, its logical and physical partitions, and the volume group to which it belongs is displayed.

2. To display the logical volume allocation map for `hdisk2`, enter:

```
lslv -p hdisk2
```

An allocation map for `hdisk2` is displayed, showing the state of each partition. Since no *LogicalVolume* parameter was included, the map does not contain logical partition numbers specific to any logical volume.

3. To display information about logical volume `lv03` by physical volume, enter:

```
lslv -l lv03
```

The characteristics and status of `lv03` are displayed, with the output arranged by physical volume.

4. To display information about physical volume `hdisk3` gathered from the descriptor area on `hdisk2`, enter:

```
lslv -n hdisk2 -p hdisk3 lv02
```

An allocation map, using the descriptor area on `hdisk2`, is displayed. Because the *LogicalVolume* parameter is included, the number of each logical partition allocated to that logical volume is displayed on the map.

5. To display information about a specific logical volume, using the identifier, enter:

```
lslv 0000256a81634bc.2
```

All available characteristics and status of this logical volume are displayed.

File

/usr/sbin Contains the **lslv** command.

Related Information

The **chlv** command, **lspv** command, **lsvg** command, **mklv** command, **reorgvg** command, **varyonvg** command.

Monitoring and Tuning Disk I/O in *AIX Versions 3.2 and 4 Performance Tuning Guide*

The Logical Volume Storage Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains the Logical Volume Manager, physical volumes, logical volumes, volume groups, organization, ensuring data integrity, and allocation characteristics.

Setting up and running Web-based System Management in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

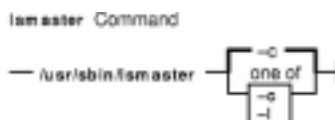
System Management Interface Tool (SMIT) Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

lsmaster Command

Purpose

Displays the characteristics for the configuration of an NIS master server.

Syntax



```
/usr/sbin/lsmaster [ -c | -l ]
```

Description

The **lsmaster** command displays the characteristics of an NIS master server. The host names of the slave servers are listed along with the currently served domains.

You can use a Web-based System Manager Devices application (**wsm devices** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lsmaster** fast path to run this command.

Flags

- `-c` Specifies that the output should be in colon format. This flag is the default.
- `-l` Specifies that the output should be in list format.

Examples

To list the NIS master server characteristics in colon format, enter:

```
lsmaster -c
```

Files

`/var/yp/domainname` directory Contains the NIS maps for the NIS domain.

Related Information

The **chmaster** command, **mkmaster** command, **rmyp** command, **smit** command.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

NIS Reference in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

Setting Up and Running Web-based System Manager *AIX Version 4.3 System Management Guide: Operating System and Devices*

System Management Interface Tool (SMIT) Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Isnamsv Command

Purpose

Shows name service information stored in the database.

Syntax



```
isnamsv { -C | -S"AttributeList ..." } [ -Z ]
```

Description

The **isnamsv** high-level command shows customized, TCP/IP-based name service information from the **/etc/resolv.conf** file only. No information from the name server database is shown. The command can extract all customized name service information or selected name service attribute information from the configuration database.

You can use a Web-based System Manager Network application (**wsm network** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit isnamerslv** fast path to run this command.

Flags

- C** Extracts all customized name service configuration information.
- S "AttributeList ..."** Specifies a selected set of attributes to be extracted from the system configuration database. Attributes can be the following:
 - Domain* Domain name
 - NameServer* Internet address of name server in dotted decimal format
- Z** Specifies that the output be in colon format. This flag is used when the **isnamsv** command is invoked from the SMIT usability interface.

Examples

1. To list all customized name service configuration information in dotted decimal format, enter the following command:


```
isnamsv -C
```
2. To list selected attributes, enter the following command:


```
isnamsv -S "domain nameserver"
```

The **-S** flag indicates that the quoted list that follows contains a list of attributes to display.

Related Information

The **namerslv** command.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Naming and Understanding the SMIT Interface for TCP/IP in *AIX Version 4.3 System Management Guide: Communications and Networks*.

lsnfsexp Command

Purpose

Displays the characteristics of directories that are exported with the Network File System (NFS).

Syntax



```
/usr/sbin/lsnfsexp [ -c | -l ] [ Directory ] [-f Exports_file ]
```

Description

The **lsnfsexp** command displays the characteristics of NFS-exported directories. The *Directory* parameter specifies the directory to be displayed. If no directory is specified, all directories exported with NFS will be displayed.

Flags

- c** Specifies that the output should be in colon format.
- l** (Lowercase L) Specifies that the output should be in list format. This flag is the default.
- Directory* Specifies the directory to be displayed. If no directory is specified, all directories exported with NFS will be displayed.
- f Exports_file** Specifies the full path name of the export file to use if other than **/etc/exports**.

Examples

1. To list all of the directories currently exported with NFS in the colon format, enter:

```
lsnfsexp -c
```

2. To list all of the directories currently exported with NFS in the colon format and use a specified path name other than **/etc/exports** enter:

```
lsnfsexp -c -f /etc/exports.other
```

File

/etc/exports Lists the directories the server can export.

Related Information

The **chnfsexp** command, **exportfs** command, **mknfsexp** command, **rmnfsexp** command, **smit** command.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management*

Guide: Communications and Networks.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

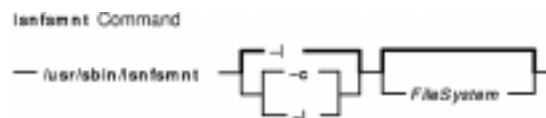
NIS Reference in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

lsnfsmnt Command

Purpose

Displays the characteristics of NFS mountable file systems.

Syntax



```
/usr/sbin/lsnfsmnt [ -c | -l ] [ FileSystem ]
```

Description

The **lsnfsmnt** command displays the current characteristics of NFS mountable file systems. The *FileSystem* parameter specifies the file system to be displayed in the output. If no file system is specified, all of the file systems that are NFS mountable will be displayed.

Flags

- c Specifies that the output should be in colon format.
- l (Lowercase L) Specifies that the output should be in list format. This flag is the default.

Examples

To list all of the NFS mounted file systems in the colon format, enter:

```
lsnfsmnt -c
```

Files

/etc/filesystems Centralizes file system characteristics.

Related Information

The **chnfsmnt** command, **mknfsmnt** command, **mount** command, **rmnfsmnt** command, **smit** command.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

NIS Reference.

System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

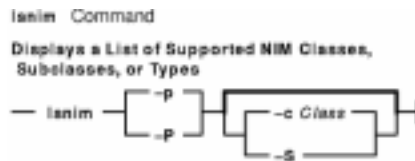
Isnim Command

Purpose

Displays information about the Network Installation Management (NIM) environment.

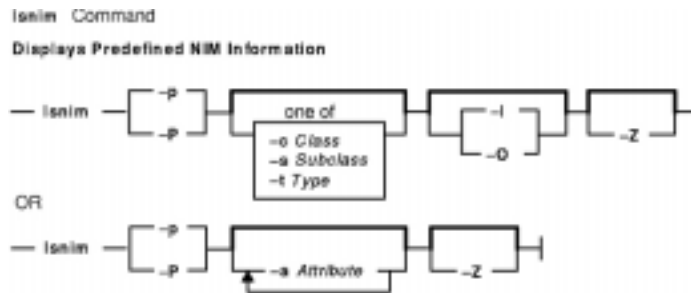
Syntax

To Display a List of Supported NIM Classes, Subclasses, or Types



Isnim {-p|-P} [-cClass|-S]

To Display Predefined NIM Information

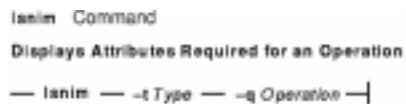


Isnim {-p|-P} [-cClass|-sSubclass|-tType] [-l|-O] [-Z]

OR

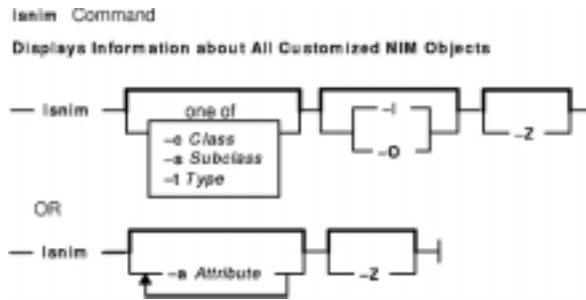
Isnim {-p|-P} [-aAttribute] . . . [-Z]

To Display Attributes Required for an Operation



Isnim-tType-qOperation

To Display Information about All Customized NIM Objects

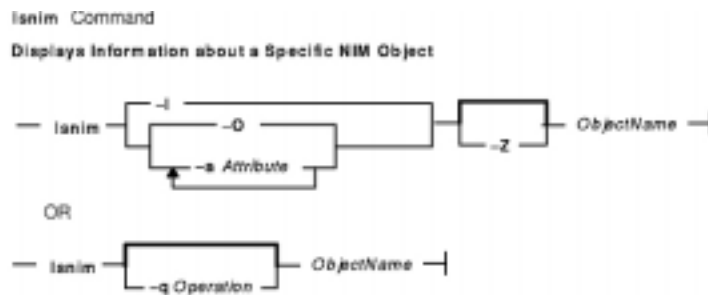


lsnim [-cClass|-sSubclass|-tType] [-l|-O] [-Z]

OR

lsnim [-aAttribute] . . . [-Z]

To Display Information about a Specific NIM Object

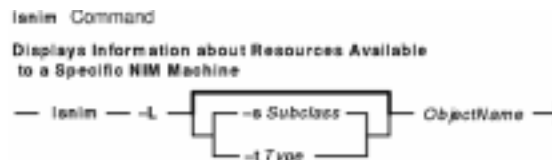


lsnim[-l|-O|-aAttribute . . .][-Z] *ObjectName*

OR

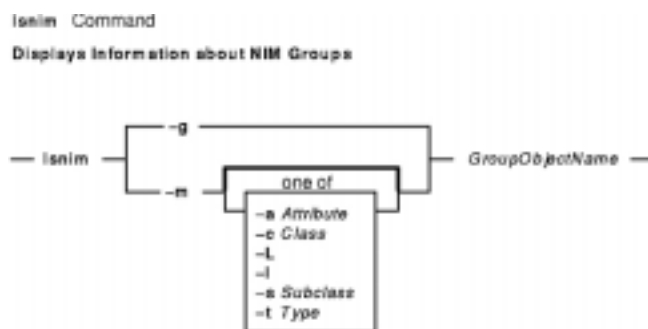
lsnim[-qOperation] *ObjectName*

To Display Information about Resources Available to a Specific NIM Machine



lsnim-L [-sSubclass|-tType]*ObjectName*

To Display Information about NIM Groups (AIX Version 4.2 or later)



lsnim-g | -m [-aAttribute | -cClass | -L | -l | -sSubclass | -tType] *GroupObjectName*

Description

The **lsnim** command displays information about the NIM environment. This information is divided into two basic categories: predefined and customized.

Predefined information consists of values that are preset by NIM and cannot be modified by the user. Examples of predefined information include:

- The types of objects supported by NIM
- The classes and subclasses into which NIM organizes objects
- The operations that can be performed on NIM objects
- The attributes that can be entered by the user

In general, NIM uses this information to make decisions during operations. Predefined information can be displayed by using the **-p** or **-P** flag. The **-p** flag displays default values while the **-P** flag displays help information.

Customized information consists of values that you enter or modify. This information represents the physical environment in which NIM operates. Related pieces of customized information are grouped together to form *objects*, which are organized in the NIM database by object type and class. Some examples of object types include `diskless`, `paging`, and `standalone`. Two examples of object classes are `machines` and `network`.

For example, a standalone workstation that is part of the NIM environment is represented by a unique object. This object is classified by NIM as a `standalonemachines` object, where `standalone` represents the object type and `machines` represents the object class. Entering the **lsnim** command on the command line without any flags displays information on all customized objects.

You can also use the **lsnim** command to display relationships between customized objects. Choose an object to *anchor* on (specified by the *Objectname* parameter) and then select the desired relationship with the **-c**, **-s**, or **-t** flag. The information displayed then depends upon the type and class of the anchored object. For example, if you select an object of type **spot**, the type of relationships that can be displayed are:

- Machines that use the Shared Product Object Tree (SPOT) resource.
- Networks that can access the SPOT resource.

When not displaying relationships, the **lsnim** command provides flags that can be used to filter the output that it would normally display. The **-a**, **-c**, **-O**, **-s**, or **-t** flag can be used to restrict the amount of information which is displayed.

Flags

- aAttribute** Filters displayed information based on the specified attribute name. The possible attributes are:
- Operation
 - subclass
 - type
 - class
- cClass** Specifies a NIM object class. When this flag is used without the *Objectname* parameter, it filters the displayed information so only information about objects in that class is displayed.
- l** Displays detailed information.

- L** Displays information about resources that can be accessed by a client machine.
- O** Lists the operations NIM supports.
- p** Displays predefined information using default values.
- P** Displays help information for predefined data.
- qOperation** Lists the attributes required for the specified operation.
- S** Displays a list of NIM subclasses.
- sSubclass** Specifies a NIM subclass. When this flag is used without the *ObjectName* parameter, it filters the displayed information so only information about objects in that subclass is displayed.
- tType** Specifies a NIM object type. When this flag is used without the *Objectname* parameter, it filters the displayed information so only information about objects of that type is displayed.
- Z** Displays information in colon-separated format.

AIX Version 4.2 or later Flags

- g** Displays long listing of group object with state information for individual members.
- m** Applies other flags specified to group members.

Security

Access Control: You must have root authority to run the **lsnim** command.

Examples

1. To display a list of NIM object classes, enter:

```
lsnim -p
```

2. To display a list of NIM subclasses, enter:

```
lsnim -p -S
```

3. To display the list of NIM object types for the `machines` object class, enter:

```
lsnim -p -c machines
```

4. To display help information about NIM object types for the `machines` object class, enter:

```
lsnim -P -c machines
```

5. To display detailed information about the NIM attributes named `lpp_source` and `Rstate`, enter:

```
lsnim -p -a lpp_source -a Rstate
```

6. To display the operations which can be performed on the `paging` object type, enter:

```
lsnim -p -t paging -O
```

7. To display the information required to perform a `bos_inst` operation on an object of the `standalone` object type, enter:

```
lsnim -t standalone -q bos_inst
```

8. To display information about all customized objects of the `diskless` object type, enter:

```
lsnim -t diskless
```

9. To display all customized objects in the `networks` object class, enter:

```
lsnim -c networks
```

10. To display detailed information about a NIM object named `altoid`, enter:

```
lsnim -l altoid
```

11. To display the relationship between an object named `altoid` and all NIM resources, enter:

```
lsnim -c resources altoid
```

12. To display a list of operations that can be applied to `altoid`, enter:

```
lsnim -O altoid
```

13. To display a list of resources available to `altoid`, enter:

```
lsnim -L altoid
```

AIX Version 4.2 or later Examples

1. To display the members of the machine group `MacGrp1` with state and group exclusion status, enter:

```
lsnim -g MacGrp1
```

2. To display basic information about the members of the resource group `ResGrp1`, enter:

```
lsnim -m ResGrp1
```

3. To display a long listing of members of the machine group `MacGrp1`, with any hidden NIM internal information, enter:

```
lsnim -m -Fl MacGrp1
```

4. To display all members of machine group `MacGrp1` which has a spot allocated, enter:

```
lsnim -ma spot MacGrp1
```

File

`/etc/niminfo` Contains variables used by NIM.

Related Information

The **nim** command, **nimclient** command, **nimconfig** command, **niminit** command.

The **.info** file.

Isparent Command

Purpose

Displays the possible parent devices that accept a specified connection type or device.

Syntax



```
isparent { -C | -P } { -kChildConnectionKey | -IChildName } [ -fFile ] [-FFormat] [ -h ] [-H]
```

Description

The **isparent** command lists devices from the Device Configuration database that can accept a given device as a child device, specified by the **-I ChildName** flag, or a given type of child device connection, specified by the **-k ChildConnectionKey** flag.

You can display the default output one of two ways. You can either display the default output information for a device from the Customized Devices object class, which is name, state, location, and description, using the **-C** flag, or display the default output information for a device from the Predefined Devices object class, which is class, type, subclass, and description, using the **-P** flag. To override these two default outputs, you can use the **-F Format** flag to display the output as designated by a user-formatted string. The *Format* parameter is a quoted list of column names separated and possibly terminated by nonalphanumeric characters.

You can supply the flags either on the command line or from the specified *File* parameter.

Flags

- C** Lists information about a device that is in the Customized Devices object class. The information displayed can be from both the Customized and Predefined Devices object classes. This flag cannot be used with the **-P** flag.
- f File** Reads the needed flags from the *File* variable.
- F Format** Displays the output in a user-specified format, where the *Format* variable is a quoted list of column names from the Predefined Devices object class or the Customized Devices object class separated and possibly terminated by nonalphanumeric characters. Using white space as the separator, the **isparent** command displays the output in aligned columns. In addition to the column names in the two object classes, the special name *description* can be used to display a text description of the device.
- H** Displays headers above the column output.
- h** Displays the command usage message.
- k ChildConnectionKey** Specifies the connection key that identifies the device subclass name of the child device. This flag cannot be used with the **-I** flag.
- I ChildName** Specifies the logical name of a possible child device. This flag cannot be used with the **-k** flag.

- P** Lists information about a device that is in the Predefined Devices object class. The information displayed can be from both the Customized and Predefined Devices object classes. This flag cannot be used with the **-C** flag.

Examples

1. To list possible parent devices in the Customized Devices object class that accept an RS-232 device, enter:

```
lsparent -C-k rs232
```

The system displays a message similar to the following:

```
sa0 Available 00-03 8-Port Asynchronous Adapter EIA-232
sa1 Available 00-00-S1 Standard I/O Serial Port 1
sa2 Available 00-00-S2 Standard I/O Serial Port 2
```

2. To list possible types of parent devices in the Predefined Devices object class that accept an RS-232 device, enter:

```
lsparent -P -k rs232
```

The system displays a message similar to the following:

```
adapter 8p232 mca 8-Port Asynchronous Adapter EIA-232
adapter 16p232 mca 16-Port Asynchronous Adapter EIA-232
adapter s1a sio Standard I/O Serial Port 1
adapter s2a sio Standard I/O Serial Port 2
adapter 64p232 mca 64-Port Asynchronous Controller
```

3. To list possible parent devices in the Customized Devices object class that accept the tape device `rmt0` as a child device, enter:

```
lsparent -C -l rmt0
```

The system displays a message similar to the following:

```
scsi0 Available 00-07 SCSI I/O Controller
scsi1 Available 00-08 SCSI I/O Controller
```

4. To list possible types of parent devices in the Predefined Devices object class that accept the tape device `rmt0` as a child device, enter:

```
lsparent -P -l rmt0
```

The system displays a message similar to the following:

```
adapter hscsi mca SCSI I/O Controller
```

Files

`/usr/sbin/lsparent` Contains the **lsparent** command.

Related Information

The **chdev** command, **lsattr** command, **lsconn** command, **lsdev** command, **mkdev** command, **rmdev** command.

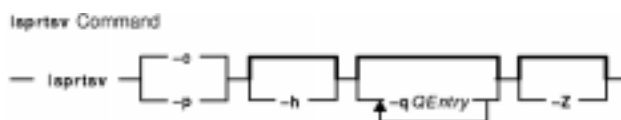
Devices Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices* provides information about adding, changing, moving, and removing devices.

lsprtsv Command

Purpose

Shows print service information stored in the database.

Syntax



```
lsprtsv { -c | -p } [ -h ] [ -qQEntry ... ] [ -Z ]
```

Description

The **lsprtsv** high-level command shows predefined and customized TCP/IP-based print service information. Use the **lsprtsv** command to extract customized or predefined print service information.

The **lsprtsv** command can show the following information:

- A list of host names that have access rights to the print server
- Logical print queue information only

Flags

- c** Extracts customized configuration information.
- h** Shows a list of host names that can use the print server.
- p** Extracts predefined configuration information.
- qQEntry...** Shows the logical print queues specified and their attributes available on a host. The *QEntry* variable specifies the names of the queues to display.
- Z** Specifies that the output be produced in colon format. This flag is used if the **lsprtsv** command is invoked from the SMIT usability interface.

Examples

1. To show all host names who have access rights to a print server, enter:

```
$ lsprtsv -c -h
```
2. To show which logical printers are available on a given client machine, enter:

```
lsprtsv -c -q sahara
```

Related Information

The **chque** command, **chquedev** command, **ruser** command.

The **lpd** daemon, **qdaemon** daemon.

Understanding the SMIT Interface for TCP/IP in *AIX Version 4.3 System Management Guide: Communications and Networks*.

lsps Command

Purpose

Displays the characteristics of paging spaces.

Syntax



```
lsps { -s | [ -c | -l ] { -a | -t { lv | nfs } | PagingSpace } }
```

Description

The **lsps** command displays the characteristics of paging spaces, such as the paging-space name, physical-volume name, volume-group name, size, percentage of the paging space used, whether the space is active or inactive, and whether the paging space is set to automatic. The *PagingSpace* parameter specifies the paging space whose characteristics are to be shown.

For NFS paging spaces, the physical-volume name and volume-group name will be replaced by the host name of the NFS server and the path name of the file that is used for paging.

You can use a Web-based System Manager File Systems application (**wsm fs** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lsps** fast path to run this command.

Flags

- a Specifies that the characteristics of all paging spaces are to be given. The size is given in megabytes.
- c Specifies that the output should be in colon format. The colon format gives the paging space size in physical partitions.
- l Specifies that the output should be in list format.
- s Specifies that the summary characteristics of all paging spaces are to be given. This information consists of the total paging space in megabytes and the percentage of paging space currently assigned (used). If the -s flag is specified, all other flags are ignored.
 - Note:** Setting the environment variable **PSALLOC=early** causes the use of early paging space algorithm. In this case, the value the -s flag specifies is different from the value returned for a single paging space or when using the -a flag for all the paging spaces. The value the -s flag displays is the percentage of paging space allocated (reserved), whether the paging space has been assigned (used) or not. Therefore, the percentage reported by the -s flag is usually larger than that reported by the -a flag when **PSALLOC** is set to early.
- t Specifies the characteristics of the paging space. One of the following variables is required:
 - lv Specifies that the characteristics of only logical volume paging spaces are to be given.
 - nfs Specifies that the characteristics of only NFS paging spaces are to be given. The heading of the output will be changed to display the host name of the NFS server and the path name of the file that resides on the server that is being used for NFS paging.

Examples

To list the characteristics of all paging spaces, enter:

```
lsps -a
```

This displays the characteristics for all paging spaces and provides a listing similar to the following listing:

Page Space	Phy Vol	Vol Grp	Size	%Used	Active	Auto
hd6	hdisk0	rootvg	64MB	90	yes	yes

Files

/etc/swapspaces Specifies the paging space devices activated by the **swapon -a** command.

Related Information

The **mkps** command, **chps** command, **rmps** command, **swapon** command.

File Systems Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

Paging Space Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains paging space and its allocation policies.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

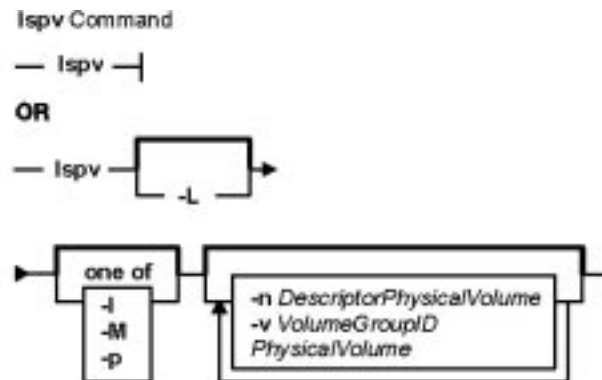
System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

Ispv Command

Purpose

Displays information about a physical volume within a volume group.

Syntax



ispv

OR

ispv [**-L**] [**-l** | **-p** | **-M**] [**-n** *DescriptorPhysicalVolume*] [**-v** *VolumeGroupID*] *PhysicalVolume*

Description

The **ispv** command displays information about the physical volume if the specific physical volume name is specified. If you do not add flags to the **ispv** command, the default is to print every known physical volume in the system along with its physical disk name, physical volume identifiers (PVIDs), and which volume group (if any) it belongs to.

Note: If the **ispv** command cannot find information for a field in the Device Configuration Database, it will insert a question mark (?) in the value field. As an example, if there is no

information for the PP RANGE field, the following might be displayed:

PP RANGE: ?

The **lspv** command attempts to obtain as much information as possible from the description area when it is given a logical volume identifier.

When the *PhysicalVolume* parameter is used, the following characteristics of the specified physical volume are displayed:

Physical volume	Name of the physical volume.
Volume group	Name of volume group. Volume group names must be unique systemwide names and can be from 1 to 15 characters long.
PV Identifier	The physical volume identifier for this physical disk.
VG Identifier	The volume group identifier of which this physical disk is a member.
PVstate	State of the physical volume. If the volume group that contains the physical volume is varied on with the varyonvg command, the state is <i>active</i> , <i>missing</i> , or <i>removed</i> . If the physical volume is varied off with the varyoffvg command, the state is <i>varied off</i> .
Allocatable	Allocation permission for this physical volume.
Logical volumes	Number of logical volumes using the physical volume.
Stale PPs	Number of physical partitions on the physical volume that are not current.
VG descriptors	Number of volume group descriptors on the physical volume.
PP size	Size of physical partitions on the volume.
Total PPs	Total number of physical partitions on the physical volume.
Free PPs	Number of free physical partitions on the physical volume.
Used PPs	Number of used physical partitions on the physical volume.
Free distribution	Number of free partitions available in each intra-physical volume section.
Used distribution	Number of used partitions in each intra-physical volume section.

You can use a Web-based System Manager Volumes application (**wsm lvm** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lspv** fast path to run this command.

Flags

-L	Specifies no waiting to obtain a lock on the Volume group. Note : If the volume group is being changed, using the -L flag gives unreliable date.										
-l	Lists the following fields for each logical volume on the physical volume: <table> <tr> <td>LVname</td> <td>Name of the logical volume to which the physical partitions are allocated.</td> </tr> <tr> <td>LPS</td> <td>The number of logical partitions within the logical volume that are contained on this physical volume.</td> </tr> <tr> <td>PPS</td> <td>The number of physical partitions within the logical volume that are contained on this physical volume.</td> </tr> <tr> <td>Distribution</td> <td>The number of physical partitions, belonging to the logical volume, that are allocated within each of the following sections of the physical volume: outer edge, outer middle, center, inner middle and inner edge of the physical volume.</td> </tr> <tr> <td>Mount Point</td> <td>File system mount point for the logical volume, if</td> </tr> </table>	LVname	Name of the logical volume to which the physical partitions are allocated.	LPS	The number of logical partitions within the logical volume that are contained on this physical volume.	PPS	The number of physical partitions within the logical volume that are contained on this physical volume.	Distribution	The number of physical partitions, belonging to the logical volume, that are allocated within each of the following sections of the physical volume: outer edge, outer middle, center, inner middle and inner edge of the physical volume.	Mount Point	File system mount point for the logical volume, if
LVname	Name of the logical volume to which the physical partitions are allocated.										
LPS	The number of logical partitions within the logical volume that are contained on this physical volume.										
PPS	The number of physical partitions within the logical volume that are contained on this physical volume.										
Distribution	The number of physical partitions, belonging to the logical volume, that are allocated within each of the following sections of the physical volume: outer edge, outer middle, center, inner middle and inner edge of the physical volume.										
Mount Point	File system mount point for the logical volume, if										

applicable.

-M

Lists the following fields for each logical volume on the physical volume:
 PVname:PPnum [LVname: LPnum [:Copynum] [PPstate]]

Where:

PVname Name of the physical volume as specified by the system.
 PPnum Physical partition number.
 LVname Name of the logical volume to which the physical partitions are allocated. Logical volume names must be system-wide unique names, and can range from 1 to 64 characters.
 LPnum Logical partition number. Logical partition numbers can range from 1 to 64,000.
 Copynum Mirror number.
 PPstate Only the physical partitions on the physical volume that are not current are shown as stale.

-nDescriptorPhysicalVolume Accesses information from the variable descriptor area specified by the *DescriptorPhysicalVolume* variable. The information may not be current, since the information accessed with the **-n** flag has not been validated for the logical volumes. If you do not use the **-n** flag, the descriptor area from the physical volume that holds the validated information is accessed, and therefore the information displayed is current. The volume group need not be active when you use this flag.

-p

Lists the following fields for each physical partition on the physical volume:

Range A range of consecutive physical partitions contained on a single region of the physical volume.
 State The current state of the physical partitions: free, used, stale, or vgda.
 Note: If a *volume group* is converted to a big vg format, it may be necessary to use some data partitions for *volume group* descriptor area. These partitions will be marked vgda.
 Region The intra-physical volume region in which the partitions are located.
 LVname The name of the logical volume to which the physical partitions are allocated.
 Type The type of the logical volume to which the partitions are allocated.

Mount point File system mount point for the logical volume, if applicable.

-vVolumeGroupID

Accesses information based on the *VolumeGroupID* variable. This flag is needed only when the lspv command does not function due to incorrect information in the Device Configuration Database. The *VolumeGroupID* variable is the hexadecimal representation of the volume group identifier, which is generated by the **mkvg** command.

Examples

1. To display the status and characteristics of physical volume `hdisk3`, enter:
`lspv hdisk3`
2. To display the status and characteristics of physical volume `hdisk5` by physical partition number,

```
enter:
lspv -p hdisk5
```

3. To display the status and characteristics of physical volume `hdisk5` using the volume group ID, enter:
- ```
lspv -v 00014A782B12655F hdisk5
```

The following is an example of the output:

```
lspv
hdisk0 0000000012345678 rootvg
hdisk1 10000BC876543258 vg00
hdisk2 ABCD000054C23486 None
```

## Files

`/usr/sbin` Contains the `lspv` command.

## Related Information

The `chpv` command, `lslv` command, `lsvg` command, `mklv` command, `varyonvg` command.

Logical Volume Storage Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains the Logical Volume Manager, physical volumes, logical volumes, volume groups, organization, ensuring data integrity, and allocation characteristics.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

System Management Interface Tool (SMIT) Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

## lsque Command

### Purpose

Displays the queue stanza name.

### Syntax



**lsque** [ *-c* ] *-qName*

### Description

The **lsque** command uses the **printf** subroutine to display the name of the queue stanza and associated attributes from the **/etc/qconfig** file.

### Flags

- c* Causes colon output format for use by SMIT.
- qName* Specifies the *Name* of the queue stanza that is sent to standard output.

### Examples

1. To display the name of queue stanza `lp0`, enter:

```
lsque -qlp0
```

A list similar to the following is displayed:

```
lp0:
 device = lpd0
 host = neptune
 rq = nlp0
```

2. To display the name of queue stanza `lp0` in colon format, enter:

```
lsque -c -q lp0
```

A list similar to the following is displayed:

```
device:discipline:up:acctfile:host:s_statfilter:l_statfilter:rq
lpd0:fcfs:true:false:neptune:::nlp0
```

### Files

- /usr/bin/lsque** Contains the **lsque** command.
- /etc/qconfig** Contains the configuration file.

## Related Information

The **chque** command, **lsquedev** command, **mkque** command, **rmque** command.

The **qconfig** file.

The **printf** subroutine.

Printer Specific Information, Printer Support, and Virtual Printer Definitions and Attribute Values in *AIX Version 4.3 Guide to Printers and Printing*.

Printer Overview for System Management in *AIX Version 4.3 Guide to Printers and Printing*.

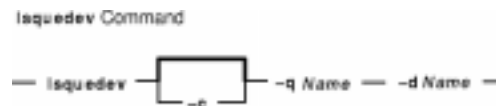
Spooler Overview for System Management in *AIX Version 4.3 Guide to Printers and Printing*.

## lsqueuedev Command

### Purpose

Displays the device stanza name.

### Syntax



**lsqueuedev** [ **-c** ] **-q** *Name* **-d** *Name*

### Description

The **lsqueuedev** command displays the name of the queue stanza and associated attributes from the `/etc/qconfig` file.

### Flags

- c** Specifies colon output format for use by SMIT.
- d***Name* Specifies the *Name* variable of the device stanza that is displayed.
- q***Name* Specifies the *Name* variable of the queue containing the device stanza that is displayed.

### Examples

1. To display device stanza `dlp0` on the `lp0` queue, enter:

```
lsqueuedev -q lp0 -d dlp0
```

A listing similar to the following is displayed:

```
dlp0:
FILE = /dev/lp0
BACKEND = /usr/lib/lpd/piobe
```

2. To display device stanza `dlp0` on the `lp0` queue in colon format, enter:

```
-c -qlp0 -d dlp0
```

A listing similar to the following is displayed:

```
file:access:feed:header:trailer:backend:align
dlp0:/dev/lp0:read:never:never:never:/usr/lib/lpd/piobe:TRUE
```

### Files

- /usr/bin/lsqueuedev** Contains the **lsqueuedev** command.
- /etc/qconfig** Contains the configuration file.

## Related Information

The **chqueuedev** command, **lsque** command, **mkqueuedev** command, **rmqueuedev** command.

The **qconfig** file.

The **printf** subroutine.

Printer Overview for System Management in the *AIX Version 4.3 Guide to Printers and Printing*.

Printer Specific Information, Printer Support, and Virtual Printer Definitions and Attribute Values in the *AIX Version 4.3 Guide to Printers and Printing*.

Spooler Overview for System Management in the *AIX Version 4.3 Guide to Printers and Printing*.



## Isresource Command

### Purpose

Displays bus resources for available devices in the system and recommends attribute values for bus resource resolution.

### Syntax



**Isresource**[ **-a** | **-r** ] [ **-d** ] **-IName**

### Description

The **Isresource** command writes a list of assigned bus resources to standard out, or determines if the bus resources for devices resolve.

The **Isresource** command lets you display the currently assigned values for the bus resource attributes for the device specified by the given device logical name (**-IName**). Use the **-a** flag to display the currently assigned values for all bus resource attributes for all devices under the same parent bus as the specified device.

Use the **-r** flag to determine if the bus resources for the specified device are resolvable. In this case, the **Isresource** command checks all devices under the same parent bus as the specified device, including defined but not available devices, to see if their bus resource attributes are resolvable. The **Isresource** command produces no output if all attributes resolve. The **Isresource** command provides information depending on the type of conflict detected if any device's bus resources are unresolvable. In some cases, the **Isresource** command can provide you with information that leads to the resolution of the conflict.

The **Isresource** command identifies the device name, attribute name, and a suggested value for the attribute if a conflict results from an attribute that only a user can change. Setting the attribute to the suggested value should resolve the conflict. This may aid in the configuration of devices with attributes that can only a user can change. Such devices include adapter cards which use jumpers or switches on the card to select values.

In some cases, a conflict may be due to an attribute which the system can normally adjust at boot time but is prevented from doing so at run time because the device is in the Available state. In these situations, the **Isresource** command will indicate that the configuration will be resolved by rebooting the system.

It is possible that multiple user changeable attributes will be identified when unresolvable conflicts occur. These may be for the device specified by the given device logical name (**-IName**) or for other devices in the system. All of the identified attributes will need to be changed to resolve the conflict. It may even be the case where user changeable attributes are identified and a reboot is indicated. In this case, all of the identified attributes will need to be changed and the system rebooted to resolve the conflicts.

Finally, **Isresource** may determine that the set of devices currently defined in the devices configuration database can not be resolved regardless of attributes being changed or the system rebooted. In this case, a list of the devices which could not be resolved is written to standard out. If the problem has resulted from a new device just being defined, that device should be removed, or the devices listed by **Isresource** should be removed. If the problem is not resolved by removing devices, there could be additional problems on the next

reboot. This is because the order in which devices are resolved at boot time may differ from the order they are resolved by `lsresource`, resulting in a different set of unresolvable devices at boot time. If the set of unresolvable devices at boot time should now include a device needed for booting, problems such as no console being configured or the system failing to boot could occur.

The following applies when `lsresource` is used to list currently assigned bus resource values (the `-r` flag is not specified).

The **TYPE** field in the output listing contains the following symbols:

- B Bus Memory Address Values
- M Bus Memory Address Values
- O I/O Address Values
- I Bus Interrupt Levels
- N Non-sharable Bus Interrupt Levels
- A DMA Arbitration Level

The **S** column denotes shared attributes. These are attributes which are required to be set to the same value. They are grouped by the number specified in the column. All attributes with a 1 by them must be set to the same value, all attributes with a 2 by them must be set to the same value, and so on. In some cases, two or more interrupt attributes may be set to the same value but have no numbers in the **S** column indicating that they are shared. This is because the values are not required to be the same but just happen to be set to the same value because they could not be assigned their own unique values.

The **G** column denotes attributes in a group. These are a set of attributes whose values depend on each other. If one is changed to the next possible value, the rest of the attributes in the group must also be changed to the next possible value. Their groupings are indicated by the number specified in the column. All attributes with a 1 by them are in the same group, all attributes with a 2 by them are same group, and so on.

On some models, the interrupt value displayed may be followed by a value enclosed in parenthesis. This is not part of the interrupt value but serves to identify the interrupt controller to which the interrupt is associated. The identifier consists of a letter followed by a number, such as A0. The letter indicates the type of interrupt controller and the number distinguishes between multiple instances of that type of controller. There are two types of interrupt controllers that may be identified:

- A Indicates an AT interrupt controller.
- B Indicates a non-AT interrupt controller.

## Flags

- `-a` Specifies that all allocated bus resource attributes for all devices connected to the same top parent bus as the device specified with the `-l` flag are to be displayed. This flag cannot be used with the `-r` flag.
- `-d` Specifies that the attribute text descriptions are to be included in the output.
- `-l Name` (Lowercase L) Specifies the logical name of the device attributes to display.
- `-r` Specifies to attempt to resolve all bus resources of all devices connected to the same top parent bus as the device specified with the `-l` flag. This will include all devices that are in the DEFINED state. The `lsresource` command will display any conflicts and advise the user on changeable values. No changes to the ODM database are made. This flag cannot be used with the `-a` flag.

## Security

Access Control: Any User

Auditing Events: N/A

## Examples

1. To list bus attributes for the token ring device, enter:

```
lsresource -l tok0
```

The system displays a message similar to the following:

| TYPE | DEVICE | ATTRIBUTE    | S G | CURRENT VALUE           |
|------|--------|--------------|-----|-------------------------|
| M    | tok0   | dma_bus_mem  |     | 0x003b2000 - 0x003f1fff |
| O    | tok0   | bus_io_addr  |     | 0x000086a0 - 0x000086af |
| N    | tok0   | bus_intr_lvl |     | 3                       |
| A    | tok0   | dma_lvl      |     | 7                       |

2. To list bus attributes for all devices, enter:

```
lsresource -a -l tok0
```

The system displays a message similar to the following:

| TYPE | DEVICE  | ATTRIBUTE      | S G | CURRENT VALUE            |
|------|---------|----------------|-----|--------------------------|
| M    | bus0    | bus_iocc_mem   |     | 0x00ffffff0 - 0x00ffffff |
| M    | gda0    | vram_start     | 1   | 0x00400000 - 0x007fffff  |
| M    | gda0    | bus_mem_start  |     | 0x000c0000 - 0x000c1fff  |
| M    | gda0    | dma1_start     |     | 0x00800000 - 0x009fffff  |
| M    | gda0    | dma2_start     |     | 0x00a00000 - 0x00bfffff  |
| M    | gda0    | dma3_start     |     | 0x00c00000 - 0x00dfffff  |
| M    | gda0    | dma4_start     |     | 0x01000000 - 0x011fffff  |
| M    | scsi0   | bus_mem_addr   |     | 0x000e0000 - 0x000e0fff  |
| M    | scsi0   | dma_bus_mem    |     | 0x00100000 - 0x00301fff  |
| M    | tok0    | dma_bus_mem    |     | 0x003b2000 - 0x003f1fff  |
| O    | da0     | bus_io_addr    |     | 0x00000060 - 0x0000006f  |
| O    | siokta0 | bus_io_addr    |     | 0x00000050 - 0x00000051  |
| O    | sioma0  | bus_io_addr    |     | 0x00000048 - 0x00000049  |
| O    | ppa0    | bus_io_addr    |     | 0x00000078 - 0x0000007a  |
| O    | gda0    | bus_addr_start | 1   | 0x00002110 - 0x0000211f  |
| O    | tok0    | bus_io_addr    |     | 0x000086a0 - 0x000086af  |
| I    | siokta0 | bus_intr_lvl   |     | 1 (A0)                   |
| I    | sioma0  | bus_intr_lvl   |     | 1 (A0)                   |
| I    | ppa0    | bus_intr_lvl   |     | 13 (A0)                  |
| I    | gda0    | int_level      |     | 9 (A0)                   |
| I    | scsi0   | bus_intr_lvl   |     | 14 (A0)                  |
| N    | fda0    | bus_intr_lvl   |     | 6 (A0)                   |
| N    | tok0    | bus_intr_lvl   |     | 3 (A0)                   |
| A    | fda0    | dma_lvl        |     | 0                        |
| A    | gda0    | dma_channel    |     | 3                        |
| A    | scsi0   | dma_lvl        |     | 4                        |
| A    | tok0    | dma_lvl        |     | 7                        |

3. To report the outcome of a resolution of device attributes, enter:

```
lsresource -r -d -l tok0
```

Depending on the outcome of the resolution, different messages may be displayed. The output below signifies to a user that the resolution can be successful if changes are made, i.e., the attributes are changed to the suggested values.

```
lsresource: The attribute(s) for some device(s) in the system could
```

not be resolved. To resolve conflicts, attribute(s) need to be modified. A suggested value for each attribute is provided.

| DEVICE | ATTRIBUTE    | CURRENT | SUGGESTED | DESCRIPTION         |
|--------|--------------|---------|-----------|---------------------|
| ent1   | bus_intr_lvl | 11      | 5         | Bus interrupt level |
| ent1   | bus_mem_addr | 0xc0000 | 0xc4000   | Bus memory address  |
| ent1   | bus_io_addr  | 0x300   | 0x320     | Bus I/O address     |
| ent2   | bus_intr_lvl | 11      | 7         | Bus interrupt level |
| ent2   | bus_mem_addr | 0xc0000 | 0xc8000   | Bus memory address  |

## Files

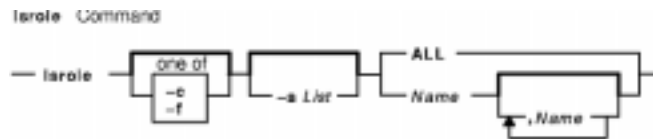
**/usr/sbin/lsresource** Contains the **lsresource** command.

## Isrole Command

### Purpose

Displays role attributes. This command applies only to AIX Version 4.2.1 and later.

### Syntax



```
isrole [-c | -f] [-aList] { ALL | Name [,Name] ... }
```

### Description

The **isrole** command displays the role attributes. You can use this command to list all attributes of all the roles or all the attributes of specific roles. Since there is no default parameter, you must enter the **ALL** keyword to see the attributes of all the roles. By default, the **isrole** command displays all role attributes. To view selected attributes, use the **-aList** flag. If one or more attributes cannot be read, the **isrole** command lists as much information as possible.

By default, the **isrole** command lists each role's attributes on one line. It displays attribute information as *Attribute=Value* definitions, each separated by a blank space. To list the role attributes in stanza format, use the **-f** flag. To list the information as colon-separated records, use the **-c** flag.

You can use the Web-based System Manager Users application (**wsm users** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) to run this command.

### Flags

- |                |                                                                                                                                                                                                                                          |
|----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-a List</b> | Lists the attributes to display. The <i>List</i> variable can include any attribute defined in the <b>chrole</b> command and requires a blank space between attributes. If you specify an empty list, only the role names are displayed. |
| <b>-c</b>      | Displays the role attributes in colon-separated records, as follows:<br><pre># role: attribute1: attribute2: ...   Role: value1:      value2:      ...</pre>                                                                             |
| <b>-f</b>      | Displays the output in stanzas, with each stanza identified by a role name. Each <i>Attribute=Value</i> pair is listed on a separate line:<br><pre>Role:       attribute1=value       attribute2=value       attribute3=value</pre>      |

### Security

Files Accessed:

|             |                     |
|-------------|---------------------|
| <b>Mode</b> | <b>File</b>         |
| <b>r</b>    | /etc/security/roles |

## Examples

To display the role `rolelist` and groups of the role **ManageAllUsers** in colon format, enter:

```
lsrole -c -a rolelist groups ManageAllUsers
```

Information similar to the following appears:

```
role: rolelist:groups
 ManageAllUsers: ManagerBasicUser:security
```

## Files

`/etc/security/roles` Contains the attributes of roles.

## Related Information

The **chrole** command, **chuser** command, **lsuser** command, **mkrole** command, **mkuser** command, **rmrole** command.

Security Administration in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

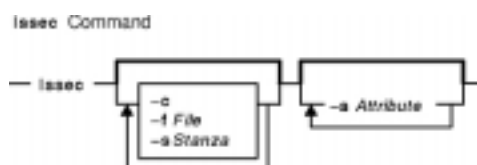
Administrative Roles Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

## Issec Command

### Purpose

Lists attributes in the security stanza files.

### Syntax



```
Issec [-c] [-f File] [-s Stanza] [-a Attribute ...]
```

### Description

The **Issec** command lists attributes stored in the security configuration stanza files. The following security configuration files contain attributes that you can specify with the *Attribute* parameter:

- **/etc/security/environ**
- **/etc/security/group**
- **/etc/security/lastlog**
- **/etc/security/limits**
- **/etc/security/login.cfg**
- **/usr/lib/security/mkuser.default**
- **/etc/security/passwd**
- **/etc/security/portlog**
- **/etc/security/user**

When listing attributes in the **/etc/security/environ**, **/etc/security/lastlog**, **/etc/security/limits**, **/etc/security/passwd**, and **/etc/security/user** files, the stanza name specified by the *Stanza* parameter must be either a valid user name or `default`. When listing attributes in the **/etc/security/group** file, the stanza name specified by the *Stanza* parameter must be either a valid group name or `default`. When listing attributes in the **/usr/lib/security/mkuser.default** file, the *Stanza* parameter must be either `admin` or `user`. When listing attributes in the **/etc/security/portlog** file, the *Stanza* parameter must be a valid port name. When listing attributes in the **/etc/security/login.cfg** file, the *Stanza* parameter must be either a valid port name, a method name, or the **usw** attribute.

You cannot list the **password** attribute of the **/etc/security/passwd** file with the **Issec** command.

Only the root user or a user with `PasswdAdmin` authorization can list the `lastupdate` and `flags` attributes for administrative users.

### Flags

- c** Specifies that the output should be in colon-separated format.
- fFile** Specifies the name of the stanza file to list.
- sStanza** Specifies the name of the stanza to list.
- aAttribute** Specifies the attribute to list.

## Security

**Access Control:** This command grants execute access only to the root user and the security group. The command has the trusted computing base attribute and runs the **setuid** subroutine for the root user to access the security databases.

Files Accessed:

| Mode | File                             |
|------|----------------------------------|
| r    | /etc/security/environ            |
| r    | /etc/security/group              |
| r    | /etc/security/lastlog            |
| r    | /etc/security/limits             |
| r    | /etc/security/login.cfg          |
| r    | /usr/lib/security/mkuser.default |
| r    | /etc/security/passwd             |
| r    | /etc/security/portlog            |
| r    | /etc/security/user               |

## Examples

1. To list the number of unsuccessful login attempts by the root user since the last successful login of the root user, enter:

```
lssec -f /etc/security/lastlog -s root -a unsuccessful_login_count
```

The system displays the result as follows:

```
root unsuccessful_login_count=15
```

2. To list the times that logins are allowed on the **/dev/tty2** port, enter:

```
lssec -f /etc/security/login.cfg -s /dev/tty2 -a logintimes
```

The system displays the result as follows:

```
/dev/tty0 logintimes=!january1,!july4,!december25
```

3. To list the default setting for the **tpath** attribute and the **ttys** attribute in colon format,
4. enter:

```
lssec -c -f /etc/security/user -s default -a tpath -a ttys
```

The system displays the result as follows:

```
#name:tpath:ttys
default:nosak:ALL
```

## Files

|                                |                                                   |
|--------------------------------|---------------------------------------------------|
| <b>/usr/bin/lssec</b>          | Specifies the path to the <b>lssec</b> command.   |
| <b>/etc/security/environ</b>   | Contains the environment attributes of users.     |
| <b>/etc/security/group</b>     | Contains extended attributes of groups.           |
| <b>/etc/security/lastlog</b>   | Defines the last login attributes for users.      |
| <b>/etc/security/limits</b>    | Defines resource quotas and limits for each user. |
| <b>/etc/security/login.cfg</b> | Contains port configuration information.          |



|                                         |                                                                |
|-----------------------------------------|----------------------------------------------------------------|
| <b>/usr/lib/security/mkuser.default</b> | Contains the defaults values for new users.                    |
|                                         | Contains password information.                                 |
| <b>/etc/security/portlog</b>            | Contains unsuccessful login attempt information for each port. |
| <b>/etc/security/user</b>               | Contains the extended attributes of users.                     |

## Related Information

The **chgroup** command, **chsec** command, **chuser** command, **grpck** command, **login** command, **lsgroup** command, **lsuser** command, **mkggroup** command, **mkuser** command, **passwd** command, **pwdck** command, **rmgroup** command, **rmuser** command, **su** command, **usrck** command.

The **getgroupattr** subroutine, **getportattr** subroutine, **getuserattr** subroutine, **getuserpw** subroutine, **putgroupattr** subroutine, **putportattr** subroutine, **putuserattr** subroutine, **putuserpw** subroutine.

List of Security and Auditing Subroutines in *AIX Version 4.3 General Programming Concepts: Writing and Debugging Programs*.

## Issrc Command

### Purpose

Gets the status of a subsystem, a group of subsystems, or a subserver.

### Syntax

#### To Get All Status



`issrc [-hHost] -a`

#### To Get Group Status



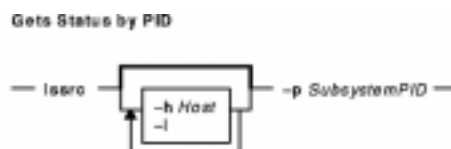
`issrc [-hHost] -gGroupName`

#### To Get Subsystem Status



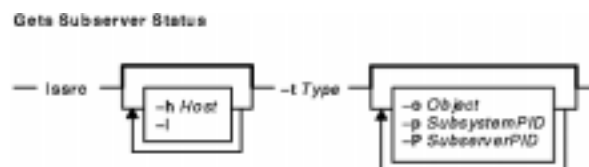
`issrc [-hHost] [-l] -sSubsystem`

#### To Get Status by PID



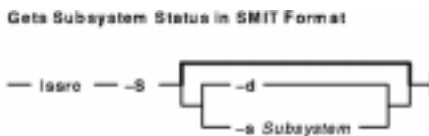
`issrc [-hHost] [-l] -pSubsystemPID`

#### To Get Subserver Status



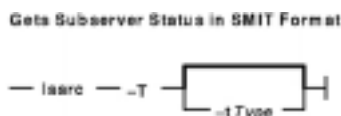
**lssrc** [ **-hHost** ] [ **-I** ] **-tType** [ **-pSubsystemPID** ] [ **-oObject** ] [ **-PSubserverPID** ]

**To Get Subsystem Status in SMIT Format**



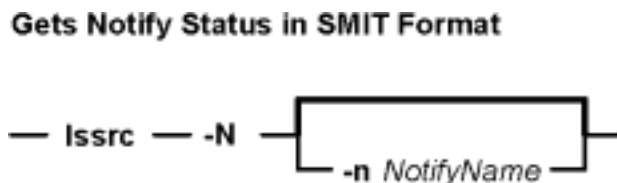
**lssrc-S** [ **-sSubsystem** | **-d** ]

**To Get Subserver Status in SMIT Format**



**lssrc -T** [ **-tType** ]

**To Get Notify in SMIT Format**



**lssrc -N** [ **-nNotifyName** ]

**Description**

The **lssrc** command sends a request to the System Resource Controller to get status on a subsystem, a group of subsystems, or all subsystems. The **lssrc** command sends a subsystem request packet to the daemon to be forwarded to the subsystem for a subserver status or a long subsystem status.

You can choose whether to request a short or long status for a subserver. When the **-I** flag is absent, the status request is assumed to be a short status. A short status of a subsystem, group of subsystems, or all subsystems is handled by the System Resource Controller.

When the **-I** flag is present for a subsystem, a status request is taken to the subsystem and the subsystem sends the status back. The **-I** flag is supported only for those subsystems not using signals as their communication method. For either a long or short status of a subserver, the subsystem is sent a status request packet, and the subsystem sends the status back.

**Flags**

- a** Lists the current status of all defined subsystem.
- d** Specifies that the default record is printed.
- gGroupName** Specifies a group of subsystems to get status for. The command is unsuccessful if the *GroupName* variable is not contained in the subsystem object class.
- hHost** Specifies the foreign host on which this status action is requested. The local user must be running as "root". The remote system must be configured to accept remote System Resource Controller requests. That is, the **srmstr** daemon (see */etc/inittab*) must be started with the **-r** flag and the */etc/hosts.equiv* or *.rhosts* file must be configured to allow

- remote requests.
- l** Requests that a subsystem send its current status in long form. Long status requires that a status request be sent to the subsystem; it is the responsibility of the subsystem to return the status.
  - n *NotifyName*** Specifies the name of a notify method.
  - N** Specifies that the Object Data Manager (ODM) records are output in SMIT format for the notify object class.
  - o *Object*** Specifies that a subserver *Object* variable is passed to the subsystem as a character string.
  - p *SubsystemPID*** Specifies a particular instance of the *SubsystemPID* variable to get status for, or a particular instance of the subsystem to which the status subserver request is to be taken.
  - P *SubserverPID*** Specifies that a *SubserverPID* variable is to be passed to the subsystem as a character string.
  - s *Subsystem*** Specifies a subsystem to get status for. The *Subsystem* variable can be the actual subsystem name or the synonym name for the subsystem. The command is unsuccessful if the *Subsystem* variable is not contained in the subsystem object class.
  - S** Specifies that the ODM records are output in SMIT format for the subsystem object class.
  - t *Type*** Requests that a subsystem send the current status of a subserver. The command is unsuccessful if the subserver *Type* variable is not contained in the subserver object class.
  - T** Specifies that the ODM records are output in SMIT format for the subserver object class.

## Examples

1. To get the status of all subsystems on the local machine, enter:

```
lssrc -a
```

This gets the status of all subsystems known on the local machine.

2. To get the status of all subsystems on a foreign host, enter:

```
lssrc -h zork -a
```

This gets the status of all subsystems known on the `zork` machine.

3. To get the status of the `srctest` subsystem, enter:

```
lssrc -s srctest
```

This gets the status of all instances of the `srctest` subsystem on the local machine.

4. To get the status of the subsystem by PID, enter:

```
lssrc -p 1234
```

This gets the status of the subsystem with the subsystem PID of 1234 on the local machine.

5. To get the status of the `tcpip` subsystem group, enter:

```
lssrc -g tcpip
```

This gets the status of all instances of subsystems in the `tcpip` group on the local machine.

6. To get the status of the `tester` subserver, enter:

```
lssrc -t tester -p 1234
```

This gets the status of `tester` subserver that belongs to the `srctest` subsystem with the

subsystem PID of 1234 on the local machine.

7. To get the status of the subsystem by PID, enter:

```
lssrc -l -p 1234
```

This gets the long status of the subsystem with the PID of 1234.

## Files

**/etc/objrepos/SRCsubsys** Specifies the SRC Subsystem Configuration Object Class.

**/etc/objrepos/SRCsubsvr** Specifies the SRC Subserver Configuration Object Class.

**/etc/objrepos/SRCnotify** Specifies the SRC Notify Configuration Object Class.

**/etc/services** Defines the sockets and protocols used for Internet services.

**/dev/SRC** Specifies the AF\_UNIX socket file.

**/dev/.SRC-unix** Specifies the location for temporary socket files.

## Related Information

The **mkssys** command, **rmssys** command.

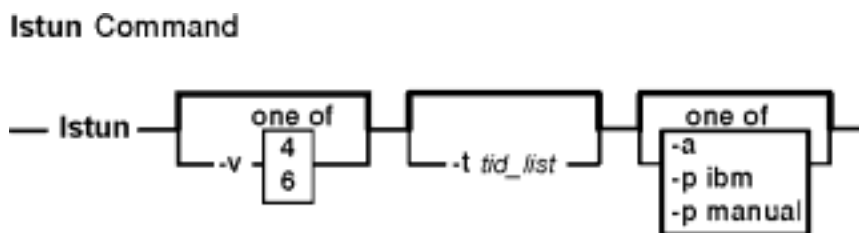
System Resource Controller Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* gives an explanation of subsystems, subservers, and the System Resource Controller.

## Istun Command

### Purpose

Lists tunnel definition(s).

### Syntax



**Istun** [-v 4|6] [-t *tid\_list*] [-p **ibm**|**manual**] [-a]

### Description

Use the **Istun** command to list the tunnel definition(s) and their current status. This command can either list the tunnels in the tunnel database or in the active system.

### Flags

- v This flag specifies the IP version. For listing IP version 4 tunnel only, use the value of **4**. For listing IP version 6 tunnel only, use the value of **6**. If this flag is not used, both the version 4 and version 6 tunnels will be listed.
- t Only list the tunnel definition and its current status for the tunnel whose tunnel ID is in **tid\_list**. If this flag is not used, all the tunnel definitions and their current status will be listed.
- p Selects the type of the tunnel to be listed. Using the -p flag with the value of **ibm** will list **IBM** tunnels only. Using the -p flag with the value of **manual** will list **manual** tunnels only. The -p flag is for listing tunnel definitions in the tunnel database only and thus is mutually exclusive with the -a flag.
- a Lists the tunnels active in the AIX IP Security subsystem.

### Related Information

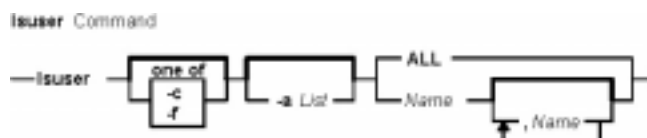
The **gentun** command, **chtun** command, **imptun** command, **exptun** command, **mktun** command, and **rmtun** command.

## Isuser Command

### Purpose

Displays user account attributes.

### Syntax



```
Isuser [-c | -f] [-aList] { ALL | Name [,Name] ... }
```

### Description

The **Isuser** command displays the user account attributes. You can use this command to list all attributes of all the system users or all the attributes of specific users. Since there is no default parameter, you must enter the **ALL** keyword to see the attributes of all the users. By default, the **Isuser** command displays all user attributes. To view selected attributes, use the **-aList** flag. If one or more attributes cannot be read, the **Isuser** command lists as much information as possible.

**Note:** If you have a Network Information Service (NIS) database installed on your system, some user information may not appear when you use the **Isuser** command.

By default, the **Isuser** command lists each user's attributes on one line. It displays attribute information as *Attribute=Value* definitions, each separated by a blank space. To list the user attributes in stanza format, use the **-f** flag. To list the information as colon-separated records, use the **-c** flag.

You can use the Web-based System Manager Users application (**wsm users** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit Isusers** fast path to run this command.

### Flags

- a List** Lists the attributes to display. The *List* variable can include any attribute defined in the **chuser** command and requires a blank space between attributes. If you specify an empty list, only the user names are displayed.
- c** Displays the user attributes in colon-separated records, as follows:  

```
name: attribute1: attribute2: ...
User: value1: value2: ...
```
- f** Displays the output in stanzas, with each stanza identified by a user name. Each *Attribute=Value* pair is listed on a separate line:  

```
user:
 attribute1=value
 attribute2=value
 attribute3=value
```

## Security

Access Control: This command should be a general user program with execute (x) access for all users. Since the attributes are read with the access rights of the user who invokes the command, some users may not be able to access all the information. This command should have the **trusted computing base** attribute.

Files Accessed:

| Mode | File                       |
|------|----------------------------|
| r    | /etc/passwd                |
| r    | /etc/security/user         |
| r    | /etc/security/user.roles   |
| r    | /etc/security/limits       |
| r    | /etc/security/envIRON      |
| r    | /etc/group                 |
| r    | /etc/security/audit/config |

## Examples

1. To display the user `id` and group-related information about the `smith` account in stanza form, enter:

```
lsuser -f -a id pgrp groups admgroups smith
```

Information similar to the following appears:

```
smith:
 ID=2457
 pgrp=system
 groups=system,finance,staff,accounting
 admgroups=finance,accounting
```

2. To display the user `id`, groups, and home directory of `smith` in colon format, enter:

```
lsuser -c -a id home groups smith
```

Information like the following appears:

```
name: ID:home:groups
smith: 2457:/home/smith:system,finance,staff,accounting
```

3. To display all the attributes of user `smith` in the default format, enter:

```
lsuser smith
```

All the attribute information appears, with each attribute separated by a blank space.

4. To display all the attributes of all the users, enter:

```
lsuser ALL
```

All the attribute information appears, with each attribute separated by a blank space.

## Files

|                             |                                                   |
|-----------------------------|---------------------------------------------------|
| <b>/usr/sbin/lsuser</b>     | Contains the <b>lsuser</b> command.               |
| <b>/etc/passwd</b>          | Contains basic user information.                  |
| <b>/etc/security/limits</b> | Defines resource quotas and limits for each user. |
| <b>/etc/security/user</b>   | Contains the extended attributes of users.        |



- /etc/security/user.roles**    Contains the administrative role attributes of users.
- /etc/security/environ**    Contains the environment attributes of users.
- /etc/group**                Contains basic group attributes.
- /etc/security/audit/config** Contains the audit configuration files.

## Related Information

The **chfn** command, **chgroup** command, **chgrpmem** command, **chsh** command, **chuser** command, **lsgroup** command, **mkgroup** command, **mkuser** command, **passwd** command, **pwdadm** command, **rmgroup** command, **rmuser** command, **setgroups** command, **setsenv** command.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to *Security Administration in AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

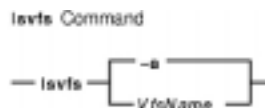
For more information about administrative roles, refer to *Administrative Roles Overview in AIX Version 4.3 System Management Concepts: Operating System and Devices*.

## lsvfs Command

### Purpose

Lists entries in the `/etc/vfs` file.

### Syntax



```
lsvfs { -a | VfsName }
```

### Description

The **lsvfs** command lists entries in the `/etc/vfs` file. You can display information about a specific Virtual File System (VFS) type or all known VFS types.

### Flag

**-a** Lists all stanzas in the `/etc/vfs` file, including the default stanza.

### Parameter

*VfsName* Specifies the name of a virtual file system.

### Examples

1. To list the vfs entry named `newvfs`, enter:  

```
lsvfs newvfs
```
2. To list all vfs types, enter:  

```
lsvfs -a
```

### Files

`/etc/vfs` Contains descriptions of virtual file system types.

### Related Information

The **chvfs** command, **crvfs** command, **rmvfs** command, **mount** command.

File Systems Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

Mounting Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains mounting files and directories, mount points, and automatic mounts.

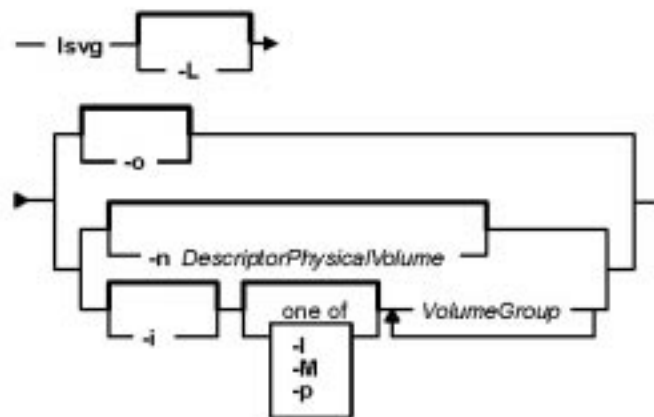
## lsvg Command

### Purpose

Displays information about volume groups.

### Syntax

lsvg Command



**lsvg** [ **-L** ] [ **-o** ] | [ **-n** *DescriptorPhysicalVolume* ] | [ **-i** ] [ **-l** | **-M** | **-p** ] *VolumeGroup* ...

### Description

The **lsvg** command displays information about volume groups. If you use the *VolumeGroup* parameter, only the information for that volume group is displayed. If you do not use the *VolumeGroup* parameter, a list of the names of all defined volume groups is displayed.

When information from the Device Configuration database is unavailable, some of the fields will contain a question mark (?) in place of the missing data. The **lsvg** command attempts to obtain as much information as possible from the description area when the command is given a logical volume identifier.

**Note:** To determine a volume group's major number, use the **ls -al /dev/VGName** command. This command lists the special device file that represents the volume group. The volume

group major number is the same as the major device number of the special device file. For example, for a volume group named `halvg`, enter the following command:

```
ls -al /dev/halvg
```

This command returns the following:

```
crw-rw---- 1 root system 52, 0 Aug 27 19:57 /dev/halvg
```

In this example, the volume group major number is 52.

You can use the Web-based System Manager Volumes application (**wsm lvm** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lsvg** fast path to run this command.

## Flags

- L** Specifies no waiting to obtain a lock on the Volume group.  
**Note** : If the volume group is being changed, using the **-L** flag gives unreliable date.
- p** Lists the following information for each physical volume within the group specified by the *VolumeGroup* parameter:  

|                 |                                                                                                                                                                                |
|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Physical volume | A physical volume within the group.                                                                                                                                            |
| PVstate         | State of the physical volume.                                                                                                                                                  |
| Total PPs       | Total number of physical partitions on the physical volume.                                                                                                                    |
| Free PPs        | Number of free physical partitions on the physical volume.                                                                                                                     |
| Distribution    | The number of physical partitions allocated within each section of the physical volume: outer edge, outer middle, center, inner middle, and inner edge of the physical volume. |
- l** Lists the following information for each logical volume within the group specified by the *VolumeGroup* parameter:  

|                      |                                                                                                                                                                                                                                                                 |
|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LV                   | A logical volume within the volume group.                                                                                                                                                                                                                       |
| Type                 | Logical volume type.                                                                                                                                                                                                                                            |
| LPs                  | Number of logical partitions in the logical volume.                                                                                                                                                                                                             |
| PPs                  | Number of physical partitions used by the logical volume.                                                                                                                                                                                                       |
| PVs                  | Number of physical volumes used by the logical volume.                                                                                                                                                                                                          |
| Logical volume state | State of the logical volume.<br>Opened/stale indicates the logical volume is open but contains partitions that are not current. Opened/syncd indicates the logical volume is open and synchronized.<br>Closed indicates the logical volume has not been opened. |
| Mount point          | File system mount point for the logical volume, if applicable.                                                                                                                                                                                                  |
- i** Reads volume group names from standard input.

- M** Lists the following fields for each logical volume on the physical volume:  
 PVname:PPnum [LVname: LPnum [:Copynum] [PPstate]]
- PVname Name of the physical volume as specified by the system.
- PPnum Physical partition number. Physical partition numbers can range from 1 to 1016.
- LVname Name of the logical volume to which the physical partitions are allocated. Logical volume names must be system-wide unique names, and can range from 1 to 64 characters.
- LPnum Logical partition number. Logical partition numbers can range from 1 to 64,000.
- Copynum Mirror number.
- PPstate Only the physical partitions on the physical volume that are not current are shown as stale.
- nDescriptorPhysicalVolume** Accesses information from the descriptor area specified by the *DescriptorPhysicalVolume* variable. The information may not be current, since the information accessed with the **-n** flag has not been validated for the logical volumes. If you do not use the **-n** flag, the descriptor area from the physical volume that holds the most validated information is accessed, and therefore the information displayed is current. The volume group need not be active when you use this flag.
- o** Lists only the active volume groups (those that are varied on). An active volume group is one that is available for use.

Information displayed if you do not specify any flags:

|                    |                                                                                                                                                                                                                                                                                                                                                                         |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Volume group       | Name of the volume group. Volume group names must be unique systemwide and can range from 1 to 15 characters.                                                                                                                                                                                                                                                           |
| Volume group state | State of the volume group. If the volume group is activated with the <b>varyonvg</b> command, the state is either <i>active/complete</i> (indicating all physical volumes are active) or <i>active/partial</i> (indicating some physical volumes are not active). If the volume group is not activated with the <b>varyonvg</b> command, the state is <i>inactive</i> . |
| Permission         | Access permission: <i>read-only</i> or <i>read-write</i> .                                                                                                                                                                                                                                                                                                              |
| Max LVs            | Maximum number of logical volumes allowed in the volume group.                                                                                                                                                                                                                                                                                                          |
| LVs                | Number of logical volumes currently in the volume group.                                                                                                                                                                                                                                                                                                                |
| Open LVs           | Number of logical volumes within the volume group that are currently open.                                                                                                                                                                                                                                                                                              |
| Total PVs          | Total number of physical volumes within the volume group.                                                                                                                                                                                                                                                                                                               |
| Active PVs         | Number of physical volumes that are currently active.                                                                                                                                                                                                                                                                                                                   |
| VG identifier      | The volume group identifier.                                                                                                                                                                                                                                                                                                                                            |
| PP size            | Size of each physical partition.                                                                                                                                                                                                                                                                                                                                        |
| Total PPs          | Total number of physical partitions within the volume group.                                                                                                                                                                                                                                                                                                            |
| Free PPs           | Number of physical partitions not allocated.                                                                                                                                                                                                                                                                                                                            |
| Alloc PPs          | Number of physical partitions currently allocated to logical volumes.                                                                                                                                                                                                                                                                                                   |
| Quorum             | Number of physical volumes needed for a majority.                                                                                                                                                                                                                                                                                                                       |
| VGDS               | Number of volume group descriptor areas within the volume group.                                                                                                                                                                                                                                                                                                        |
| Auto-on            | Automatic activation at IPL ( <i>yes</i> or <i>no</i> ).                                                                                                                                                                                                                                                                                                                |
| Concurrent         | States whether or not the volume group is Concurrent Capable or Non-Concurrent Capable. Applies to AIX Version 4.2 or later.                                                                                                                                                                                                                                            |
| Auto-Concurrent    | States whether you should autovary the Concurrent Capable volume group in                                                                                                                                                                                                                                                                                               |

|                |                                                                                                                                                             |
|----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                | concurrent or non-concurrent mode. For volume groups that are Non-Concurrent Capable, this value defaults to Disabled. Applies to AIX Version 4.2 or later. |
| VG Mode        | The vary on mode of the volume group: Concurrent or Non-Concurrent. Applies to AIX Version 4.2 or later.                                                    |
| Node ID        | Node id of this node if volume group is varied on in concurrent node.                                                                                       |
| Active Nodes   | Node ids of other concurrent nodes that have this volume group varied on.                                                                                   |
| Max PPs Per PV | Maximum number of physical partitions per physical volume allowed for this volume group.                                                                    |
| Max PVs        | Maximum number of physical volumes allowed in this volume group.                                                                                            |

## Examples

1. To display the names of all active volume groups, enter:  
`lsvg -o`

2. To display the names of all volume groups within the system, enter:  
`lsvg`

3. To display information about volume group `vg02`, enter:  
`lsvg vg02`

The characteristics and status of both the logical and physical partitions of volume group `vg02` are displayed.

4. To display the names, characteristics, and status of all the logical volumes in volume group `vg02`, enter:  
`lsvg -l vg02`

## Files

**/usr/sbin** Contains the directory where the **lsvg** command resides.

## Related Information

The **chvg** command, **lspv** command, **lslv** command, **varyonvg** command.

Logical Volume Storage Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains the Logical Volume Manager, physical volumes, logical volumes, volume groups, organization, ensuring data integrity, and allocation characteristics.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

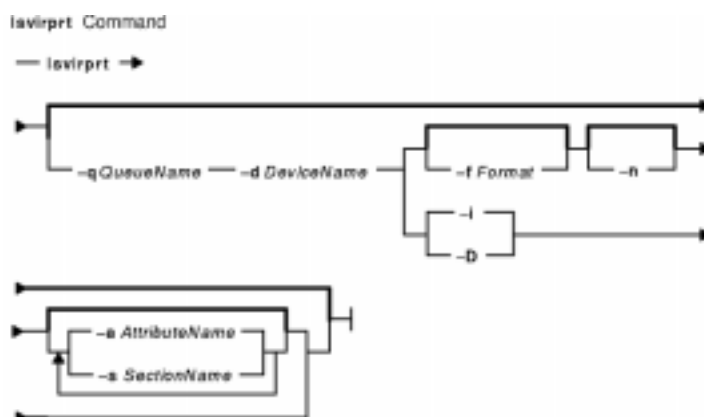
*AIX HACMP/6000 Concepts and Facilities*.

## lsvirprt Command

### Purpose

Displays the attribute values of a virtual printer.

### Syntax



```
lsvirprt [-qQueueName -dDeviceName { [-fFormat] [-n] [-aAttributeName | -sSectionName] ...|-i|-D }]
```

### Description

The **lsvirprt** command displays the attribute values for the virtual printer assigned to the *PrintQueueName* and *QueueDeviceName* variables.

The **lsvirprt** command becomes interactive if no flags are specified with the command. A list of print queue names is displayed, and a prompt appears requesting that the desired print queue name be selected. After a valid print queue name is selected, a prompt appears requesting that attribute names be entered. If an attribute name of \* (asterisk) is entered, a list of all attributes is displayed.

**Note:** Attribute names for default values of the **qprt** command line flags can be specified by entering the flag letters. For example, to view the default value for the **-w** flag (page width), enter the **w** attribute name. All other attribute names must be 2 characters long.

You can use the Web-based System Manager Printer Queues application (**wsm printers** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit lsvirprt** fast path to run this command.

### Flags

- aAttributeName** Specifies the name of an attribute for which information is to be displayed. The flag cannot be used with the **-s** flag. The **-a** flag can be specified many times to list multiple attributes. The *AttributeName* value can be a single-character name (for example, **j**), a simple two-character name (for example, **ci**), or a regular expression that specifies multiple attributes (for example, **^i.\***).
- d QueueDeviceName** Specifies the name of the queue device to which the virtual printer is assigned. This flag is optional, but can be specified only if the **-q** flag is specified.

- D** Displays data streams supported by a given queue and queue device name variable values. The **-D** flag displays the default data stream first and all other supported data streams in alphabetical order.
- fFormat** Specifies the display format for attribute information. Attribute information includes the attribute value, limits field, and attribute description. The *Format* value is specified in **printf** format. The **-fFormat** option also supports the following predefined set of position arguments:
  - %1\$[\*.\*]s** Message catalog name
  - %2\$[\*.\*]d** Message number
  - %3\$[\*.\*]s** Attribute name
  - %4\$[\*.\*]s** Limits field
  - %5\$[\*.\*]s** Attribute value
  - %6\$[\*.\*]s** Attribute description
  - %7\$c** Second character of attribute name.
- i** Sets the command to interactive mode. The **-q** and **-d** flags must be specified with the **-i** flag. If values have been assigned to the *QueueName* and *DeviceName* variables, the command does not prompt for the queue and device names and accepts attribute names interactively.
- n** Displays only the specified attributes that have nonnull values.
- sSectionName** Specifies a section name in the virtual printer attribute database of the specified queue and queue device. The *SectionName* values begin with two underscores and contain three characters that identify a section. For example, the name of a section that contains all the flag attributes is **\_\_FLG**. The **-s** flag can not be used with the **-a** flag. This option can be repeated to list multiple attributes. The *SectionName* variable value can be a regular expression.
- qPrintQueueName** Specifies the name of the print queue to which the virtual printer is assigned. This flag is optional, but can be specified only if the **-d** flag is specified.

## Examples

1. To show the attribute values for the **w** (default page width) and **si** (user to receive the "Intervention Required" messages) attributes for the virtual printer assigned to the **mypro** queue device on the **proq** print queue, enter:

```
lsvirprt -dmypro -qproq -a w -a si
```

The output from this command is:

| Name      | Description                        | Value |
|-----------|------------------------------------|-------|
| <b>_w</b> | COLUMNS per page                   | 136   |
| <b>si</b> | USERS to get intervention messages |       |

2. To show the same attributes in Example 1, but the be prompted for the flag values, enter:

```
lsvirprt
```

The output from this command is:

|     |         |         |                         |
|-----|---------|---------|-------------------------|
| 1   | e4039c  | @piobe  | ibm4039 (PCL Emulation) |
| 2   | e4039s  | @piobe  | ibm4039 (PostScript)    |
| 3   | fjzhp4s | jzfile  | hplj-4 (PostScript)     |
| 4   | hpc14   | hp@pc15 | hplj-4 (PCL)            |
| ... |         |         |                         |

3. To list attributes in a section for header and trailer pipelines for the **que** queue and the **dev** device, enter:

```
lsvirprt -qque -ddev -s__HTP
```



The output from this command is:

| Name | Description               | Value                                                                                                                      |
|------|---------------------------|----------------------------------------------------------------------------------------------------------------------------|
| sh   | Pipeline for Header Page  | %Ide/pioburst %F[H]<br>%Idb/H.ascii  <br>%Ide/pioformat<br>-@%Idd/%Imm<br>-!%Idf/piof5202 -L! -J!<br>%IsH                  |
| st   | Pipeline for Trailer Page | %Ide/pioburst %F[H]<br>%Idb/T.ascii  <br>%Ide/pioformat<br>-@%Idd/%Imm<br>-!%Idf/piof5202-L!<br>-t%o%G_1%r%{14}%-d<br>%IsT |

4. To list all the data streams supported for the que queue and the dev device, enter:

```
lsvirpt -qque -ddev -D
```

The output from this command is:

```
a ASCII
p pass-through
s PostScript
```

5. To list names and descriptions of all attributes in a printer attribute database for the que queue and the dev device in a specific format, enter:

```
lsvirpt -qque -ddev -a'.*' -f' %3$5.5s: %6$s\\n'
```

The output from this command is:

```
__FLG: Values That May Be Overridden With Flags
__A: stderr returned?
__E: Double spacing flag
__F: (not used) Font file name
__H: Name to Replace Host Name of Burst Page
...
```

6. To list all the sections in a printer attribute data base for the que queue and the dev device in a specific format, enter:

```
lsvirpt -qque -ddev -a'__.*' -f'%3$s: %6$s\\n'
```

The output from this command is:

```
__FLG: Values That May Be Overridden With Flags On the Command
 Line
__SYS: Other Values Of Interest To the Streams Administrator
__IDS: Pipelines For Input Data Streams (2 char,1st="i",2nd=data
 stream name)
__PFL: Flags Prohibited For Input Data Streams (2 char,1st="I",
 2nd=data stream name)
__FIL: Command Strings For Filter Flags (2 char, 1st="f",
 2nd=flag)
__DIR: Directories
...
```

## Files

- /etc/qconfig** Contains the configuration file.
- /usr/sbin/lsvirprt** Contains the **lsvirprt** command.
- /var/spool/lpd/pio/@local/custom/\*** Contains virtual printer attribute files.

`/var/spool/lpd/pio/@local/ddi/*` Contains the digested virtual printer attribute files.

## Related Information

The **chvirprt** command, **mkvirprt** command, **rmvirprt** command.

The **qconfig** file.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Configuring a Printer without Adding a Queue in *AIX Version 4.3 Guide to Printers and Printing*.

Printer Overview for System Management in *AIX Version 4.3 Guide to Printers and Printing*.

Queuing System Overview for System Management in *AIX Version 4.3 Guide to Printers and Printing*.

Virtual Printer Definitions and Attribute Values in *AIX Version 4.3 Guide to Printers and Printing*.

Adding a Printer Using the Printer Colon File in *AIX Version 4.3 Guide to Printers and Printing*.

## lsvmode Command

### Purpose

Display the current video mode of the X server.

**Note:** This command is usable only while the X server is running.

### Syntax

```
lsvmode Command
— lsvmode —|
```

### lsvmode

### Description

The **lsvmode** command displays the current output device and viewport size used by the X server.

### Security

Access Control: Any User

Auditing Events: None

### Exit Status

The following exit values are returned:

- 0 Successful completion.
- >0 An error occurred.

### Examples

To display the current video mode of the X server.

```
lsvmode
```

Something similar to the following displays:

```
Current video mode information
Logical screen size [1024x768]
Viewport size [640x480]
Vertical sync. (Hz) [60]
Active output device [LCD][CRT]
```

## Files

`/usr/bin/X11/lsvmode` Contains the **lsvnode** command.

## Related Information

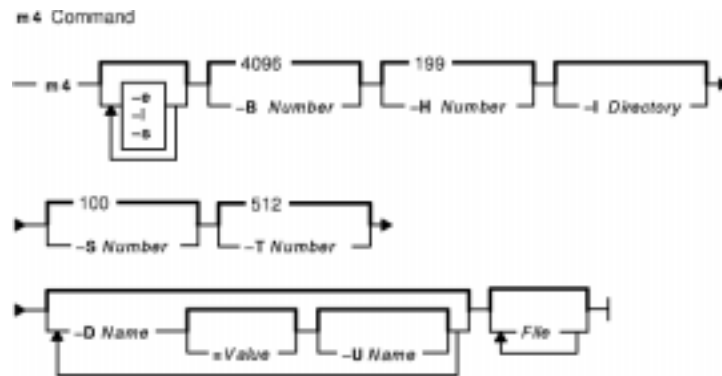
The **chvmode** command.

## m4 Command

### Purpose

Preprocesses files, expanding macro definitions.

### Syntax



```
m4 [-e] [-l] [-s] [-B Number] [-D Name [=Value]] ... [-H Number] [-I Directory] [-S Number] [-T Number] [-U Name] ... [File ...]
```

### Description

The **m4** command is a macro processor used as a preprocessor for C and other languages. You can use it to process built-in macros or user-defined macros.

Each *File* parameter is processed in order. If you do not specify a *File* parameter or if you specify the `-` (dash) as a file name, the **m4** command reads standard input. It writes the processed macros to standard output. Macro calls follow the form:

```
macroname(argument . . .)
```

The left parenthesis must immediately follow *macroname*. If the left parenthesis does not follow the name of a defined macro, the **m4** command reads it as a macro call with no arguments. Macro names consist of ASCII alphabetic letters, digits, and the `_` (underscore) character. Extended characters are not allowed in macro names. The first character cannot be a digit.

While collecting arguments, the **m4** command ignores unquoted leading blanks, tabs, and new-line characters. Use single quotation marks to quote strings. The value of a quoted string is the string with the quotation marks stripped off.

When the **m4** command recognizes a macro, it collects arguments by searching for a matching right parenthesis. If you supply fewer arguments than appear in the macro definition, the **m4** command considers the trailing arguments in the definition to be null. Macro evaluation proceeds normally during the collection of the arguments. All commas or right parentheses within the value of a nested call are translated literally; they do not need an escape character or quotation marks. After collecting arguments, the **m4** command pushes the value of the macro back onto the input stream and scans again.

## Built-in Macros

The **m4** command makes available the following built-in macros. You may redefine them, but you will lose the original meaning. The values of these macros are null unless otherwise stated:

|                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>define</b> ( <i>Name</i> , <i>NewName</i> )                                           | Replaces the macro <i>Name</i> with the value of <i>NewName</i> . The <i>NewName</i> string can take the form <i>\$n . . .</i> (where <i>n</i> is a digit). In this case, each occurrence of <i>n</i> in the replacement text is replaced by the <i>n</i> th argument of <i>Name</i> . <i>\$0</i> is the name of the macro. The null string replaces missing arguments. The number of arguments replaces <i>\$#</i> . A comma-separated list of all arguments replaces <i>\$*</i> . <i>\$@</i> acts like <i>\$*</i> , but each argument is quoted with the current quotation character (see <b>changequote</b> ). |
| <b>undefine</b> ( <i>Name</i> )                                                          | Removes the definition of <i>Name</i> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>defn</b> ( <i>Name . . .</i> )                                                        | Returns the quoted definition of <i>Name</i> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>pushdef</b> ( <i>Name</i> , <i>NewName</i> )                                          | Redefines <i>Name</i> with <i>NewName</i> as in <b>define</b> , but saves any previous definition.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>popdef</b> ( <i>Name . . .</i> )                                                      | Removes the current definition of <i>Name</i> and returns to the previous definition, if one existed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>ifdef</b> ( <i>Name</i> , <i>True</i> ,[ <i>False</i> ])                              | Returns the value of <i>True</i> only if <i>Name</i> is defined and is not defined to be 0, otherwise returns <i>False</i> . If you do not supply <i>False</i> , its value is null.                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>shift</b> ( <i>Argument . . .</i> )                                                   | Returns all but the first argument. The other arguments are quoted and pushed back with commas in between. The quoting nullifies the effect of the extra scan that is subsequently performed.                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>changequote</b> ( <i>L</i> , <i>R</i> )                                               | Changes quote symbols to <i>L</i> and <i>R</i> . The symbols can be up to 5 bytes long. <b>changequote</b> without arguments restores the original values ( ` ' ).                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>changecom</b> ( <i>L</i> , <i>R</i> )                                                 | Changes left and right comment markers from the default # and new-line character to <i>L</i> and <i>R</i> . With no arguments, the comment mechanism is disabled. With one argument, the left marker becomes the parameter and the right marker becomes a new-line character. With two arguments, both markers are affected. Comment markers can be up to 5 bytes long.                                                                                                                                                                                                                                           |
| <b>divert</b> ( <i>Number</i> )                                                          | Changes the current output stream to stream <i>Number</i> . There are 10 output streams, numbered 0–9. The final output is the concatenation of the streams in numerical order. Initially, stream 0 is the current stream. The <b>m4</b> command discards output diverted to a stream other than 0–9.                                                                                                                                                                                                                                                                                                             |
| <b>undivert</b> ( <i>Number . . .</i> )                                                  | Causes immediate output of text from the specified diversions (or all diversions if there is no argument). Text may be undiverted into another diversion. Undiverting discards the diverted text.                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>divnum</b>                                                                            | Returns the value of the current output stream.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>dnl</b>                                                                               | Reads and discards characters up to and including the next new-line character.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>ifelse</b> ([ <i>String1</i> , <i>String2</i> , <i>True</i> ,[ <i>False</i> ]] . . .) | If <i>String1</i> and <i>String2</i> are the same then the value is <i>True</i> . If they are not and if there are more than four arguments, the <b>m4</b> command repeats the process with the additional arguments (4, 5, 6, and 7). Otherwise, the value is either <i>False</i> or null if you provide no value for <i>False</i> .                                                                                                                                                                                                                                                                             |

|                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>incr</b> ( <i>Number</i> )                                           | Returns the value of its argument incremented by 1.                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>decr</b> ( <i>Number</i> )                                           | Returns the value of its argument decreased by 1.                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>eval</b> ( <i>Expression</i> [, <i>Number1</i> [, <i>Number2</i> ]]) | Evaluates its first argument as an arithmetic expression, using 32-bit arithmetic. The operators you can use are +, −, *, /, %, ^ (exponentiation), bitwise &,  , ~, and ^ relationals, and parentheses. Octal and hex numbers can be specified as in C. <i>Number1</i> specifies the radix for the result of the expression. The default radix is 10. The optional <i>Number2</i> specifies the minimum number of digits in the result. |
| <b>len</b> ( <i>String</i> )                                            | Returns the number of bytes in <i>String</i> .                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>dlen</b> ( <i>String</i> )                                           | Returns the number of displayable characters in <i>String</i> ; that is, two-byte extended characters are counted as one displayable character.                                                                                                                                                                                                                                                                                          |
| <b>index</b> ( <i>String1</i> , <i>String2</i> )                        | Returns the position in the <i>String1</i> string where the <i>String2</i> string begins (zero origin), or −1 if the second parameter does not occur.                                                                                                                                                                                                                                                                                    |
| <b>substr</b> ( <i>String</i> , <i>Position</i> , [ <i>Number</i> ] )   | Returns a substring of <i>String</i> . The beginning of the substring is selected with <i>Position</i> , and <i>Number</i> indicates the length of the substring. Without <i>Number</i> , the substring includes everything to the end of the first string.                                                                                                                                                                              |
| <b>translit</b> ( <i>String</i> , <i>From</i> , <i>To</i> )             | Transliterates the characters in <i>String</i> from the set given by <i>From</i> to the set given by <i>To</i> . No abbreviations are permitted. Two-byte extended characters are correctly mapped into the corresponding replacement characters.                                                                                                                                                                                        |
| <b>include</b> ( <i>File</i> )                                          | Returns the contents of <i>File</i> or displays an error message if it cannot access the file.                                                                                                                                                                                                                                                                                                                                           |
| <b>sinclude</b> ( <i>File</i> )                                         | Returns the contents of <i>File</i> , but it gives no error message if <i>File</i> is inaccessible.                                                                                                                                                                                                                                                                                                                                      |
| <b>syscmd</b> ( <i>Command</i> )                                        | Runs the <i>Command</i> . No value is returned.                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>sysval</b>                                                           | Returns the return code from the last call to <b>syscmd</b> .                                                                                                                                                                                                                                                                                                                                                                            |
| <b>maketemp</b> ( . . . <i>nnnn</i> . . . )                             | Replaces <i>nnnn</i> in its argument with the current process ID number.                                                                                                                                                                                                                                                                                                                                                                 |
| <b>m4exit</b> ( <i>Value</i> )                                          | Exits from <b>m4</b> immediately, returning the specified exit <i>Value</i> (the default is 0).                                                                                                                                                                                                                                                                                                                                          |
| <b>m4wrap</b> ( <i>LastMacro</i> )                                      | Runs <i>LastMacro</i> after reading the end-of-file character. For example, <b>m4wrap</b> ( `cleanup` ) runs the cleanup macro at the end of <b>m4</b> .                                                                                                                                                                                                                                                                                 |
| <b>errprint</b> ( <i>Message</i> )                                      | Includes <i>Message</i> on the diagnostic output file.                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>dumpdef</b> ([ <i>Name</i> . . . ])                                  | Writes to standard output the current names and definitions for the named items or for all if no arguments are provided.                                                                                                                                                                                                                                                                                                                 |
| <b>traceon</b> ( <i>Macro</i> )                                         | Turns on tracing for <i>Macro</i> . If none is named, tracing is turned on for all macros.                                                                                                                                                                                                                                                                                                                                               |
| <b>traceoff</b> ( <i>Macro</i> . . . )                                  | Turns off trace globally and for any <i>Macro</i> specified. Macros specifically traced by <b>traceon</b> can be untraced only by specific calls to <b>traceoff</b> .                                                                                                                                                                                                                                                                    |

## Flags

- −**B** *Number* Makes the *Number* variable the size of the push-back and parameter collection buffers (the default is 4096).
- −**e** Operates interactively. Interrupts are ignored and the output is not buffered.
- −**H** *Number* Makes the *Number* variable the size of the symbol table hash array (the default is 199). The size

must be a prime number.

- I***Directory* (Uppercase i) Searches the *Directory* variable first, then searches the directories on the standard list for include (built-in macro) files with names that do not begin with a / (slash).
- I** (Lowercase L) Enables line-numbering output for the assembler (.xline . . .).
- s** Enables the line-sync output for the C preprocessor (#line . . .).
- S** *Number* Makes the *Number* variable the size of the call stack (the default is 100 slots). Macros take three slots, and non-macro arguments take one.
- T** *Number* Makes the *Number* variable the size of the token buffer (the default is 512 bytes).

The preceding flags must appear before any file names and before any **-D** or **-U** flags.

- D** *Name*[=*Value*] Defines the *Name* variable as the *Value* variable. If the *Value* variable is not specified, the *Name* variable becomes null.
- U** *Name* Undefined a the *Name* variable previously defined with the **-D** flag.

## Exit Status

This command returns the following exit values:

- 0** Successful completion.
- >0** An error occurred.

If the **m4exit** macro is used, the exit value can be specified by the input file.

## Examples

To preprocess a C language program with the **m4** command and compile it, enter:

```
m4 prog.m4 > prog.c
cc prog.c
```

## Files

**/usr/ccs/bin/m4** Contains the **m4** command.

## Related Information

The m4 Macro Processor Overview in *AIX General Programming Concepts: Writing and Debugging Programs*.

The Commands Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

The **as** command, **cc** command, **cpp** command.



## **machstat Command**

### **Purpose**

Reports the value of the first 4 bits of the power status register.

### **Syntax**

```
machstat Command
— machstat — -p —1
```

---

<sup>1</sup> This command is not usually run from the command line.

**machstat -p**

### **Description**

The **machstat** command returns the value of a status register. There is no standard output or error. Valid results are returned only when executed on a machine with a 750W power supply.

### **Flags**

**-p** Displays the first 4 bits of the power status register.

### **Exit Status**

The **machstat** command returns a value of 255 if an error occurs. Otherwise it returns the value of the register.

### **Security**

Access Control: root only

### **Examples**

To see the current value of the power status register, enter:

```
machstat -p
echo $?
```

### **Files**

**/etc/rc.powerfail** Shuts down a system when a power failure is detected

### **Related Information**

The **rc.powerfail** command.

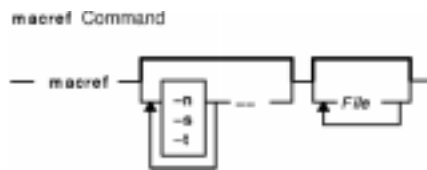
## macref Command

reference listing of" -->

### Purpose

Produces a cross-reference listing of macro files.

### Syntax



```
macref [-n] [-s] [-t] [--] [File ...]
```

### Description

The **macref** command reads the named English-language files (which are assumed to be **nroff** or **troff** command input) and produces a cross-referenced listing of the symbols in the input.

The default output is a list of the symbols found in the input, each accompanied by a list of all references to that symbol. The **macref** command lists the symbols alphabetically in the left column, with references following to the right. Each reference is given in the following form:

```
[[(NMName)]
MName-]
Type LNumber
[#]
```

Generated names are listed under the artificial symbol name `~sym`.

### Input Parameters

*File* Specifies the **nroff** or **troff** file from which the **macref** command produces output containing a list cross-referencing macros.

### Output Parameters

*NMName* The name of the macro within which *MName* is defined.

*MName* The name of the macro within which the reference occurs. This field is not present if the reference occurs outside a macro.

*Type* The type associated, by context, with this occurrence of the symbol. The types can be the following:

**r** Request

**m** Macro

**d** Diversion

**s** String

**n** Number register

**p** Parameter. For instance, `\$x` is a parameter reference to `x`.

**Note:** Parameters are never modified, and the only valid parameter symbol names are 1, 2, . . . 9.

*LNumber* The line number on which the reference occurred.

**#** This reference modifies the value of the symbol.

## Flags

**-n** Causes one line to be printed for each reference to a symbol.

**-s** Causes symbol–use statistics to be printed.

**-t** Causes a macro table of contents to be printed.

The flags can be grouped behind one `-` (minus sign). Use a `--` (dash) to delimit the end of flags.

**Note:** The **macref** command does not accept `-` as standard input.

## Files

**/tmp/macref.tXXXXXX** Contains a temporary file.

**/tmp/macref.sXXXXXX** Contains a temporary file.

**/tmp/macref.cXXXXXX** Contains a temporary file.

## Related Information

The **mm** command, **mmt** command, **mvt** command, **nroff** command, **troff** command.

The **man** macro package, **mm** macro package, **mv** macro package.

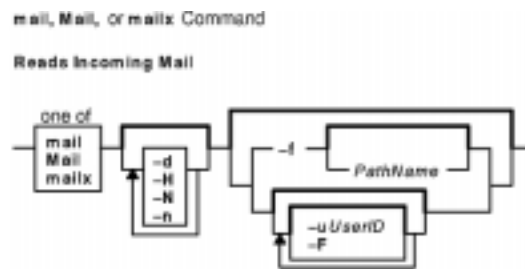
## mail, Mail, or mailx Command

### Purpose

Sends and receives mail.

### Syntax

#### To Read Incoming Mail

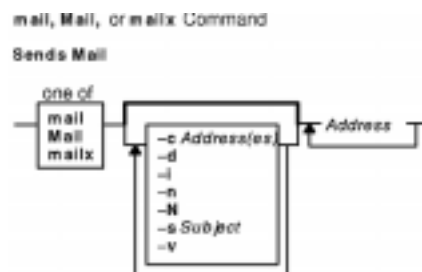


**mail-e**

**mail-f** [ **-dHNn** ] [ **-F** ] [ *FileName* ]

**mail** [ **-dHNn** ] [ **-F** ] [ **-u** *UserID* ]

#### To Send Mail



**mail** [ **-s** *Subject* ] [ **-c** *Address(es)* ] [ **-dinNv** ] *Address*

### Description

The **mail** command invokes the mail utility, enabling you to:

- Read incoming mail.
- Send mail.

In addition, you can use the available options and subcommands to customize the way you send and receive mail.

The **mail** command operates on two types of mailboxes, the system mailbox and the personal mailbox.

Incoming mail is stored in the system mailbox. By default, a user's system mailbox is a file located in the **/var/spool/mail** directory. The mailbox file is named after the *userID*. For example, if your *userID* is *jeanne*, then your system mailbox is **/var/spool/mail/jeanne**.

By default, when a user has read, deleted, or saved all the mail in their system mailbox, the mailbox is deleted. To prevent the mailbox from being deleted, use the **set** subcommand to set the **keep** option.

In addition to the system mailbox, there is the user's personal mailbox. As messages are read, if they are not deleted or saved to a file, they will be marked to be moved to the personal mailbox. The personal mailbox, by default, is **\$HOME/mbox**. For example, if your home directory is **/home/lance**, then **/home/lance/mbox** is your personal mailbox. The messages remain in your personal mailbox until you move them to a folder or delete them.

Folders provide a way to save messages in an organized fashion. You can create as many folders as you need. Name each folder with a name that pertains to the subject matter of the messages it contains.

**Note:** Results can be unpredictable when running multiple instances of the **mail** command on one mailbox.

## Examining the Contents of Your Mailbox

To process your mail, enter *mail* at the system prompt. The Mail program displays a one-line entry for each piece of mail in your system mailbox:

```
Mail [5.2 UCB] [AIX 4.1] Type ? for help.
"/var/spool/mail/lance": 2 messages 2 new
>N 1 karen Thu Sep 17 14:36 13/359 "Dept Meeting"
 N 2 lance@zeus Thu Sep 17 15:06 10/350 "Delay"
 N 3 karen Thu Sep 17 14:36 13/359 "Meeting Cancel"
```

The current message is marked by a > at the beginning of a line in the header summary.

Each one-line entry displays the following fields:

- status** Indicates the current class of a piece of mail. The status can be any of the following:
  - N** A new message
  - P** A message to be preserved in system mailbox.
  - U** An unread message. An unread message is a message that was listed in the mailbox last time you invoked the Mail program, but whose contents you did not examine.
  - \*** A message that was saved or written to a file or folder.

A message without a status indicates that the message has been read but has not been deleted or saved.

- number** Identifies the numerical order of the message.
- sender** Identifies the address of the person who sent the mail.
- date** Specifies the date the message was received.
- size** Defines the number of lines and characters contained in the letter (this includes the header).
- subject** Identifies the subject of the message.

Finally, following the list of mail, the Mail program displays the mailbox prompt, which by default is **?**, to indicate that it is waiting for input.

## Flags

- c** *Address(es)* Specifies the list of users to which a copy of the message is sent. You can specify one or more addresses. When specifying more than one address, the list of addresses must be in (" ") quotes.
- e** Tests for the presence of mail in the system mailbox. The **mail** utility will write nothing and

- exit with a successful return code if there is mail to read.
- f** *FileName* Reads messages from the named file. If a file operand is not specified, then reads messages from **mbox**. When you quit from reading the messages, undeleted messages are written back to this file.
  - F** Records the message in a file named after the recipient. The name is the portion of the address found first on the **To:** line in the mail header. Overrides the **record** variable if set.
  - H** Writes a header summary only.
  - i** Causes tty interrupt signals to be ignored.
  - n** Inhibits reading the **/usr/share/lib/Mail.rc** file.
  - N** Suppresses the initial printing of headers.
  - s** *Subject* Specifies a subject for a message to be created.
  - u** *UserID* Specifies an abbreviated equivalent of doing **mail -f /var/spool/mail/UserID**. Starts the Mail program for a specified user's mailbox. You must have access permission to the specified mailbox.
  - v** Puts the Mail program into verbose mode. Displays the details of delivery on the user's terminal.

## Environmental Variables

The following environment variables affect the execution of mail:

- DEAD** Pathname of the file in which to save partial messages in case of interrupts or delivery errors.
- EDITOR** Pathname of the editor to use when the **edit** or **~e** command is used.
- HOME** Pathname of the user's home directory.
- LISTER** String representing the command for writing the contents of the folder directory to standard output when the **folders** command is given. Any string acceptable as a **command\_string** operand to the **sh -c** command is valid. If this variable is null or not set, the output command will be *ls*. The default value is unset.
- MAILBOX** Specifies the location of the system mailbox for the **mail** command. The **MAILBOX** value is where the **mail** command searches for mail messages. The system default value if the **MAILBOX** environment variable is not specified is the **/var/spool/mail** directory.
- MAILRC** Pathname of your personal startup file. The default is **\$HOME/.mailrc**.
- MBOX** Pathname of your personal mailbox where messages are saved from the system mailbox that have been read. The **exit** command overrides this function, as will saving the message explicitly in another file. The default is **\$HOME/mbox**.
- PAGER** String representing an output filtering or pagination command for writing the output to the terminal. Any string acceptable as a **command\_string** operand to the **sh-c** command is valid. When standard output is a terminal device, the message output will be piped through the command if the mail internal variable **crt** is set to a value less the number of lines in the message. If the **PAGER** variable is null or not set, the paginator is the **pg** shell command.
- SHELL** Pathname of a preferred command interpreter.
- VISUAL** Pathname of a utility to invoke when the **visual** command or **~v** command-escape is used. If this variable is not set, the full screen editor will be *vi*.

## Internal Variables in Mail

- allnet** Treats all network names, whose login name components match, identically. Causes the **msglist** message specifications to behave similarly. The default is **noallnet**.
- append** Adds the message saved in your mailbox to the end, rather than the beginning, of the **\$HOME/mbox** file. The default is **noappend**.

|                            |                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>ask, asksub</b>         | Prompts for the subject of each message if not specified on the command line with the <b>-s</b> option. If you do not wish to create a subject field, press enter at the prompt. It is not possible to set both <b>ask</b> and <b>noasksub</b> , or <b>noask</b> and <b>asksub</b> . The default is <b>asksub</b> .                                                                                                    |
| <b>askbcc</b>              | Prompts for the addresses of people to add to the blind copy list. If you do not wish to send blind copies, press enter at the prompt.                                                                                                                                                                                                                                                                                 |
| <b>askcc</b>               | Prompts for the addresses of people who should receive copies of the message. If you do not wish to send copies, press enter at the prompt.                                                                                                                                                                                                                                                                            |
| <b>autoprint</b>           | Sets the <b>delete</b> subcommand to delete the current message and display the next message.                                                                                                                                                                                                                                                                                                                          |
| <b>crt</b>                 | Specifies the minimum number of lines which a message must consist of before any output filtering or pagination is used when the message is displayed.                                                                                                                                                                                                                                                                 |
| <b>debug</b>               | Displays debugging information. Messages are not sent while in debug mode. This is the same as specifying the <b>-d</b> flag on the command line.                                                                                                                                                                                                                                                                      |
| <b>dot</b>                 | Interprets a period entered on a line by itself as the end of a message you are sending.                                                                                                                                                                                                                                                                                                                               |
| <b>escape=c</b>            | Sets the command escape character to be the character <i>c</i> . By default the command escape character is ~ (tilde).                                                                                                                                                                                                                                                                                                 |
| <b>Replyall, flipr</b>     | Reverses the meanings of the <b>Respond</b> and <b>respond</b> or <b>Reply</b> and <b>reply</b> commands. The default is <b>noflpr</b> .                                                                                                                                                                                                                                                                               |
| <b>folder=directory</b>    | The directory name in which to store mail folders. Once the directory is defined, you can use the + (plus sign) notation to refer to it when using the <i>FileName</i> parameter with <b>mailbox</b> subcommands.                                                                                                                                                                                                      |
| <b>header</b>              | Enables writing of the header summary when entering mail in receive mode. The default is <b>header</b> .                                                                                                                                                                                                                                                                                                               |
| <b>hold</b>                | Holds messages that you have read but have not deleted or saved in the system mailbox instead of in your personal mailbox. The default is <b>nohold</b> .                                                                                                                                                                                                                                                              |
| <b>ignore</b>              | Ignores interrupts while entering messages. Echoes interrupts as @ (at) characters.                                                                                                                                                                                                                                                                                                                                    |
| <b>ignoreeof</b>           | Sets the <b>mail</b> command to refuse the Ctrl-D key sequence as the end of a message. Input can be terminated only by entering a period . (period) on a line by itself or by the ~. command escape. The default is <b>noignoreeof</b> .                                                                                                                                                                              |
| <b>indentprefix=string</b> | A string that will be prefixed to each line that is inserted into the message by the ~ <b>m</b> command escape. This variable defaults to one tab character.                                                                                                                                                                                                                                                           |
| <b>keep</b>                | When a system mailbox, secondary mailbox, or mbox is empty, truncate it to zero length instead of removing it. The default is <b>nokeep</b> .                                                                                                                                                                                                                                                                          |
| <b>keepsave</b>            | Keep messages that have been saved with the <b>(s)ave</b> or <b>(w)rite</b> subcommands in the system mailbox instead of deleting them. The default is <b>nokeepsave</b> .                                                                                                                                                                                                                                             |
| <b>metoo</b>               | Includes the sender in the alias expansion if sender's name is part of the alias. By default, expanding the alias removes the sender.                                                                                                                                                                                                                                                                                  |
| <b>onehop</b>              | When responding to a message that was originally sent to several recipients, the other recipient addresses are normally forced to be relative to the originating author's machine for the response. This flag disables alteration of the recipient's addresses, improving efficiency in a network where all machines can send directly to all other machines (that is, one hop away). The default is <b>noonehop</b> . |
| <b>outfolder</b>           | Causes the files used to record outgoing messages to be located in the directory specified by the <b>folder</b> variable unless the pathname is absolute. The default is <b>nooutfolder</b> . See the <b>record</b> and <b>folder</b> variables.                                                                                                                                                                       |
| <b>page</b>                | Insert a form-feed after each message sent through the pipe created by the <b>pipe</b> command. The default is <b>nopage</b> .                                                                                                                                                                                                                                                                                         |
| <b>prompt=string</b>       | Set the command-mode prompt to <i>string</i> . If <i>string</i> is null or if <b>noprompt</b> is set,                                                                                                                                                                                                                                                                                                                  |

|                               |                                                                                                                                                                                                                                                       |
|-------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                               | no prompting will occur. The default is to prompt with the "?" string.                                                                                                                                                                                |
| <b>quiet</b>                  | Refrain from writing the opening message and version when entering mail. The default is <b>noquiet</b> .                                                                                                                                              |
| <b>record=file</b>            | Defines a file in which to record all outgoing mail. The default is <b>norecord</b> .                                                                                                                                                                 |
| <b>save</b>                   | Enables saving of messages in the <b>dead.letter</b> file on interrupt or delivery error. The default is <b>save</b> .                                                                                                                                |
| <b>screen=number</b>          | Sets the number of lines in a screenful of headers for the <b>headers</b> and <b>z</b> commands.                                                                                                                                                      |
| <b>sendmail=shell_command</b> | Alternative command for delivering messages.                                                                                                                                                                                                          |
| <b>sendwait</b>               | Wait for the background mailer to finish before returning. The default is <b>nosendwait</b> .                                                                                                                                                         |
| <b>showto</b>                 | When the sender of the message was the user who is invoking mail, write the information from the <b>To:</b> line instead of the <b>From:</b> line in the header summary. The default is <b>noshowto</b> .                                             |
| <b>sign=string</b>            | Inserts <i>string</i> into the text of a message when the <b>~a</b> command escape is given. The default is <b>nosign</b> . The character sequences <b>/t</b> and <b>/n</b> are recognized in the string as tab and newline characters, respectively. |
| <b>Sign=string</b>            | Inserts <i>string</i> into the text of a message when the <b>~A</b> command escape is given. The default is <b>noSign</b> .                                                                                                                           |
| <b>toplines=number</b>        | Number of lines displayed by the <b>top</b> subcommand.                                                                                                                                                                                               |
| <b>verbose</b>                | Displays the actual delivery of messages on the terminal. This is the same as specifying the <b>-v</b> flag on the command line.                                                                                                                      |

## Setting Environment Variables

The Bourne shell (**bash** command) uses and checks the following variables. These variables can be set in **\$HOME/.profile**.

|                  |                                                                                                                                                                                                                                                                                                                                                                   |
|------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>MAIL</b>      | Specifies the location and name of the user's system mailbox that is checked by the Bourne shell to determine whether or not you have mail. If the system mailbox is not empty, the Bourne shell sends a message that you have new mail. The Bourne shell checks the system mailbox periodically based on the value of the <b>MAILCHECK</b> environment variable. |
| <b>MAILCHECK</b> | Specifies the interval at which the Bourne shell checks the system mailbox for mail.                                                                                                                                                                                                                                                                              |
| <b>MAILMSG</b>   | Specifies the message sent to your console shell by the system when you have mail. The default message is similar to the following:                                                                                                                                                                                                                               |

```
YOU HAVE NEW MAIL
```

## Examples

1. To start the Mail program and list the messages in your mailbox, enter the following at the command line prompt:

```
mail
```

The **mail** command lists every messages in your system mailbox. The mail system then displays the mailbox prompt (?) to indicate *waiting for input*. When you see this prompt, enter any mailbox subcommand. To see a list of subcommands, enter:



?

This entry lists the Mail subcommands.

2. To send the message `letter` to the recipient `user1@host1` and copies to `user2@host2` and `user3@host3`, enter:

```
mail -c "user2@host2 user3@host3" user1@host1<letter
```

3. To look at the contents of your personal mailbox, enter:

```
mail -f
```

This command displays a list of the messages in your personal mailbox, **\$HOME/mbox**.

4. To look at the contents of a specific mail folder, enter:

```
mail -f +dept
```

This command displays a listing of the messages in the `dept` folder.

5. To send a message to a user on your local system, enter:

```
mail ron
```

When you finish entering the message to user `ron`, press the Enter key and press either `.` (period) or `Ctrl-D` to exit the editor and send the message. To determine if a user is on your local system, check for the user's name in your **/etc/passwd** file.

If your message is delivered successfully, you receive no notification. If your message could not be delivered, an error message is sent to you.

6. To mail a file to another user on your local system, enter:

```
mail karen < letter1
```

This command sends the contents of the file `letter1` to user `karen` on your local system. After the command sends the file, the Mail program displays the command line prompt.

7. To send a message to a user on a remote system, enter:

```
mail dale@zeus
```

You now can create a message to `dale`. In this example, you are sending a message to user `dale` on remote system `zeus`. To send a message to a user on another system connected to your system through a network, you must know that person's login ID and the name of the other system.

## Mailbox Subcommands for the mail, Mail, and mailx Command

From the mail prompt, `?` (question mark), you can enter subcommands to manipulate mail in your mailbox. Subcommands that work on more than one message at a time use the *MessageList* parameter. Subcommands that work with files or folders use the *FileName* parameter. These parameters are discussed in "Summary of Mailbox Subcommands in the Mail Program" in *AIX Version 4.3 System User's Guide: Communications and Networks*.

The following list describes the Mailbox subcommands and their functions:

= Echoes the number of the current message.

|                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| #                                              | Comment character for writing comments in mail script files.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| –                                              | Displays the previous message.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| ?                                              | Displays a brief summary of mailbox subcommands. Identical to the <b>help</b> subcommand.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| ! <i>Command</i>                               | Executes the workstation shell command specified by <i>Command</i> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>alias</b>                                   | ( <b>a</b> ) With no arguments, displays all currently defined aliases and their corresponding addresses. With one argument, displays one alias. With more than one argument, creates a new alias or changes an old alias. Identical to the <b>group</b> subcommand.                                                                                                                                                                                                                                                                                                                         |
| <b>alternates</b> <i>AlternatesList</i>        | ( <b>alt</b> ) The <b>alternates</b> subcommand is useful if you have accounts on several machines. Use the subcommand to inform the Mail program that the addresses listed in <i>AlternatesList</i> all refer to you. When you use the <b>reply</b> subcommand to reply to messages, the Mail program does not send a copy of the message to any of the addresses given in <i>AlternatesList</i> . If you enter the <b>alternates</b> subcommand with no argument, the Mail program displays the current set of alternate names.                                                            |
| <b>chdir</b> <i>Directory</i>                  | ( <b>cd</b> ) Changes your working directory to the indicated <i>Directory</i> . If no directory is given, it changes to your login directory.                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>copy</b> [ <i>MessageList</i> ] <i>File</i> | ( <b>c</b> , <b>co</b> ) Appends each message in <i>MessageList</i> to the end of <i>File</i> . Displays the file name in quotes, followed by the line count and character count, on the user's terminal. Does not delete any messages when you quit.                                                                                                                                                                                                                                                                                                                                        |
| <b>Copy</b> [ <i>MessageList</i> ]             | ( <b>C</b> ) Saves the specified message in a file whose name is derived from the author of the message to be saved, without marking the messages as saved. Otherwise, it is equivalent to the <b>Save</b> subcommand.                                                                                                                                                                                                                                                                                                                                                                       |
| <b>delete</b> [ <i>MessageList</i> ]           | ( <b>d</b> ) Marks the messages in <i>MessageList</i> to be deleted when you quit the Mail program. Entering the <b>d</b> subcommand without a message list deletes the current message. Deleted messages are not saved in your <b>\$HOME/mbx</b> file nor are they available for most other commands. However, you can use the <b>undelete</b> subcommand to restore messages you have deleted while in the same mailbox session. If you delete a message and either change to another mailbox or quit the mailbox with the <b>quit</b> subcommand, the deleted message cannot be recalled. |
| <b>discard</b> [ <i>FieldList</i> ]            | ( <b>di</b> ) Identical to the <b>ignore</b> subcommand.<br><b>Note:</b> The <b>retain</b> subcommand overrides the <b>discard</b> subcommand.                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>dp</b>                                      | Deletes the current message and displays the next message. If there is no next message, the Mail program displays EOF. Identical to the <b>dt</b> subcommand.                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>dt</b>                                      | Deletes the current message and displays the next message. If there is no next message, the Mail program displays EOF. Identical to the <b>dp</b> subcommand.                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>echo</b> <i>String</i>                      | Displays the character string <i>String</i> on the command line.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>edit</b> [ <i>MessageList</i> ]             | ( <b>e</b> ) Starts the alternate editor using the <i>MessageList</i> as input files. To define an alternate editor, use the <b>set EDITOR=</b> statement or place an entry in your <b>\$HOME/.mailrc</b> file. Any message specified by the <i>MessageList</i> parameter retains the changes made during the editor session.                                                                                                                                                                                                                                                                |
| <b>exit</b>                                    | ( <b>ex</b> or <b>x</b> ) Leaves the mailbox and returns to the operating system without changing the original contents of the mailbox. The mailbox returns to the condition that it was when the Mail program was started. Messages marked to be deleted are not deleted. Identical to the <b>xit</b> subcommand.                                                                                                                                                                                                                                                                           |
| <b>file</b> [ <i>Name</i> ]                    | ( <b>fi</b> ) Identical to the <b>folder</b> subcommand.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>folder</b> [ <i>Name</i> ]                  | ( <b>fo</b> ) Switches to a new mail file or folder. With no arguments, the subcommand displays the name of the current mailbox. If an argument is included, it stores the current mailbox with changes (such as messages deleted) and reads in the new mailbox specified by the <i>Name</i> parameter. Identical to the <b>file</b> subcommand.                                                                                                                                                                                                                                             |

Some special conventions are recognized for the *Name*:

- # Refers to the previous file.
- % Refers to the system mailbox (*/var/spool/mail/UserID*).
- & Refers to your personal mailbox (*\$HOME/mbox*).
- +*Name* Refers to a file in your folder directory.

- folders** Lists the names of the folders in your folder directory.
- followup** [*message*] (**fo**) Responds to a message, recording the response in a file whose name is derived from the author of the message. Overrides the **record** variable, if set.
- Followup** [*MessageList*] (**F**) Responds to the first message in the *msglist*, sending the message to the author of each message in the *msglist*. The subject line is taken from the first message and the response is recorded in a file whose name is derived from the author of the first message.
- from** [*MessageList*] (**f**) Displays the headings of messages in *MessageList*.
- group** (**g**) Identical to the **alias** subcommand.
- headers** [*Message*] (**h**) Lists the headings in the current group of messages (each group of messages contains 20 messages by default; change this with the **set screen=** statement). If the mailbox contains more messages than can be displayed on the screen at one time, information about only the first group of messages will be displayed. To see information about the rest of the messages, use the **h** subcommand with a message number in the next range of messages, or use the **z** subcommand to change the current message group.
- help** Displays a brief summary of mailbox subcommands. Identical to the **?** subcommand.
- hold** [*MessageList*] (**ho**) Marks each message in *MessageList* to be saved in your system mailbox (*/var/spool/mail/UserID*) instead of in your *\$HOME/mbox* file. Does not override the **delete** subcommand. Identical to the **preserve** subcommand.
- ifCondition**
- else**
- endif** Construction for conditional execution of the **mail** subcommands. Subcommands following **if** are executed if *Condition* is true. Subcommands following **else** are executed if *Condition* is not true. The **else** is not required. The **endif** ends the construction and is required. The *Condition* can be receive (receiving mail) or send (sending mail).
- ignore** [*FieldList*] Adds the header fields in *FieldList* to the list of fields to be ignored. Ignored fields are not displayed when you look at a message with either the **type** or **print** subcommand. Use this subcommand to suppress machine-generated header fields. Use either the **Type** or **Print** subcommand to print a message in its entirety, including ignored fields. The **ignore** subcommand with no arguments lists all header fields that are not included when you use a **type** or **print** subcommand to display a message. Identical to the **discard** subcommand.
- list** (**l**) Displays a list of all mailbox subcommands with no explanation of what they do.
- mailAddressList** (**m**) Starts the mail editor. Enables you to create and send a message to people specified in *AddressList*. The newly created message is independent from any receive messages.
- mbox** [*MessageList*] Indicates that the messages in *MessageList* are to be sent to your personal mailbox (*\$HOME/mbox*) when you quit the Mail program. This operation is the default action for messages that you have read if you are looking at your system mailbox (*/var/spool/mail/UserID*) and the **hold** option is not set.
- more** [*MessageList*] (**mo**) Displays the messages in *MessageList* using the defined pager program to

- control display to the screen. Identical to the **page** subcommand.
- More** [*MessageList*] (**Mo**) Similar to the **more** subcommand, but also displays ignored header fields.
- new** [*MessageList*] Marks each message in *MessageList* as *not* having been read. Identical to the **New**, **unread**, and **Unread** subcommands.
- New** [*MessageList*] Marks each message in *MessageList* as *not* having been read. Identical to the **new**, **unread**, and **Unread** subcommands.
- next** [*Message*] (**n**) Makes the next message in the mailbox the current message and displays that message. With an argument list, it displays the next matching message.
- page** [*MessageList*] (**pa**) Displays the messages in *MessageList* using the defined pager program to control display to the screen. Identical to the **more** subcommand.
- Page** [*MessageList*] (**Pa**) Similar to the **page** subcommand but also displays ignored header fields.

**pipe** [[*msglist command*]]

- | [[*msglist*] *command*]] (**pi**) Pipe the messages through the given command by invoking the command interpreter specified by **SHELL** with two arguments: **-c** and *command*. The command must be given as a single argument. This can be accomplished by quoting. If no arguments are given, the current message will be piped through the command specified by the value of the **cmd** variable. If the **page** variable is set, a form-feed character will be inserted after each message.
- preserve** (**pre**) Identical to the **hold** subcommand.
- print** [*MessageList*] (**p**) Displays the text of a specific message. Identical to the **type** subcommand.
- Print** [*MessageList*] (**P**) Displays the text of a specific message along with the ignored header fields. Identical to the **Type** subcommand.
- quit** (**q**) Leaves the mailbox and returns to the operating system. All messages read, but not deleted or saved are stored in your personal mailbox (**\$HOME/mbox**). All messages you have marked to be deleted are removed from the mailbox and cannot be recovered. All messages marked with the **hold** or **preserve** option and messages you have not viewed are saved in the system mailbox (**/var/spool/mail/UserID**). If the **quit** subcommand is given while editing a mailbox file with the **-f** flag, the edit file is saved with changes. If the edit file cannot be saved, the Mail program does not exit. Use the **exit** subcommand to exit without saving the changes.
- reply** [*Message*] (**r**) Allows you to reply to the sender of a message and to all others who receive copies of the message. Identical to the **respond** subcommand.
- Reply** [*Message*] (**R**) Allows you to reply to only the sender of a message. Identical to the **Respond** subcommand.
- respond** [*Message*] Allows you to reply to the sender of a message and to all others who receive copies of a message. Identical to the **reply** subcommand.
- Respond** [*Message*] Allows you to reply to only the sender of a message. Identical to the **Reply** subcommand.
- retain** [*FieldList*] Adds the header fields in *FieldList* to the list of fields to be retained. Retained fields are displayed when you look at a message with the **type** subcommand or **print** subcommand. Use this subcommand to define which header fields you want displayed. Use the **Type** or **Print** subcommand to print a message in its entirety, including fields that are not retained. If the **retain** subcommand is executed with no arguments, it lists the current set of retained fields.

**Note:** The **retain** subcommand overrides the **discard** subcommand.

|                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-----------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>save</b> [ <i>File</i> ]                               | (s) Saves the current message including header information to a file or folder. If the file already exists, the message is appended to the file. If <i>File</i> is omitted, the message will be saved to the user's <b>mbox</b> .                                                                                                                                                                                                                                                                                                                              |
| <b>save</b> [ <i>MessageList</i> ] <i>File</i>            | (s) Saves a <i>MessageList</i> including heading information to a file or folder. If the file already exists, the <i>MessageList</i> is appended to the file. Displays the file name and the size of the file when the operation is complete. If you save a message to a file, that message is not returned to the system mailbox ( <i>/var/spool/mail/UserID</i> ) nor saved in your personal mailbox ( <b>\$HOME/mbox</b> ) when you quit the Mail program.                                                                                                  |
| <b>Save</b> [ <i>MessageList</i> ]                        | (S) Saves the specified messages in a file whose name is derived from the author of the first message. The name of the file is taken to be the author's name with all network addressing stripped off.                                                                                                                                                                                                                                                                                                                                                         |
| <b>set</b> [ <i>OptionList</i>   <i>Option=Value...</i> ] | (se) With no arguments, displays the options that are currently enabled. Otherwise, sets an option as specified. The argument following the <b>set</b> command can be either: <ul style="list-style-type: none"> <li>• An <i>OptionList</i> giving the name of a binary option (an option that is either set or unset)</li> <li>• An <i>Option=Value</i> entry used to assign a value to an option.</li> </ul> <p>The options are listed in the <b>.mailrc</b> file format.</p> <p><b>Note:</b> The form <b>unset name</b> is equivalent to <b>noname</b>.</p> |
| <b>shell</b>                                              | (sh) Starts an interactive version of the shell.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>size</b> [ <i>MessageList</i> ]                        | Displays the sizes in lines/characters of the messages in <i>MessageList</i> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>source</b> <i>File</i>                                 | (so) Reads and executes the <b>mail</b> subcommands from <i>File</i> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>top</b> [ <i>MessageList</i> ]                         | Displays the top few lines of the messages specified by <i>MessageList</i> . The number of lines displayed is determined by the valued option <b>toplines</b> and defaults to five.                                                                                                                                                                                                                                                                                                                                                                            |
| <b>touch</b> [ <i>MessageList</i> ]                       | Within your system mailbox ( <i>/var/spool/mail/UserID</i> ), this subcommand marks the messages in <i>MessageList</i> to be moved to your personal mailbox ( <b>\$HOME/mbox</b> ) when you quit the Mail program. The messages are moved even though you have not read them. The messages are displayed in your personal mailbox as unread messages. The last message in <i>MessageList</i> becomes the current message.                                                                                                                                      |
| <b>type</b> [ <i>MessageList</i> ]                        | (t) Displays the text of a specific message. Identical to the <b>print</b> subcommand.                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Type</b> [ <i>MessageList</i> ]                        | (T) Displays the text of a specific message along with the ignored header fields. Identical to the <b>Print</b> subcommand.                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>unalias</b>                                            | Deletes the specified alias names.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>undelete</b> [ <i>MessageList</i> ]                    | (u) Removes the messages in <i>MessageList</i> from the list of messages to be deleted when you quit the Mail program. Entering the <b>u</b> subcommand without a message list recalls the last deleted message.                                                                                                                                                                                                                                                                                                                                               |
| <b>unread</b> [ <i>MessageList</i> ]                      | (U) Marks each message in <i>MessageList</i> as <i>not</i> having been read. Identical to the <b>new</b> , <b>New</b> , and <b>Unread</b> subcommands.                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Unread</b> [ <i>MessageList</i> ]                      | Marks each message in <i>MessageList</i> as <i>not</i> having been read. Identical to the <b>new</b> , <b>New</b> , and <b>unread</b> subcommands.                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>unset</b> <i>OptionList</i>                            | Disables the values of the options specified in <i>OptionList</i> . This action is the inverse of the <b>set</b> subcommand.                                                                                                                                                                                                                                                                                                                                                                                                                                   |

**Note:** The form **unset name** is equivalent to **noname**.

|                                                 |                                                                                                                                                                                                                                                                      |
|-------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>version</b>                                  | ( <b>ve</b> ) Displays the version banner for the Mail program.                                                                                                                                                                                                      |
| <b>visual</b> [ <i>MessageList</i> ]            | ( <b>v</b> ) Starts the visual editor using the <i>MessageList</i> as the input field. (This editor can be defined with the <b>set VISUAL=</b> statement.) Any changes made during the editor session are saved back to the messages in the <i>MessageList</i> .     |
| <b>write</b> [ <i>MessageList</i> ] <i>File</i> | ( <b>w</b> ) Saves a message without heading information to a file or folder. Displays the file name and the size of the file when the operation is complete. Does not include message headers in the file.                                                          |
| <b>xit</b>                                      | ( <b>x</b> ) Identical to the <b>exit</b> subcommand.                                                                                                                                                                                                                |
| <b>z</b> [+   -]                                | Changes the current message group (group of 20 messages) and displays the headings of the messages in that group. If a + or no argument is given, then headings in the next group are shown. If a - argument is given, the headings in the previous group are shown. |

## Mail Editor Subcommands for the mail, Mail Command

By default, the Mail program treats lines beginning with the ~ (tilde) character as subcommands. The following list describes the subcommands used while in the mail editor. The editor recognizes subcommands only if you enter them at the beginning of a new line.

|                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>~?</b>                        | Displays a summary of the <b>mail</b> subcommands.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>~!Command</b>                 | The command interpreter specified by <b>SHELL</b> will be invoked with two arguments: <b>-c</b> and <i>command</i> . The standard output of command will be inserted into the message.                                                                                                                                                                                                                                                                                                                                                             |
| <b>~a</b>                        | Inserts the value of the <b>sign</b> variable into the text of the message, followed by a newline character. Identical to <b>~i sign</b> .                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>~A</b>                        | Inserts the value of the <b>Sign</b> variable into the text of the message, followed by a newline character. Identical to <b>~i Sign</b> .                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>~bAddressList</b>             | Adds names in <i>AddressList</i> to the list of addresses to receive blind copies of the message. The <b>~b</b> subcommand can only be used to add to, not change or delete, the contents of the <b>BCC: List</b> .                                                                                                                                                                                                                                                                                                                                |
| <b>~cAddressList</b>             | Adds names in <i>AddressList</i> to the list of people to receive copies of the message. The <b>~c</b> subcommand can only be used to add to, not change or delete, the contents of the <b>Cc: List</b> .                                                                                                                                                                                                                                                                                                                                          |
| <b>~d</b>                        | Appends the contents of the <b>dead.letter</b> file to the end of the message.                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>~e</b>                        | Starts the alternate editor using the message text as the input file. (This editor can be defined with the <b>set EDITOR=</b> statement in the Bourne shell.) When you exit that editor, you return to the mail editor, where you may add text, or send the message by exiting the Mail program.                                                                                                                                                                                                                                                   |
| <b>~f</b> [ <i>MessageList</i> ] | Includes a <i>MessageList</i> in the current message to forward the message to another user. This subcommand reads each message in the <i>MessageList</i> and appends it to the current end of the message, but does not indent the appended message. This subcommand is also used to append messages for reference whose margins are too wide to embed with the <b>~m</b> subcommand. This subcommand works only if you entered the mail editor from the mailbox prompt using either the <b>mail</b> , <b>reply</b> , or <b>Reply</b> subcommand. |
| <b>~F</b> [ <i>MessageList</i> ] | Equivalent of the <b>~f</b> , except that all headers will be included in the message, regardless of previous <b>discard</b> , <b>ignore</b> , and <b>retain</b> commands.                                                                                                                                                                                                                                                                                                                                                                         |
| <b>~h</b>                        | Enables you to add or change information in all of the heading fields. The system displays each of the four heading fields, one at a time. You can view the contents of each field and delete or add information to that field. Press the Enter key to save any changes to the field and to display the next field and its contents.                                                                                                                                                                                                               |

- ~istring** Inserts the value of the named variable, followed by a newline character, into the text of the message. If the string is unset or null, the message will not be changed.
- ~m** [*MessageList*] Includes a *MessageList* in the current message for reference purposes. This subcommand reads each message in the *MessageList* and appends it to the current end of the message. The included message is indented one tab character from the normal left margin of the message. This subcommand works only if you entered the mail editor from the mailbox prompt using either the **mail**, **reply**, or **Reply** subcommand.
- ~M** [*MessageList*] Equivalent of the **~m**, except that all headers will be included in the message, regardless of previous **discard**, **ignore**, and **retain** commands.
- ~p** Displays the entire message, including header information.
- ~q** Quits the editor without sending the message. Saves the message in the **dead.letter** file in your home directory, unless the **nosave** option is set. The previous contents of the **dead.letter** file are replaced with the partially completed message.  
**Note:** You can also quit the editor by using the Interrupt (Ctrl-C) key sequence twice.
- ~rFile** Reads the contents of a file into the current message.
- ~sString** Changes the subject field to the phrase specified in *String*. You cannot append to the subject field with this subcommand.
- ~tAddressList** Adds the addresses in *AddressList* to the To : field of the message. The **~t** subcommand can only be used to add to, not change or delete, the contents of the To : *List*.
- ~v** Starts the visual editor using the message text as the input file. This editor can be defined with the **set VISUAL=** statement in the Bourne shell.) When you exit that editor, you return to the mail editor where you may add text to the message, or send the message by exiting the Mail program.
- ~wFile** Writes the message to the named file.
- ~x** Exits as with **~q**, except the message will not be saved in the **dead.letter** file.
- ~:** *Subcommand* Executes the subcommand specified by *Subcommand* and returns to the mail editor.
- ~|Command** Pipes the message through the command *Command* as a filter. If *Command* gives no output or terminates abnormally, it retains the original text of the message. Otherwise, the output of *Command* replaces the current message. The **fmt** command is often used as *Command* to format the message.
- ~<file** Reads the contents of a file into the current message.
- ~<!Command** Allows you to run a shell command. The shell runs with the **-c** flag and the **Command** specified. The standard output of **Command** is inserted into the message.
- ~~** Allows you to use the ~ (tilde) character in a message without it being interpreted as a command prefix. The **~~** key sequence results in only one ~ character being sent in the message.

## Files

- \$HOME/.mailrc** Contains the **mail** subcommands to customize the Mail program for a specific user.
- \$HOME/mbox** Contains your personal mailbox.
- /usr/share/lib/Mail.rc** Contains the file with mail subcommands to change the Mail program for all users on the system.
- /var/spool/mail/\*** Contains system mailboxes for all users.
- /usr/bin/mail** Contains the **mail** command.
- /usr/bin/Mail** Contains the **Mail** command.
- /usr/bin/mailx** Contains the **mailx** command.

## Related Information

The **bellmail** command, **fmt** command, **pg** command, **sendmail** command.

The **.mailrc** file format.

Mail Overview, Creating and Sending Mail, Receiving and Handling Mail in *AIX Version 4.3 System User's Guide: Communications and Networks*.

Reading Mail, Replying to Mail, Displaying the Contents of Your Mailbox, Editing a Message, Folders in *AIX Version 4.3 System User's Guide: Communications and Networks*.

Customizing the Mail Program, Starting the Mail Editor, Displaying a Message While in the Mail Editor, Changing or Adding to the Heading Fields of a Message in *AIX Version 4.3 System User's Guide: Communications and Networks*.

Checking for Misspelling in the Mail Editor, Reformatting a Message in the Mail Editor, Changing Text Editors Used for Entering Messages in *AIX Version 4.3 System User's Guide: Communications and Networks*.

Mailbox Subcommands for the mail Command .

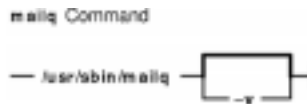


## mailq Command

### Purpose

Prints the contents of the mail queue.

### Syntax



`/usr/sbin/mailq [ -v ]`

### Description

The **mailq** command prints a list of messages that are in the mail queue. The **mailq** command is the same as the **sendmail -bp** command.

Specify the `-v` flag to display message priority.

### Examples

The **mailq** command prints two types of lists:

- The **mailq** command lists the mail queue as shown in the following example:
 

```
Mail Queue (1 request)
---QID----- --Size-- -----Q-Time----- -----Sender/Recipient-----
AA02508 3 Thu Dec 17 10:01 root
 (User unknown)
 bad_user
```
- The **mailq -v** command lists the mail queue as follows:
 

```
Mail Queue (1 request)
---QID----- --Size-- -Priority- ---Q-Time--- --Sender/Recipient--
AA02508 3 1005 Dec 17 10:01 root
 (User unknown)
 bad_user
```

The fields have the following meanings:

|                  |                                                                                                                                                                      |
|------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| QID              | Contains the message queue ID of the message.                                                                                                                        |
| Size             | Contains the number of bytes in the body of the message (heading information not included).                                                                          |
| Priority         | Contains the priority of the message, based primarily on the size of the message.                                                                                    |
| Q-Time           | Contains the time the message entered the queue.                                                                                                                     |
| Sender/Recipient | Contains the user ID of the sender and the recipient of the message. A message on the line between the sender and the recipient indicates the status of the message. |

## Files

**/usr/sbin/mailq** Contains the **mailq** command.

**/var/spool/mqueue** directory Contains the log file and temporary files associated with the messages in the mail queue.

## Related Information

The **sendmail** command.

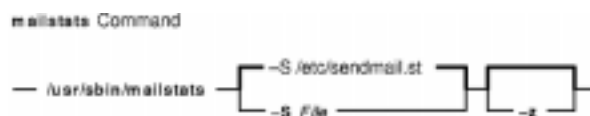
Managing the Mail Queue Files and Directories in *AIX Version 4.3 System Management Guide: Communications and Networks*.

## mailstats Command

### Purpose

Displays statistics about mail traffic.

### Syntax



`/usr/sbin/mailstats [ -SFile ] [ -z ]`

### Description

This command reads the information in the `/etc/sendmail.st` file (or in the file specified with the `-S` flag), formats it, and writes it to a standard output device. The resulting report is formatted as follows:

```
Sendmail statistics from file "/etc/sendmail.st"
 Collection started at Thu Feb 18 17:40:41 1989

Mailer msgs_from bytes_from msgs_to bytes_to

local 145 31396 444 480177
prog 0 0 21 8227
uucp 0 0 0 0
tcp 381 407452 97 67673
```

The fields in the report have the following meaning:

- `msgs_from` Contains the number of messages received by the local machine from the indicated mailer.
- `bytes_from` Contains the number of bytes in the messages received by the local machine from the indicated mailer.
- `msgs_to` Contains the number of messages sent from the local machine using the indicated mailer.
- `bytes_to` Contains the number of bytes in the messages sent from the local machine using the indicated mailer.

If the **sendmail** command transmits mail directly to a file, such as the `$HOME/dead.letter` file or an alias target, the message and byte counts are credited to the `prog` mailer.

### Flags

- `-S File` Specifies use of the *File* parameter as the input statistics file instead of the `/etc/sendmail.st` file, which is the default.
- `-z` Clears the contents of the statistics file. Clearing the file erases the contents and allows you to start gathering statistics again.

## Files

**/usr/lib/sendmail.st** Contains mail program statistics.

**sendmail.cf** file Contains configuration information for the **sendmail** command.

## Related Information

The **sendmail** command.

Managing the Mail Queue Files and Directories in *AIX Version 4.3 System Management Guide: Communications and Networks*.

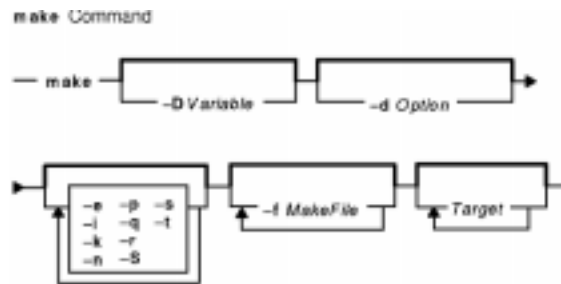
How To Display Mailer Information, How to Log the Mailer Statistics in *AIX Version 4.3 System Management Guide: Communications and Networks*.

## make Command

### Purpose

Maintains, updates, and regenerates groups of programs.

### Syntax



**make** [ *-DVariable* ] [ *-dOption* ] [ *-e* ] [ *-i* ] [ *-k* ] [ *-n* ] [ *-p* ] [ *-q* ] [ *-r* ] [ *-S* ] [ *-s* ] [ *-t* ] [ *-f MakeFile* ... ] [ *Target ...* ]

### Description

The **make** command assists you in maintaining a set of programs. Input to the **make** command is a list of file dependency specifications.

There are four types of lines in a makefile: file dependency specifications, shell commands, variable assignments, and comments. In general, lines can be continued from one line to the next by ending them with a \ (backslash). The trailing newline character and initial white space on the following line are compressed into a single space.

### File Dependency Specifications

Dependency lines consist of one or more targets, an operator, and zero or more prerequisites (sources). This creates a relationship where the targets depend on the prerequisites and are usually created from them. The exact relationship between the target and the prerequisite is determined by the operator that separates them. The operators are as follows:

- : A target is considered out-of-date if its modification time is less than that of any of its prerequisites. Prerequisites for a target accumulate over dependency lines when this operator is used. The target is removed if the **make** command is interrupted, unless the target has the **.PRECIOUS** attribute.
- :: If no prerequisites are specified, the target is always recreated. Otherwise, a target is considered out-of-date if any of its prerequisites were modified more recently than the target. Prerequisites for a target do not accumulate over dependency lines when this operator is used. The target is not removed if the **make** command is interrupted.

File dependency specifications have two types of rules, inference and target. Inference rules specify how a target is to be made up-to-date. These rules have one target with no / (slash) and a minimum of one . (period). Target rules specify how to build the target. These rules can have more than one target.

## Makefile Execution

The **make** command executes the commands in the makefile line by line. As **make** executes each command, it writes the command to standard output (unless otherwise directed, for example, using the **-s** flag). A makefile must have a tab in front of the commands on each line.

When a command is executed through the **make** command, it uses **make**'s execution environment. This includes any macros from the command line to the **make** command and any environment variables specified in the **MAKEFLAGS** variable. The **make** command's environment variables overwrite any variables of the same name in the existing environment.

**Note:** When the **make** command encounters a line beginning with the word **include** followed by another word that is the name of a makefile (for example, **include depend**), the **make** command attempts to open that file and process its contents as if the contents appeared where the include line occurs. This behavior occurs only if the first noncomment line of the first makefile read by the **make** command is not the **.POSIX** target; otherwise, a syntax error occurs.

**Comments:** Comments begin with a # (number sign), anywhere but in a shell command line, and continue to the end of the line.

**Environment:** The **make** command uses the **MAKEFLAGS** environment variable, if it exists.

## Target Rules

Target rules have the following format:

```
target[target...] : [prerequisite...] [;command]
<Tab>command
```

Multiple targets and prerequisites are separated by spaces. Any text that follows the ; (semicolon) and all of the subsequent lines that begin with a tab character are considered commands to be used to update the target. A new target entry is started when a new line does not begin with a tab character or # (number sign).

**Note:** The list of prerequisites can be empty.

## Special Targets

Special targets cannot be included with other targets; that is, they must be the only target specified. These targets control the operation of the **make** command. These targets are:

- .DEFAULT** This is used as the rule for any target (that was used only as a prerequisite) that the **make** command cannot figure out any other way to create. Only the shell script is used. The < (left angle bracket) variable of a target that inherits **.DEFAULT**'s commands is set to the target's own name.
- .IGNORE** Prerequisites of this target are targets themselves; this causes errors from commands associated with them to be ignored. If no prerequisites are specified, this is the equivalent of specifying the **-i** flag.
- .POSIX** Causes the **make** command to use a different default rules file. The file, **/usr/ccs/lib/posix.mk**, provides the default rules as specified in the POSIX standard.
- .PRECIOUS** Prerequisites of this target are targets themselves. **.PRECIOUS** prevents the target from being removed. If no prerequisites are specified, the **.PRECIOUS** attribute is applied to every target in the file. Normally, when **make** is interrupted (for example, with **SIGHUP**, **SIGTERM**, **SIGINT**, or **SIGQUIT**), it removes any partially made targets. If **make** was invoked with the **-n**, **-p**, or **-q** flags, the target is considered to have the **.PRECIOUS** attribute.

- .SILENT** Prerequisites of the target are targets themselves. This causes commands associated with the target to not be written to standard output before they are executed. If no prerequisites are specified, the **.SILENT** attribute is applied to every command in the file.
- .SUFFIXES** Use this name to add more suffixes to the list of file suffixes that **make** recognizes. Prerequisites of the target are appended to the list of known suffixes. If no suffixes are specified, any previously specified suffixes are deleted. These suffixes are used by the inference rules. To change the order of suffixes, you need to specify an empty **.SUFFIXES** entry and then a new list of **.SUFFIXES** entries. A makefile must not associate commands with **.SUFFIXES**.

## Inference Rules

The **make** command has a default set of inference rules, which you can supplement or overwrite with additional inference rules definitions in the makefile. The default rules are stored in the external file, **/usr/ccs/lib/aix.mk**. You can substitute your own rules file by setting the **MAKERULES** variable to your own file name from the command line. The following line shows how to change the rules file from the command line:

```
make MAKERULES=/pathname/filename
```

Inference rules consist of target suffixes and commands. From the suffixes, the **make** command determines the prerequisites, and from both the suffixes and their prerequisites, the **make** command determines how to make a target up-to-date. Inference rules have the following format:

```
rule:
<Tab>command
...
```

where `rule` has one of the following forms:

- .s1** A single-suffix inference rule that describes how to build a target that is appended with one of the single suffixes.
- .s1.s2** A double-suffix inference rule that describes how to build a target that is appended with **.s2** with a prerequisite that is appended with **.s1**.

The **.s1** and **.s2** suffixes are defined as prerequisites of the special target, **.SUFFIXES**. The suffixes **.s1** and **.s2** must be known suffixes at the time the inference rule appears in the makefile. The inference rules use the suffixes in the order in which they are specified in **.SUFFIXES**. A new inference rule is started when a new line does not begin with a `<Tab>` or `#` (number sign).

If `rule` is empty, for example:

```
rule: ;
```

execution has no effect, and the **make** command recognizes that the suffix exists, but takes no actions when targets are out-of-date.

A `~` (tilde) in the preceding rules refers to an SCCS file. Therefore, the rule, **.c~.o**, would transform an SCCS C language prerequisite file into an object file (**.o**). Because the **s.** of the SCCS file is a prefix, it is incompatible with the **make** command's suffix view. The `~` (tilde) is a way of changing any file reference into an SCCS file reference.

## Libraries

A target or prerequisite can also be a member of an archive library and is treated as such if there are parentheses in the name. For example, *library(name)* indicates that *name* is a member of the archive library

*library*. To update a member of a library from a particular file, you can use the format *.sl.a*, where a file with the *.sl* suffix is used to update a member of the archive library. The *.a* refers to an archive library.

## Using Macros

In makefiles, macro definitions are defined in the format:

```
variable=value
```

Macros can appear throughout the makefile, as follows:

- If a macro appears in a target line, it is evaluated when the target line is read.
- If a macro appears in a command line, it is evaluated when the command is executed.
- If a macro appears in a macro definition line, it is evaluated when the new macro appears in a rule or command.

If a macro has no definition, it defaults to **NULL**. A new macro definition overwrites an existing macro of the same name. Macros assignments can come from the following, in the listed order:

1. Default inference rules
2. Contents of the environment
3. Makefiles
4. Command lines.

**Note:** The **-e** flag causes environment variables to override those defined in the makefile.

The **SHELL** macro is special. It is set by the **make** command to the path name of the **shell** command interpreter (**/usr/bin/sh**). However, if it is redefined in the makefile or on the command line, this default setting is overridden.

**Note:** The **SHELL** macro does not affect, and is not affected by, the **SHELL** environment variable.

## Shell Commands

Each target can have associated with it a series of shell commands, normally used to create the target. Each of the commands in this script must be preceded by a tab. While any target can appear on a dependency line, only one of these dependencies can be followed by a creation script, unless the **::** operator is used.

If the first, or first two characters, of the command line are one or all of **@**, **-**, and **+**, the command is treated specially, as follows:

- @** Causes the command not to be echoed before it is executed.
- Causes any nonzero exit status of the command line to be ignored.
- +** Causes a command line to be executed, even though the options **-n**, **-q**, or **-t** are specified.

A command that has no metacharacters is directly executed by the **make** command. For example, the **make** command consigns the first command in the following example to the shell because it contains the **>** (greater than sign) shell metacharacter. The second command in the following example does not contain any shell metacharacters, so the **make** command executes it directly:

```
target: dependency
 cat dependency > target
 chmod a+x target
```



Bypassing the shell saves time, but it can cause problems. For example, attempting to execute a C shell script from within a makefile by setting the **SHELL** macro to `/bin/csh` will not work unless the command line also contains at least one shell metacharacter.

```
SHELL=/bin/csh
```

```
target: dependency
 my_csh_script
```

This makefile fails because the **make** command attempts to run `my_csh_script` instead of consigning it to the C shell.

## Variable Assignments

Variables in the **make** command are much like variables in the shell and consist of all uppercase letters. The `=` operator assigns values to variables. Any previous variable is then overridden.

Any white space before the assigned value is removed; if the value is being appended, a single space is inserted between the previous contents of the variable and the appended value.

Variables are expanded by surrounding the variable name with either `{ }` (braces) or `( )` (parentheses) and preceding it with a `$` (dollar sign). If the variable name contains only a single letter, the surrounding braces or parentheses are not required. This shorter form is not recommended.

Variable substitution occurs at two distinct times, depending on where the variable is being used. Variables in dependency lines are expanded as the line is read. Variables in shell commands are expanded when the **shell** command is executed.

The four classes of variables (in order of increasing precedence) are:

|              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Environment  | Variables defined as part of the <b>make</b> command's environment.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| Global       | Variables defined in the makefile or in included makefiles.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Command line | Variables defined as part of the command line.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Local        | Variables defined specific to a certain target. The local variables are as follows: <ul style="list-style-type: none"> <li><code>\$&lt;</code> Represents either the full name of a prerequisite that made a target out-of-date (inference rule), or the full name of a target (<b>.DEFAULT</b> rule).</li> <li><code>\$*</code> Represents the file name section of a prerequisite that made a target out-of-date (in an inference rule) without a suffix.</li> <li><code>\$@</code> Represents the full target name of the current target or the archive file name part of the library archive target.</li> <li><code>\$%</code> Represents a library member in a target rule if the target is a member of the archive library.</li> </ul> |

You can also use these local variables appended with **D** or **F**:

**D** Indicates that the local variable applies to the directory part of the name. This is the path name prefix without a trailing `/` (slash). For current directories, **D** is a `.` (period).

**F** Indicates that the local variable applies to the file name part of the name.

In addition, the **make** command sets or knows about the following variables:

|               |                                                                                                                                                                                 |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>\$</b>     | A single <code>\$</code> (dollar sign); that is, <code>\$\$</code> expands to a single dollar sign.                                                                             |
| <b>LANG</b>   | Determines the locale to use for the locale categories when both <b>LC_ALL</b> and the corresponding environment variable (beginning with <b>LC_</b> ) do not specify a locale. |
| <b>LC_ALL</b> | Determines the locale to be used to override any values for locale categories specified by                                                                                      |

the setting of **LANG** or any other **LC\_** environment variable.

**LC\_CTYPE** Determines the locale for the interpretation of sequences of bytes of text data as characters; for example, single- versus multibyte characters in arguments.

**LC\_MESSAGES** Determines the language in which messages should be written.

**MAKEFLAGS** The environment variable, **MAKEFLAGS**, can contain anything that can be specified on **make**'s command line. Anything specified on **make**'s command line is appended to the **MAKEFLAGS** variable, which is then entered into the environment for all programs that **make** executes. Note that the operation of the **-f** and **-p** flags in the **MAKEFLAGS** variable is undefined. Command line flags take precedence over the **-f** and **-p** flags in this variable.

**VPATH** Allows you to specify a list of directories to search for prerequisites. The list of directories works like the **PATH** variable in the **SHELL**. The **VPATH** variable can specify multiple directories separated by colons. For example:

```
VPATH=src:/usr/local/src
```

This tells the **make** command to search for the following directories in the order given:

- The current directory (this happens even without **VPATH**)
- **src** (a subdirectory in the current directory )
- **/usr/local/src**.

## Flags

**-DVariable** Sets the value of *Variable* to 1.

**-dOption** Displays detailed information about the files and times that **make** examines (debug mode). The **-d** flag without any options or with the *A* option displays all the debug information available. Individually selectable debug options follow:

*A* Displays all possible debug information.

*a* Displays debug information about archive searching and caching.

*d* Displays debug information about directory searching.

*g1* Displays debug information about input graph before making anything.

*g2* Displays debug information about input graph after making everything, or before exiting on an error.

*m* Displays debug information about making targets, including modification dates.

*s* Displays debug information about suffix searching.

*v* Displays debug information about variable assignments.

**-e** Specifies that environmental variables override macro assignments within makefiles.

**-f MakeFile** Specifies a makefile to read instead of the default makefile. If *MakeFile* is **-** (dash), standard input is read. Multiple makefiles can be specified and are read in the order specified.

**-i** Ignores nonzero exit of **shell** commands in the makefile. Equivalent to specifying **-** (dash) before each command line in the makefile.

**-k** Continues processing after errors are encountered, but only on those targets that do not depend on the target whose creation caused the error.

**-n** Displays commands, but does not run them. However, lines beginning with a **+** (plus sign) are executed.

**-p** Displays the complete set of macro definitions and target descriptions before performing any commands.

**-q** Returns a zero status code if the target file is up-to-date; returns a one status code if the target file is not up-to-date. However, a command line with the **+** (plus sign) prefix will be executed.

**-r** Does not use the default rules.

- S** Terminates the **make** command if an error occurs. This is the default and the opposite of **-k** flag.
- s** Does not display commands on the screen as they are performed.
- t** Creates a target or updates its modification time to make it appear up-to-date. Executes command lines beginning with a + (plus) sign.
- Target* Specifies a target name of the form *Target* or sets the value of variables.

## Exit Status

When the **-q** flag is specified, this command returns the following exit values:

- 0** Successful completion.
- 1** The target was not up-to-date.
- >1** An error occurred.

Otherwise, this command returns the following exit values:

- 0** Successful completion.
- >1** An error occurred.

## Examples

1. To make the first target found in the makefile, enter:

```
make
```

2. To display, but not run, the commands that the **make** command would use to make a file:

```
make -n search.o
```

You may want to do this to verify that a new description file is correct before using it.

3. To create a makefile that says that **pgm** depends on two files, **a.o** and **b.o**, and that they, in turn, depend on their corresponding prerequisite files (**a.c** and **b.c**) and a common file, **incl.h**, enter:

```
pgm: a.o b.o
 c89 a.o b.o -o pgm
a.o: incl.h a.c
 c89 -c a.c
b.o: incl.h b.c
 c89 -c b.c
```

4. To make optimized **.o** files from **.c** files, enter:

```
.c.o:
 c89 -c -o $*.c
or:
.c.o:
 c89 -c -o $<
```

5. To view the contents of the built-in rules, enter:

```
make -p -f /dev/null 2>/dev/null
```

## Files

- makefile** Contains a list of dependencies.
- Makefile** Contains a list of dependencies.
- s.makefile** Contains a list of dependencies. It is an SCCS file.

- s.Makefile**            Contains a list of dependencies. It is an SCCS file.
- /usr/ccs/lib/posix.mk** Contains default POSIX rules for the **make** command.
- /usr/ccs/lib/aix.mk**    Contains default rules for the **make** command.

## Related Information

The **sh** command.

The make Command Overview in *AIX Version 4.3 General Programming Concepts: Writing and Debugging Programs*.

The Commands Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

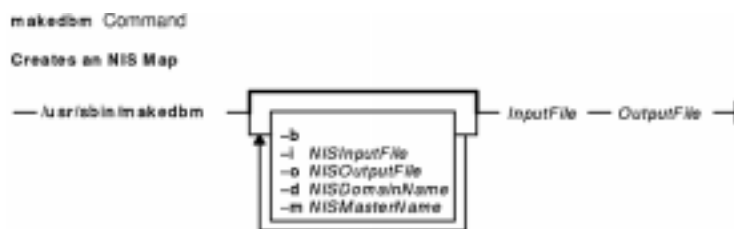
## makedbm Command

### Purpose

Makes a Network Information Services (NIS) database map.

### Syntax

#### To Create an NIS Map

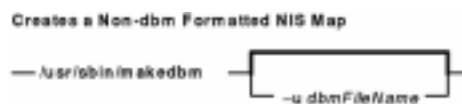


```

/usr/sbin/makedbm [-b] [-i NISInputFile] [-o NISOutputFile] [-d NISDomainName]
[-m NISMasterName] InputFile OutputFile

```

#### To Create a Non-dbm Formatted NIS Map



```

/usr/sbin/makedbm [-u dbmFileName]

```

### Description

The **makedbm** command makes an NIS map. It does this by converting the file named in the *InputFile* parameter into two output files: *OutputFile.pag* and *OutputFile.dir*. Each line in each input file is converted into a single Data Base Manager (DBM) record.

The **makedbm** command is most often invoked from the */var/yp/Makefile* file to generate NIS maps. All characters leading up to the first space or tab in each line of the */var/yp/Makefile* file form the key. The rest of the line contains value data. If a line ends with a \ (backslash), data for that record is continued on the next line. NIS clients must interpret the # (pound sign) symbol since the **makedbm** command does not treat it as a comment character. If the *InputFile* parameter is a - (minus sign), the **makedbm** command reads standard input instead.

This command generates a special entry in the output map by using the **YP\_LAST\_MODIFIED** key, which is the date that the file specified by the *InputFile* parameter was created (or the current time, if the *InputFile* parameter is a - (minus sign)).

## Flags

- b Propagates a map to all servers using the **named** name server.
- i Creates a special entry with the **YP\_INPUT\_FILE** key.
- o Creates a special entry with the **YP\_OUTPUT\_FILE** key.
- d Creates a special entry with the **YP\_DOMAIN\_NAME** key.
- m Creates a special entry with the **YP\_MASTER\_NAME** key.
- u Undoes a DBM file. That is, prints out a DBM file one entry per line, with a single space separating keys from values.

## Files

**/var/yp/Makefile** Contains rules for making NIS maps.

## Related Information

The **ypinit** command, **yppush** command.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

How to Create a Non-Standard NIS Maps in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

List of NDBM and DBM Programming References in *AIX Communications Programming Concepts*.

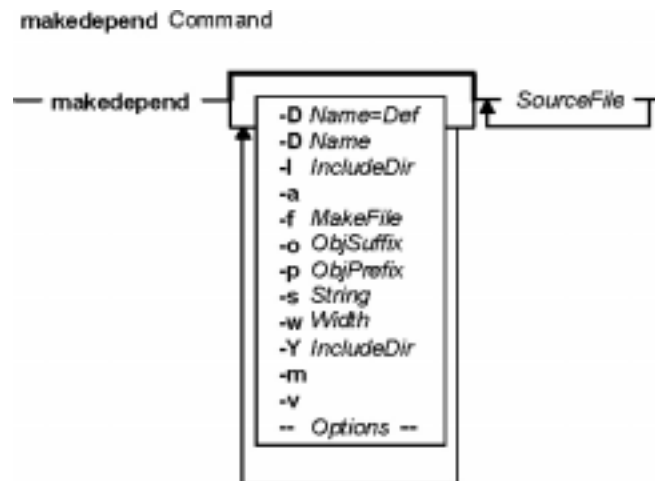
NIS Reference in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

## makedepend Command

### Purpose

Create dependencies in makefiles.

### Syntax



```

makedepend [-DName=Def] [-DName] [-IIncludeDir] [-YIncludeDir] [-a] [-fMakeFile] [
-oObjSuffix] [-pObjPrefix] [-sString] [-wWidth] [-v] [-m] [--Options--] SourceFile ...

```

### Description

The **makedepend** command reads each *SourceFile* in sequence and parses it like a C-preprocessor. It processes all `#include`, `#define`, `#undef`, `#ifdef`, `#ifndef`, `#endif`, `#if`, and `#else` directives to determine which `#include` directives need to be used in a compilation. Any `#include` directives can reference files having other `#include` directives, and parsing occurs in these files as well.

Every file that a *SourceFile* includes, directly or indirectly, is what **makedepend** calls a "dependency." These dependencies are then written to a makefile in such a way that the **make** command can determine which object files must be recompiled when a dependency has changed.

By default, **makedepend** places its output in the file named **makefile** if it exists, otherwise **Makefile**. An alternate makefile may be specified with the **-f** flag. **makedepend** first searches the available makefile for the line:

```
DO NOT DELETE THIS LINE - make depend depends on it.
```

or one provided with the **-s** flag, as a delimiter for the dependency output. If it finds the line, it deletes everything following the line to the end of the makefile and puts the output after the line. If **makedepend** does not find the line, it appends the delimited string to the end of the makefile and places the output immediately after the string.

For each *SourceFile* appearing on the command line, **makedepend** puts lines in the makefile in the following form.

```
SourceFile.o: dfile ...
```

Where `SourceFile.o` is the name from the command line with its suffix replaced with `.o`, and `dfile` is a dependency discovered in an `#include` directive while parsing the *SourceFile* or one of the files it included.

The algorithm used in this command assumes that all files compiled by a single makefile will be compiled with roughly the same `-I` and `-D` flags, and that most files in a single directory will include largely the same files.

Given these assumptions, **makedepend** expects to be called once for each makefile, with all source files that are maintained by the make file appearing on the command line. It parses each source and include file only once, maintaining an internal symbol table for each. As a result, the first file on the command line takes an amount of time proportional to the amount of time that a normal C preprocessor takes. On subsequent files, if it encounters an include file that it has already parsed, it does not parse again.

For example, imagine you are compiling two files, **file1.c** and **file2.c**, each includes the header file **header.h**. The **header.h** file includes the files **def1.h** and **def2.h**. When you run the command:

```
makedepend file1.c file2.c
```

then **makedepend** will first parse **file1.c** and consequently, **header.h** and then **def1.h** and **def2.h**. It then decides that the dependencies for this first file are:

```
file1.o: header.h def1.h def2.h
```

But when the program parses the second file, **file2.c** and discovers that it, too, includes **header.h**, it does not parse the file, but simply adds **header.h**, **def1.h** and **def2.h** to the list of dependencies for **file2.o**.

**Note:** If you do not have the source for `cpp` (the Berkeley C preprocessor), then **makedepend** will compile in such a way that all `#if` directives will evaluate to `False`, regardless of their actual value. This may cause the wrong `#include` directives to be evaluated. In these cases, it is recommended that you write a new parser for `#if` expressions. The need for a new parser should be clear from the following example:

Imagine you are parsing two files **file1.c** and **file2.c**, each includes the file **def.h**. The list of files that **def.h** includes might be very different when **def.h** is included by **file1.c** than when it is included by **file2.c**. But once **makedepend** arrives at a list of dependencies for a file, it is cast in concrete.

## Flags

**Note:** The **makedepend** command ignores flags it does not understand. Flag usage is similar to that of the **cc** command.

- `-DName=Def` or `-DName` Places a definition for the *Name* variable in the **makedepend** command's symbol table. Without the `=Def` specifier, the symbol is defined as 1.
- `-IIncludeDir` Prepends the *IncludeDir* variable to the list of directories searched by the **makedepend** command when it encounters an `#include` directive. By default, the **makedepend** command searches only the `/usr/include` directory.
- `-YIncludeDir` Replaces all of the standard include directories with a single specified include directory, you can omit *IncludeDir* to prevent searching the standard include directories.
- `-a` Appends the dependencies to the end of the file instead of replacing them.
- `-fMakeFile` Enables you to specify an alternate makefile in which to place command output.
- `-oObjSuffix` Specifies an object suffix. For example, some systems may have object files



|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                    | whose suffix is something other than <b>.o</b> . This flag allows you to specify another suffix, such as ".b" with <b>-o.b</b> or ":obj" with <b>-o.obj</b> and so forth.                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>-pObjPrefix</b> | Prepends the object file prefix to the name of the object file. This flag is used to designate a different directory for the object file. The default is the empty string.                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>-sString</b>    | Specifies the starting string delimiter. This flag permits you to specify a different string for <b>makedepend</b> to search for in the makefile.                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>-wWidth</b>     | Changes the maximum line width of output lines. The default maximum is 78 characters.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>-v</b>          | Causes <b>makedepend</b> to display a list of files included by each input file on standard input.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>-m</b>          | Causes <b>makedepend</b> to display a warning if any input file includes another file more than once. In previous version of <b>makedepend</b> this was the default behavior. This flag is provided for backward compatibility and to aid in debugging problems related to multiple inclusion.                                                                                                                                                                                                                                                                                                              |
| <b>--Options--</b> | Ignores any unrecognized argument contained within a beginning and ending double hyphen. When <b>makedepend</b> encounters a double hyphen ( <b>--</b> ) in the argument list, any unrecognized argument following it is silently ignored; a second double hyphen terminates this treatment. The double hyphens enable <b>makedepend</b> to safely ignore esoteric compiler arguments that might normally be found in a <b>CFLAGS make</b> command macro (see the Examples section). All flags that <b>makedepend</b> recognizes and that appear between the pair of double hyphens are processed normally. |

## Examples

Normally, **makedepend** will be used in a makefile target so that typing **makedepend** updates the dependencies for the makefile.

```
SRCS=file1.c file2.c ...
CFLAGS=-O -DHACK -I../foobar -xyz
depend:
 makedepend -- $(CFLAGS) -- $(SRCS)
```

## Related Information

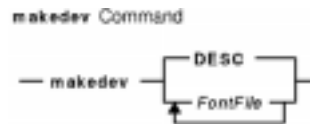
The **cc** command, **make** command.

## makedev Command

### Purpose

Creates binary description files suitable for reading by the **troff** command and its postprocessors.

### Syntax



**makedev**DESC | *FontFile* ...

### Description

The **makedev** command creates binary files suitable for reading by the **troff** command and its postprocessors. When the **DESC** file is specified, the **makedev** command creates a **DESC.out** file and a set of font description files using the information contained in the **DESC** file. When a font file is specified, the **makedev** command creates the corresponding font description file.

### Options

**DESC** Causes a **DESC.out** file to be created.

### Parameters

*FontFile* Causes a *FontFile.out* file to be created.

### Examples

The following command:

```
makedev B
```

creates a **B.out** file, which contains the font tables for the Times–Bold fonts.

### Related Information

The **troff** command.

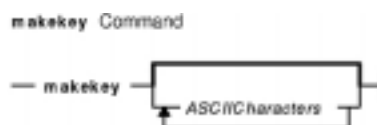
The troff Font File Format.

## makekey Command

### Purpose

Generates an encryption key.

### Syntax



**makekey** [ *ASCIICharacters* ... ]

### Description

The **makekey** command generates an encryption key for use with programs that perform encryption. Its input and output are usually pipes.

The **makekey** command reads 10 characters from standard input and writes 13 characters to standard output. The first 8 of the 10 input characters can be any sequence of ASCII characters, as specified by the *ASCIICharacters* parameter. The last two input characters, called the salt, are chosen from the sets 0 through 9, a through z, A through Z, . (period), and / (slash). The salt characters are repeated as the first two characters of the output. The remaining 11 output characters are chosen from the same set as the salt and constitute the output key that you use as the encryption key parameter of programs that perform encryption.

### Examples

Entering the following example at the command line generates an encryption key:

```
makekey
1234567890
```

The **makekey** command generates an encryption key based on the input string 1234567890 and displays the following encryption key below, with the `$_` (shell prompt) appearing immediately after the generated key and on the same line.

```
90y744T/NXw1U$_
```

### Related Information

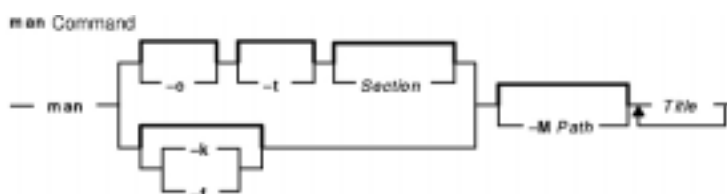
The **crypt**, **encrypt**, or **setkey** subroutine.

## man Command

### Purpose

Displays manual entries online.

### Syntax



**man** [ [ [-c] ] [ -t ] [ *Section* ] ] [ [-k] [-f] ] [ -M *Path* ] *Title* ...

### Description

The **man** command provides reference information on topics, such as commands, subroutines, and files. The **man** command provides one-line descriptions of commands specified by name. The **man** command also provides information on all commands whose descriptions contain a set of user-specified keywords.

The **man** command formats a specified set of manual pages. If you specify a section for the *Section* parameter, the **man** command searches in that section of the manual pages for the title specified by the *Title* parameter. The value of the *Section* parameter can be either an Arabic number from 1 through 8 or a letter.

The Section letters are:

- C** Specifies commands (including system management commands).
- F** Specifies file-type manual pages.
- L** Specifies library functions.
- n** Specifies new.
- l** Specifies local.
- o** Specifies old.
- p** Specifies public.

**Note:** The **n**, **l**, **o**, and **p** section specifiers are not valid for reading the hypertext information bases, which contain the operating system documentation.

The Section numbers are:

- 1** Indicates user commands and daemons.
- 2** Indicates system calls and kernel services.
- 3** Indicates subroutines.
- 4** Indicates special files, device drivers, and hardware.
- 5** Indicates configuration files.
- 6** Indicates games.

**7** Indicates miscellaneous commands.

**8** Indicates administrative commands and daemons.

**Note:** The operating system documentation in the hypertext information databases is grouped into three sections only: command manual pages (in section 1, equivalent to section C), subroutine manual pages (in section 3, equivalent to section L), and file manual pages (in section 4, equivalent to section F). When searching for hypertext information, specifying section 1, 6, 7, or 8 will default to the command manual pages, section 2 or 3 will default to the subroutine manual pages, and section 4 or 5 will default to the file manual pages.

If the *Section* parameter is omitted, the **man** command searches all sections of the manual.

The search path the **man** command uses is a list of directories separated by a : (colon) in which manual subdirectories can be found. The **MANPATH** environment variable value is used for the default path. The **MANPATH** environment variable is not valid when reading the hypertext information bases.

The **man** command displays the manual pages as follows:

1. The **man** command searches the **nroff** directories (**man?**) under the **/usr/share/man** directory.
2. The **man** command searches the formatted version directories (**cat?**) under the **/usr/share/man** directory. If the formatted version is available, and if it has a more recent modify time than the **nroff** command source, the **man** command displays the formatted version. Otherwise, the manual page is formatted with the **nroff** command and displayed. If the user has permission, the formatted manual page is deposited in the proper place, so that later invocations of the **man** command do not format the page again.

**Note:** There is no **nroff** source for the supplied manual pages. However, you can put **nroff** source for manual pages into the **man** directories and the **man** command can locate and process the **nroff** source.

3. If the **man** command does not find a manual page in the **/usr/share/man/man** or **/usr/share/man/cat** directory, the **man** command reads from the hypertext information bases. The hypertext information bases reside in the **/usr/share/man/info** directory structure and contain the operating system documentation. When reading from the hypertext databases, the **man** command does not put any manual pages in the **/usr/share/man/cat** directory structure. The **man** command strips formatting information from the manual page, wraps lines so the lines fit on the display, and displays the manual page using the command described by the **PAGER** environment variable.

When accessing the HTML databases, **man** looks for the AIX library before it proceeds to other LPP libraries. Within these libraries, it processes information in the following order:

```
cmds Commands Reference
libs Subroutines, System Calls
files Files Reference
```

If the standard output is a tty, the **man** command pipes its output using the **more** command with the **-s** and **-v** flags. The **-s** flag eliminates multiple blank lines and stops after each page on the screen. The **-v** flag suppresses the display of nonprinting characters to the screen. To continue scrolling, press the space bar. To scroll an additional 11 lines when the output stops, press the Ctrl-D key sequence.

The **PAGER** environment variable can be set to whatever pager is desired. The default value is the **more** command. To change the default pager, enter:

```
PAGER=Somepager
export PAGER
```

For example, if there are customized manual pages which are formatted with reverse or fractional line feeds,

the **PAGER** environment variable may be set to **/usr/bin/pg** so that the line feeds are not printed as control characters. This procedure is not necessary for the AIX manual pages.

When the **man** command uses a hypertext database, it can retrieve several articles. For example, **man open** displays several articles. The use of **SIGINT** (Ctrl-C) exits the **man** command completely. On the other hand, **man open close** also displays several articles but the use of **SIGINT** (Ctrl-C) causes **man** to display the **close** command information instead of exiting. Using **SIGINT** (Ctrl-C) again exits the **man** command completely.

When specifying one of the Network Computing System library routines that contains a **\$** (dollar sign) in its name, enter a **\** (backslash) preceding the **\$**.

## Flags

- c** Displays the manual information using the **cat** command.
- f** Displays entries in the keyword database related only to the command name given as the final parameter. You can enter more than one command name, each separated by a space. Use this flag to search for command articles only. To use the **-f** flag, a root user must have previously entered **catman-w** to create the **/usr/share/man/whatis** file.
- k** Displays each line in the keyword database that contains a string of characters matching the title given as the final parameter. You can enter more than one title, each separated by a space. To use the **-k** flag, a root user must have previously entered **catman-w** to create the **/usr/share/man/whatis** file.
- MPath** Changes the standard location where the **man** command searches for manual information. The search path the **man** command uses is a list of directories separated by a **:** (colon) in which manual subdirectories can be found. The **MANPATH** environment variable value is used for the default path.
  - Note:** The **-M** flag is not valid when the **man** command reads from the hypertext databases.
- t** Formats the manual information using the **troff** command. This flag is ignored if the manual page is found in a hypertext information base.

## Exit Status

This command returns the following exit values:

- 0** Successful completion.
- >0** An error occurred.

## Examples

1. To display information about the **grep** command, enter:

```
man grep
```

2. To display information about the **rpc\_\$register** library routine, enter:

```
man rpc_\$register
```

3. To display all entries in the **/usr/share/man/whatis** keyword database that contain the "mkdir" string, enter:

```
man -k mkdir
```

The output is equivalent to the **apropos** command. You receive output from the **-k** flag only when the **/usr/share/man/whatis** keyword database already exists.

4. To display all entries from the keyword database related to the **nroff** and **troff** commands, enter:

```
man -f nroff troff
```

The output is equivalent to the **whatis** command. You receive output from the **-f** flag only when the **/usr/share/man/whatis** keyword database already exists.

5. To display all **ftp** command related articles in the **/usr/share/man** or **/usr/share/man/local** path, enter:

```
man -M/usr/share/man:/usr/share/man/local ftp
```

## Files

- /usr/bin/man** Contains the **man** command.
- /usr/share/man** Standard manual directory structure.
- /usr/share/man/cat?/\*** Directory containing preformatted pages.
- /usr/share/man/whatis** Contains the keyword database.
- /usr/share/man/man?/\*** Directory containing **nroff** format manual pages.

## Related Information

The **apropos** command, **catman** command, **more** command, **whatis** command, **whereis** command.

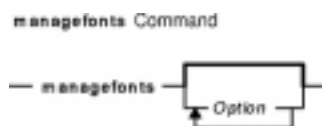
## managefonts Command

### Purpose

Provides the user with a simple menu-based interface to update or change the set of installed font families on the system.

**Note:** You must have root user authority to run the **managefonts** script. The **managefonts** script is contained in the `/usr/lib/ps/ditroff.fonts/managefonts` file.

### Syntax



**managefonts** [ *Option* ]

### Description

The **managefonts** command provides the user with a simple menu-based interface to update or change the set of installed font families on the system. If no command line arguments are provided, the menu-based interface is used. Command-line arguments can be used to provide the equivalent of the menu selections.

A set of font families is installed on the system at the time the TranScript Tools option of the Text Formatter Services Package is installed on the system. This default setup includes the standard 13 fonts comprising the Times, Courier, and Helvetica font families. You can use the program called up by the **managefonts** command to erase the current configuration and replace it with a new one. There are several predefined packages of font families that can be installed this way:

**Times Family Only** This is the most minimal configuration that allows the TranScript Tools option to run.

**Standard13 Package** This package builds the Times, Courier, and Helvetica font families. This was the package installed on your system with TranScript.

**Standard35 Package** This font family package includes the Standard13 package font families in addition to the following: Avant Garde, Bookman, New Century Schoolbook, and Palatino font families.

**All Font Families** This package installs all the font families available for installation.

You can also use the **managefonts** command to add new font families one at a time. A menu of available fonts is displayed and users can select which font family they want to be built. The program prevents building of font families that are already installed.

The **managefonts** command includes help screens to assist the user in installing font families.

#### Notes:

1. Font families cannot be deleted directly. To delete font families, it is first necessary to install a package containing the minimal subset of families desired. After the package is installed, it is possible to add font families, one at a time, from the Individual Fonts Menu. For instance, if your current configuration is Times, Courier,



- and Helvetica, and you want only Times and Courier, you can use the **managefonts** program to install the Times Only Package.
2. There is no command-line syntax equivalent to the menu items in the **managefonts** program.

The command line arguments are acted upon in the order they are given, reading left to right. The following are the valid values for the *option* parameter and their meanings:

|                         |                                                                                                                |
|-------------------------|----------------------------------------------------------------------------------------------------------------|
| <b>init0</b>            | Initialize for the installation of a font package.                                                             |
| <b>clean</b>            | Remove all temporary files and previously installed fonts.                                                     |
| <b>cleanall</b>         | Remove all the temporary files, the previously installed fonts, and the TranScript troff font files installed. |
| <b>default</b>          | Install the Standard 13 fonts.                                                                                 |
| <b>standard13</b>       | Install the Standard 13 fonts.                                                                                 |
| <b>standard35</b>       | Install the Standard 35 fonts.                                                                                 |
| <b>all</b>              | Install all possible fonts.                                                                                    |
| <b>CourierFamily</b>    | Install the Courier Family.                                                                                    |
| <b>HelveticaFamily</b>  | Install the Helvetica Family.                                                                                  |
| <b>HelvNarrowFamily</b> | Install the Helvetica Narrow Family.                                                                           |
| <b>AvantGardeFamily</b> | Install the Avant Garde Family.                                                                                |
| <b>BookmanFamily</b>    | Install the Bookman Family.                                                                                    |
| <b>GaramondFamily</b>   | Install the Garamond Family.                                                                                   |
| <b>LubalinFamily</b>    | Install the Lubalin Family.                                                                                    |
| <b>NewCenturyFamily</b> | Install the New Century Family.                                                                                |
| <b>OptimaFamily</b>     | Install the Optima Family.                                                                                     |
| <b>PalatinoFamily</b>   | Install the Palatino Family.                                                                                   |
| <b>SouvenirFamily</b>   | Install the Souvenir Family.                                                                                   |
| <b>ZapfFamily</b>       | Install the Zapf Family.                                                                                       |
| <b>BaseFamily</b>       | Install the Base Family, such as Times Roman.                                                                  |

## Examples

1. To install the standard 13 fonts:  

```
managefonts cleanall standard13
```
2. To install the standard 35 fonts:  

```
managefonts cleanall standard35
```
3. To install all the fonts:  

```
managefonts cleanall all
```
4. To install the Courier Family (the Times Roman or Base Family must have been previously installed):  

```
managefonts init0 CourierFamily clean
```

## Related Information

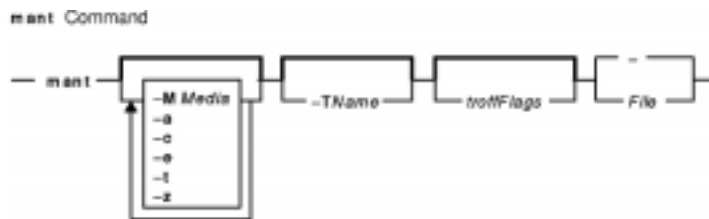
The **enscript** command, **ps630** command, **psrev** command, **ps4014** command, **psdit** command, **psplot** command.

## mant Command

### Purpose

Typesets manual pages.

### Syntax



```
mant [-MMedia] [-a] [-c] [-e] [-t] [-z] [-T Name] [troffFlags] [File ... | -]
```

### Description

The **mant** command uses the manual page macros (**man** macro package) to typeset manual pages. The *File* parameter specifies the files to be processed by the **mant** command. Files must be displayed after all flags. If no file name is specified, the **mant** command prints a list of its flags. If a - (minus sign) is specified for the *File* parameter, standard input is read.

The **mant** command has flags to specify preprocessing by the **tbl** command, **cw** command, or **eqn** command. Flags from the **troff** command can be specified with the *troffFlags* parameter.

If the input contains a **troff** command comment line consisting solely of the string '`\ " x`' (single quotation mark, backslash, double quotation mark, *x*), where *x* is any combination of the three letters **c**, **e**, and **t**, and where there is exactly one character space between the double quotation mark and *x*, then the input is processed through the appropriate combination of the **cw** command, **eqn** command, and **tbl** command, respectively, regardless of the command-line options.

**Note:** Use the `-oList` flag of the **troff** command to specify ranges of pages to be output.

Calling the **mant** command with one or more of the `-c` flag, `-e` flag, `-t` flag, and - (minus) flags together with the `-oList` flag of the **troff** command, give a `broken pipe` message if the last page of the document is not specified by the *List* variable. This broken pipe message is not an indication of any problem and can be ignored.

The **mant** command, unlike the **troff** command, automatically pipes its output to a specific postprocessor, according to the following flags, environment variable, or default setting unless specifically requested not to do so:

|                     |                                                                                    |
|---------------------|------------------------------------------------------------------------------------|
| <code>-z</code>     | Indicates that no postprocessors are used.                                         |
| <code>-TName</code> | Prepares the output for the printing device specified by the <i>Name</i> variable. |
| <b>TYPESETTER</b>   | Specifies a particular printing device for the system environment.                 |
| default             | Sends to <b>ibm3816</b> .                                                          |

Flags, other than the ones in the following list, are passed to the **troff** command or to the macro package, as appropriate. All flags must be displayed before the specified file names.

## Flags

All flags must appear before the specified file names.

- a**        Calls the **-a** flag of the **troff** command.
- c**        Preprocesses the input files with the **cw** command.
- e**        Preprocesses the input files with the **eqn** command.
- MMedia** Specifies a paper size in order to determine the amount of imageable area on the paper. Valid values for the *Media* variable are:
  - A4**        Specifies a paper size of 8.3 X 11.7 inches (210 X 297 mm).
  - A5**        Specifies a paper size of 5.83 X 8.27 inches (148 X 210 mm).
  - B5**        Specifies a paper size of 6.9 X 9.8 inches (176 X 250 mm).
  - EXEC**     Specifies a paper size of 7.25 X 10.5 inches (184.2 X 266.7 mm).
  - LEGAL**    Specifies a paper size of 8.5 X 14 inches (215.9 X 355.6 mm).
  - LETTER**   Specifies a paper size of 8.5 X 11 inches (215.9 X 279.4 mm). This is the default value.

**Note:** The *Media* variable is not case-sensitive.
- t**        Preprocesses the input files with the **tbl** command.
- z**        Prepares the output without the postprocessor.
- TName** Prepares the output for the specified printing device. Possible *Name* variables are:
  - ibm3812**    3812 Pageprinter II.
  - ibm3816**    3816 Pageprinter.
  - hplj**        Hewlett-Packard LaserJet II.
  - ibm5587G** 5587-G01 Kanji Printer multi-byte language support.
  - psc**        PostScript printer.
  - X100**        AIXwindows display.
- Forces input to be read from standard input.

## Related Information

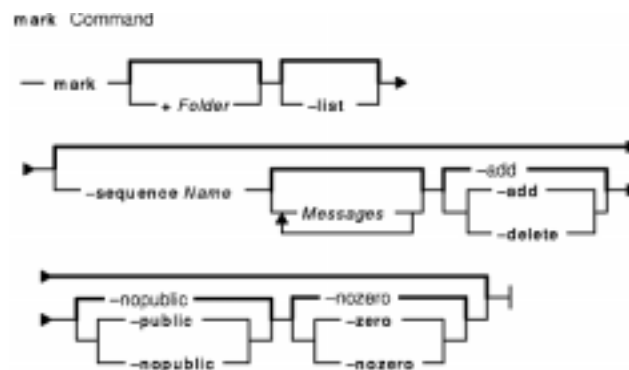
The **cw** command, **eqn** command, **nroff** command, **tbl** command, **tc** command, **troff** command.

## mark Command

### Purpose

Creates, modifies, and displays message sequences.

### Syntax



```
mark [+Folder] [-list] [-sequence Name [Messages...] [-add | -delete] [-zero | -nozero] [-public | -npublic]]
```

### Description

The **mark** command creates, deletes, adds, and lists messages in a sequence. The **mark** command by default lists all of the sequences and their messages for the current folder. If you use the **-add** or **-delete** flag, you must also use the **-sequence** flag. When all messages are deleted from a sequence, the **mark** command removes the sequence name from the folder.

To create a new sequence, enter the **-sequence** flag with the name of the sequence you want to create. The **mark** command creates the sequence starting with the current message. By default, the **mark** command places the sequence in the current folder. If you specify a folder, that folder becomes the current folder.

### Flags

- add** Adds messages to a sequence. The **-add** flag is the default. If you do not specify a message, the **mark** command uses the current message.  
**Note:** You can only use this flag with the **-sequence** flag.
- delete** Deletes messages from a sequence. If you do not specify a message, the current message is deleted by default.  
**Note:** You can only use this flag with the **-sequence** flag.
- +Folder** Specifies the folder to examine.
- help** Lists the command syntax, available switches (toggles), and version information.  
**Note:** For MH, the name of this flag must be fully spelled out.
- list** Displays the messages in a sequence. By default, the **-list** flag displays all the sequence names and messages defined for the current folder. To see a specific sequence, use the **-sequence** flag with the **-list** flag.
- npublic** Restricts a sequence to your usage. The **-npublic** flag does not restrict the messages in the sequence, only the sequence itself. This option is the default if the folder is write-protected from other users.

- nozero**           Modifies the sequence by adding or deleting only the specified messages. This flag is the default.
- public**           Makes a sequence available to other users. The **-public** flag does not make protected messages available, only the sequence itself. This flag is the default if the folder is not write-protected from other users.
- sequence *Name*** Specifies a sequence for the **-list**, **-add**, and **-delete** flags.
- zero**             Clears a sequence of all messages except the current message. When the **-delete** flag is also specified, the **-zero** flag places all of the messages from the folder into the sequence before deleting any messages.

*Messages*           Specifies messages in a sequence. You can specify more than one message at a time. Messages are identified with following references:

|                                 |                                       |
|---------------------------------|---------------------------------------|
| <i>Number</i>                   | Number of the message                 |
| <b>all</b>                      | All the messages in a folder          |
| <b>cur</b> or <b>.</b> (period) | Current message (the default)         |
| <b>first</b>                    | First message in a folder             |
| <b>last</b>                     | Last message in a folder              |
| <b>next</b>                     | Message following the current message |
| <b>prev</b>                     | Message preceding the current message |

If the **-list** flag is used, the default for the *Messages* parameter is **all**. Otherwise, the default is the current message.

## Profile Entries

The following entry is found in the *UserMHDDirectory/context* file:

`Current-Folder`: Specifies the default current folder.

The following entry is found in the `$HOME/.mh_profile` file:

`Path`: Specifies the MH directory.

## Examples

1. To see the list of all sequences defined for the current folder, enter:

```
mark
```

The system displays a message similar to the following:

```
cur: 94
test: 1-3 7 9
```

In this example, message 94 is the current message number in the current folder. The message sequence called `test` includes message numbers 1, 2, 3, 7, and 9.

2. To see the list of all the sequences defined for the `meetings` folder, enter:

```
mark +meetings
```

The system displays a message similar to the following:

```
cur: 5
dates: 12 15 19
```

3. To create a new message sequence called `schedule` in the current folder, enter:

```
mark -sequence schedule
```

The system displays the shell prompt to indicate that the `schedule` sequence was created. By default, the system adds the current message to the new sequence.

4. To delete message 10 from the `schedule` sequence, enter:

```
mark -sequence schedule 10 -delete
```

## Files

**\$HOME/.mh\_profile** Specifies the MH user profile.

**/usr/bin/mark** Contains the **mark** command.

## Related Information

The **pick** command.

The **mh\_alias** file format, **mh\_profile** file format.

Mail Overview in *AIX Version 4.3 System User's Guide: Communications and Networks*.

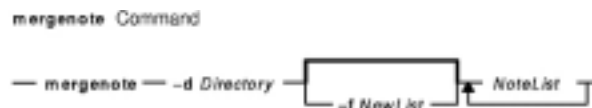
Peek, Jerry. *MH and xmh: E-mail for Users and Programmers*. Sebastopol, CA: O'Reilly & Associates, 1992.

## mergenote Command

### Purpose

Combines multiple InfoExplorer notes files into a single notes file.

### Syntax



**mergenote** *-dDirectory* [*-f NewList*] *NoteList* ...

### Description

The **mergenote** command combines multiple files of InfoExplorer notes, specified by the *NoteList* parameter, into a single file. The single file can then be used for public notes.

The **mergenote** command merges note-content files, along with their associated note-list files, as input. The command resolves all name conflicts in the note-content files, and creates a new note-list file, which is then placed in the directory specified by the *Directory* parameter. If note-list files already exist in the directory specified by the *Directory* parameter, the **mergenote** command continues the merge process and displays a message to indicate the note file is being replaced.

**Note:** Paths can be either absolute or relative to the current working directory.

### Flags

- dDirectory* Saves the merged note list files and their associated note contents files to the directory specified by the *Directory* parameter.
- fNewList* Saves the merged notes to the file named by the *NewList* parameter. If the *-f* flag is not used, the merged notes are saved to the default file **merge.not**.
- NoteList* Specifies one or more note files. The note file names should not include the **.not** extension.

### Examples

To merge private notes files *ccs*, *leo*, and *slh*, and save them to the default file in the **\$HOME/info/notes** directory, enter:

```
mergenote -d $HOME/info/notes ccs leo slh
```

### Files

**\$HOME/info** Contains the user-preferences file as well as the saved-notes, bookmarks, and history files.

### Related Information

Managing InfoExplorer Public Notes in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Searching for Information (*AIX Version 4.3 System User's Guide: Operating System and Devices*).



## mesg Command

### Purpose

Permits or refuses write messages.

### Syntax



**mesg** [**n** | **y** ]

### Description

The **mesg** command controls whether other users on the system can send messages to you with either the **write** command or the **talk** command. Called without arguments, the **mesg** command displays the current workstation message–permission setting.

The shell startup process permits messages by default. You can override this default action by including the line **mesg n** in your **\$HOME/.profile** file. A user with root user authority can send write messages to any workstation, regardless of its message permission setting. Message permission has no effect on messages delivered through the electronic mail system (**sendmail**).

If you add **mesg y** to your **\$HOME/.profile**, you will be able to receive messages from other users via the **write** command or the **talk** command.

If you add **mesg n** to your **\$HOME/.profile**, you will not be able to receive messages from other users using the **write** command or the **talk** command.

### Flags

**n** Allows only the root user the permission to send messages to your workstation. Use this form of the command to avoid having others clutter your display with incoming messages.

**y** Allows all workstations on the local network the permission to send messages to your workstation.

### Exit Status

This command returns the following exit values:

- 0** Receiving messages is allowed.
- 1** Receiving messages is not allowed.
- >1** An error occurred.

### Examples

1. To allow only the root user the permission to send messages to your workstation, enter:  

```
mesg n
```

2. To allow everyone the permission to send messages to your workstation, enter:

```
mesg y
```

3. To display what your current message–permission setting is, enter:

```
mesg
```

Information similar to the following is displayed:

```
is y
```

In the previous example, the current message–permission setting is `y` (allowing all users on the local network the permission to send messages to your workstation). If you change the message–permission setting to `n` (allowing only the root user the permission to send messages to your workstation), information similar to the following is displayed:

```
is n
```

## Files

**/dev/tty\*** Supports the controlling terminal interface.

**\$HOME/.profile** Controls startup processes and daemons.

## Related Information

The **sendmail** command, **talk** command, **write** command.

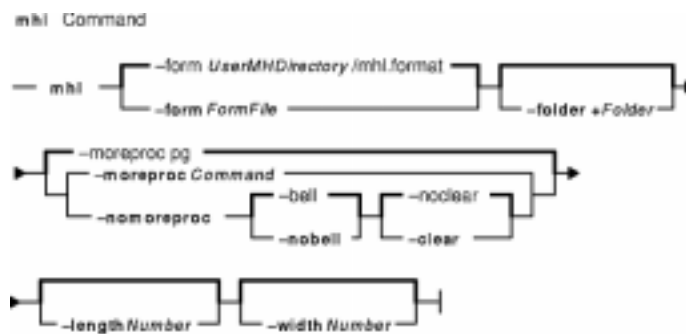
Network Overview in *AIX Version 4.3 System Management Guide: Communications and Networks*.

## mhl Command

### Purpose

Produces formatted listings of messages.

### Syntax



```
mhl [-form FormFile] [-folder +Folder] [-moreproc Command | -nomoreproc [-bell | -nobell] [
-clear | -noclear]] [-length Number] [-width Number]
```

### Description

The **mhl** command creates formatted lists of messages. The command is usually started through the `showproc:` profile entry or through the `-showproc` flag in other MH commands. When displaying messages, the **mhl** command uses the directions listed in the format file. If you specify more than one message, the **mhl** command provides a prompt before displaying each screen of messages.

If the `-nomoreproc` flag is specified, the **mhl** command prompts the user to press the Return key (the Ctrl-D key sequence is also acceptable) to see the next message. To stop the current message output and receive a prompt for the next message, press the Ctrl-D key sequence. Press the QUIT key sequence to stop the command output.

**Note:** To use the **mhl** command, you must make the folder you wish to work with the current directory.

### Flags

- bell** Produces a bell at the end of each page. When the `-nomoreproc` flag is specified or the `moreproc:` profile entry is defined, but empty, the `-bell` flag is the default.
- clear** Clears the screen after each page when the output device is a display. The **mhl** command uses the `$TERM` environment variable to determine the type of display. When the output device is not a display, the `-clear` flag inserts a form feed character at the end of each message. This flag affects the **mhl** command only if the `moreproc:` profile entry is defined and empty.
- folder +Folder** Identifies the folder to be used for the **mhl.format** file's `MessageName:` entry. The default is the value of the `$mhfolder` environment variable.
- form FormFile** Specifies a file containing an alternate output format. The default format is described in the `UserMHDirectory/mhl.format` file. If this file does not exist, the **mhl** command uses the system default format described in the

**/etc/mh/mhl.format** file.

- help** Lists the command syntax, available switches (toggles), and version information.  
**Note:** For MH, the name of this flag must be fully spelled out.
- length** *Number* Sets the screen length for the output. The default is the value indicated by the **\$TERM** environment variable. If that value is not appropriate, the default is 40 lines.
- moreproc** *Command* Uses the value of the *Command* variable instead of the value of the `moreproc:` entry specified in the **\$HOME/.mh\_profile** file.
- nobell** Suppresses the bell at the end of each page. This flag affects the **mhl** command only if the output device is a display, the **-nomoreproc** flag is used, or the `moreproc:` profile entry is defined and empty.
- noclear** Prevents clearing of the screen at the end of each page when the output device is a display. When the output device is not a display, the **-clear** flag does not insert a form-feed character at the end of each message. This flag is the default when the **-moreproc** flag is used or the `moreproc:` entry is defined and is empty.
- nomoreproc** Sets the `moreproc:` entry as an empty value.
- width** *Number* Sets the screen width for the output. The default is the value indicated by the **\$TERM** environment variable. If that value is not appropriate, the default is 80 characters.

## Profile Entries

The following entry is found in the *UserMHDirectory/.mh\_profile* file:

`moreproc:` Specifies the interactive program for communicating with the user.

## Examples

1. To list message 5 in the **inbox** folder, change the directory to **inbox**:

```
cd /home/mickey/Mail/inbox
```

Then enter:

```
/usr/lib/mh/mhl 5
```

A display similar to the following appears:

```
--- Using template MHL.FORMAT ---
```

```
Date:
```

```
To:
```

```
cc:
```

```
From:
```

```
Subject:
```

```
Message Text
```

2. To display more than one message, enter:

```
/usr/lib/mh/mhl 5 6 7
```

## Files

**\$HOME/.mh\_profile** Contains the MH user profile.

**/etc/mh/mhl.format** Defines the default MH message template.

**UserMHDirectory/mhl.format** Specifies a user's default message template. (If it exists, it overrides the

default MH message template.)

**/usr/lib/mh/mhl**

Contains the **mhl** command.

## Related Information

The **ap** command, **dp** command, **next** command, **prev** command, **show** command.

The **mh\_alias** file format, **mh\_profile** file format.

Mail Overview in *AIX Version 4.3 System Management Guide: Communications and Networks*.

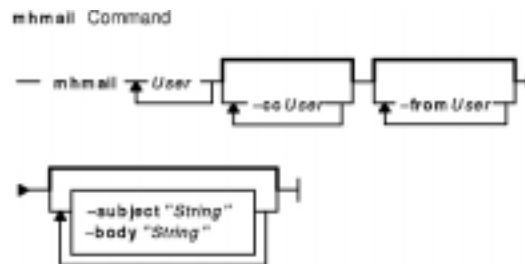
Peek, Jerry. *MH and xmh: E-mail for Users and Programmers*. Sebastopol, CA: O'Reilly & Associates, 1992.

## mhmail Command

### Purpose

Sends or receives mail.

### Syntax



```
mhmail User ... [-cc User ...] [-from User ...] [-subject "String"] [-body "String"]
```

### Description

The **mhmail** command composes, sends, and files messages. To file a message, enter the **mhmail** command without any flags. The default folder is **\$HOME/inbox**.

If you specify one or more user addresses with the *User* parameter, the **mhmail** command accepts text from your terminal and composes a message. You can end the message text by pressing the Ctrl-D key sequence. The **mhmail** command sends a copy of the message to each specified address.

### Flags

- body "String"** Sends a message with the specified string as the body. You must enclose the string in quotes. When you specify the **-body** flag, the **mhmail** command does not accept text from the terminal.
- cc User...** Sends a copy of the message to the specified users. The **mhmail** command puts the addresses in the `cc:` field.
- from User...** Places the specified user address in the `From:` field of the message.
- help** Lists the command syntax, available switches (toggles), and version information.  
**Note:** For MH, the name of this flag must be fully spelled out.
- subject "String"** Places the specified text string in the `Subject:` field of the message.

### Examples

1. To receive new mail and file it into the default mail folder, **\$USER/Mail/inbox**, enter:  
`mhmail`

The system displays a message similar to the following:

```
Incorporating new mail into inbox...
65+ 04/08 jim@athena.a Meeting <<The meeting will
66 04/08 jim@athena.a Schedule <<Schedule change
```

In this example, two messages are filed in the `inbox` file. The subject of the first message is

Meeting, and the first line starts with the words `The meeting will`. The subject of the second message is `Schedule`, and the first line starts with the words `Schedule change`.

2. To send a message regarding a schedule change to user `jamie` on system `venus`, enter:  
`mhmail jamie@venus -subject "Schedule Change"`

The system waits for you to enter the text of the message. After completing the last line of the text, press the Enter key and then the Ctrl-D key sequence to send the message.

## Files

`/var/spool/Mail/$USER` Defines the location of the mail drop.

`/usr/bin/mhmail` Contains the **`mhmail`** command.

## Related Information

The **`inc`** command, **`post`** command.

The **`mh_alias`** file format, **`mh_profile`** file format.

Mail Overview in *AIX Version 4.3 System User's Guide: Communications and Networks*.

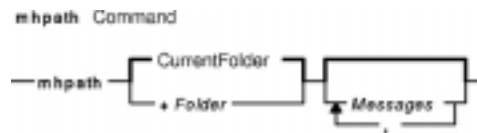
Peek, Jerry. *MH and xmh: E-mail for Users and Programmers*. Sebastopol, CA: O'Reilly & Associates, 1992.

## mhpath Command

### Purpose

Prints full path names of messages and folders.

### Syntax



**mhpath** [ *+Folder* ] [ *Messages* [ *,Messages* ] ... ]

### Description

The **mhpath** command lists the path names of folders and messages. By default, the command lists the path name of the current folder.

### Flags

*+Folder* Specifies which folder path to list.

**-help** Lists the command syntax, available switches (toggles), and version information.

**Note:** For MH, the name of this flag must be fully spelled out.

*Messages* Specifies the messages for which you want to list path names. The *Messages* parameter can specify several messages, a range of messages, or a single message. Use the following references to specify messages.

*Number* Number of the message. When specifying multiple messages, separate each message number with a comma. When specifying a range of messages, separate the upper and lower ends of the range with a hyphen.

**Note:** You cannot use the **new** variable when specifying a range.

*Sequence* A group of messages specified by the user. Recognized values include:

**all** All the messages in a folder.

**cur** or **.** (period) Current message.

**first** First message in a folder.

**last** Last message in a folder.

**new** Path name that the system will assign to the next message that is incorporated.

**next** Message following the current message.

**prev** Message immediately before the current message.

### Profile Entries

The following entries are entered in the *UserMhDirectory/.mh\_profile* file:

**Current-Folder:** Sets the default current folder.

**Path:** Specifies a user's MH directory.



## Examples

1. To list the path name of the current folder, enter:

```
mhpath
```

The system responds with a message similar to the following:

```
/home/tom/Mail/inbox
```

2. To list the path names for messages 2 through 4 in the **source** folder, enter:

```
mhpath +source 2-4
```

The system responds with a message similar to the following:

```
/home/tom/Mail/source/2
/home/tom/Mail/source/3
/home/tom/Mail/source/4
```

3. To list the path name the system will assign to the next message added to the current folder, enter:

```
mhpath new
```

The system responds with a message similar to the following:

```
/home/tom/Mail/source/5
```

In this example, the next message will be message 5 in user tom's current folder, /home/tom/Mail/source.

## Files

**\$HOME/.mh\_profile** Defines the user's MH profile.

**/usr/bin/mhpath** Contains the **mhpath** command.

## Related Information

The **folder** command.

The **mh\_alias** file format, **mh\_profile** file format.

Mail Overview in *AIX Version 4.3 System User's Guide: Communications and Networks*.

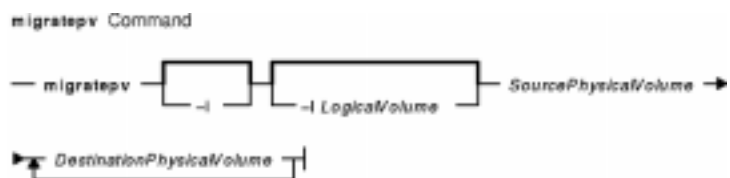
Peek, Jerry. *MH and xmh: E-mail for Users and Programmers*. Sebastopol, CA: O'Reilly & Associates, 1992.

## migratepv Command

### Purpose

Moves allocated physical partitions from one physical volume to one or more other physical volumes.

### Syntax



**migratepv** [ *-i* ] [ *-l LogicalVolume* ] *SourcePhysicalVolume DestinationPhysicalVolume...*

### Description

**Attention:** This command is not allowed if the volume group is varied on in concurrent mode.

The **migratepv** command moves allocated physical partitions and the data they contain from the *SourcePhysicalVolume* to one or more other physical volumes. To limit the transfer to specific physical volumes, use the names of one or more physical volumes in the *DestinationPhysicalVolume* parameter; otherwise, all the physical volumes in the volume group are available for the transfer. All physical volumes must be within the same volume group. The specified source physical volume cannot be included in the list of *DestinationPhysicalVolume* parameters.

**Note:** To use this command, you must either have root user authority or be a member of the **system** group.

The allocation of the new physical partitions follows the policies defined for the logical volumes that contain the physical partitions being moved.

The **migratepv** command (only when the source and target physical volumes are specified) fails when a boot logical volume is found on the source physical volume. When you migrate a physical volume, the boot logical volume must remain intact. Two contiguous physical partitions and the new boot image must be built on the new boot logical volume.

If you specify a logical volume that contains the boot image, the **migratepv -l** command attempts to find enough contiguous partitions on one of the target physical volumes. If the migration is successful, the **migratepv** command prints a message that recommends the user run the **bosboot** command to indicate a change in the boot device. The attempted migration fails if the **migratepv -l** command is unable to find enough contiguous space to satisfy the request.

**Note:** All Logical Volume Manager migrate functions work by creating a mirror of the logical volumes involved, then resynchronizing the logical volumes. The original logical volume is then removed. Therefore, the **migratepv** command alone should not be used to move a logical volume containing the primary dump device. The command will execute, but any subsequent system dump will fail. In addition, the physical volume cannot be removed from the volume group. You must first reassign the dump device using the **sysdumpdev** command.

You can use a Web-based System Manager Volumes application (**wsm lvm** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit migratepv** fast path to run this command.

## Flags

- i** Reads the *DestinationPhysicalVolume* parameter from standard input.
- lLogicalVolume** Moves only the physical partitions allocated to the specified logical volume and located on the specified source physical volume.

## Examples

1. To move physical partitions from `hdisk1` to `hdisk6` and `hdisk7`, enter:

```
migratepv hdisk1 hdisk6 hdisk7
```

Physical partitions are moved from one physical volume to two others within the same volume group.

2. To move physical partitions in logical volume `lv02` from `hdisk1` to `hdisk6`, enter:

```
migratepv -l lv02 hdisk1 hdisk6
```

Only those physical partitions contained in `lv02` are moved from one physical volume to another.

## Files

**/usr/sbin** Directory where the **migratepv** command resides.

**/tmp** Directory where the temporary files are stored while the command is running.

## Related Information

The **cplv** command, **lslv** command.

Migrating the Contents of a Physical Volume in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Logical Volume Storage Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

System Dump Facility in *AIX Version 4.3 Problem Solving Guide and Reference*.

*AIX HACMP/6000 Concepts and Facilities*.

## mirrord Daemon

### Purpose

Controls and monitors the mirror module for remote maintenance.

### Syntax

mirrord Daemon

—mirrord—

### mirrord

### Description

The **mirrord** daemon controls and monitors the mirror module. The mirror daemon and mirror module work together to provide console mirroring, which is the two-way echoing of commands between the local operator's system console and a remote service expert's console. The local console, or BUMP console, is connected to line S1, and the remote console is connected to line S2 using a modem. The **mirrord daemon** is used to perform remote service support when AIX is running.

**Note:** To use remote service, the Software Error Logging and Dump Service Aids Package must be installed, remote service support must be valid, and the remote authorization flag must be set.

Normally, the **mirrord** daemon is started during the boot phase, just after the console configuration, but it can also be started from the command line. If the remote service support flag is not set (no remote service agreement) or if the remote authorization flag is not set, the daemon does nothing and exits.

If both flags are set, the daemon checks the key mode switch. If the switch is in the Normal or Secure position, the daemon sleeps until the key is placed in the Service position. When the key is placed in the Service position, the daemon wakes up and checks the remote authorization flag and that the tty lines S1 and S2 (special files **/dev/ttyS1** and **/dev/ttyS2**) are managed by streams. If one of these checks fails, **mirrord** cannot perform console mirroring and returns a message explaining why not. If the checks pass, **mirrord** creates a lock file **/etc/locks/mirror**, kills processes belonging to line S2, pushes the mirror module, initializes line S2, and starts echoing in the mirror module. Regardless of the key mode switch, applications belonging to line S1 are never affected.

If the mode switch is already in the Service position and line S2 is connected when the daemon is started, the daemon simply pushes the mirror module (if necessary) and activates the echo mode. The daemon does not kill processes belonging to **/dev/ttyS2** in this case, since a remote service session may be underway. The modem used for the line S2 connection is configured according to the file **/usr/share/modems/mir\_modem**, and its tty is configured according to the file **/usr/lib/mir\_tty**. Normally, these files are installed by service personnel and do not need to be modified.

If the **mirrord** command is executed when the daemon is already installed, an error message is returned.

The **portmir** command (available in AIX Version 4.2.1 and later) can be used on most systems to mirror the console.

**Note:** The **mirrord** command works only on multiprocessor systems with Micro Channel I/O. For IBM systems, this includes the IBM 7012 Model G Series, the IBM 7013 Model J Series, and the IBM 7015 Model R Series.

## Signals

The daemon can be stopped using the **SIGTERM** or **SIGKILL** signals.

## Examples

To start the daemon from the command line, simply enter:

```
mirrord
```

## Files

|                                         |                                                                      |
|-----------------------------------------|----------------------------------------------------------------------|
| <b>/usr/lib/drivers/mirror</b>          | The mirror streams module.                                           |
| <b>/usr/lib/mir_tty</b>                 | The tty configuration file for line S2.                              |
| <b>/usr/share/modems/mir_modem</b>      | The modem configuration file for line S2.                            |
| <b>/etc/locks/mirror</b>                | The <b>mirrord</b> lock file (exists when <b>mirrord</b> is active). |
| <b>/dev/ttyS1</b> and <b>/dev/ttyS2</b> | The terminal special files controlled by <b>mirrord</b> .            |

## Related Information

The **portmir** command.

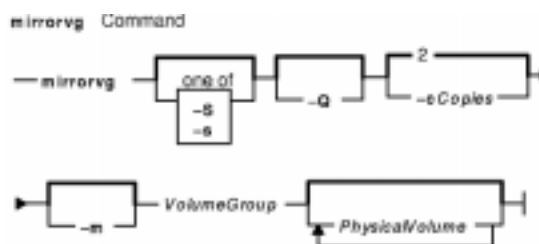
System Management Tools and Applications in the *AIX Installation Guide* details the contents of the optional software package which must be installed.

## mirrorvg Command

### Purpose

Mirrors all the logical volumes that exist on a given volume group. This command only applies to AIX Version 4.2.1 or later.

### Syntax



**mirrorvg** [ **-S** | **-s** ] [ **-Q** ] [ **-c Copies** ] [ **-m** ] *VolumeGroup* [ *PhysicalVolume ...* ]

### Description

The **mirrorvg** command takes all the logical volumes on a given volume group and mirrors those logical volumes. This same functionality may also be accomplished manually if you execute the **mkivcopy** command for each individual logical volume in a volume group. As with **mkivcopy**, the target physical drives to be mirrored with data must already be members of the volume group. To add disks to a volume group, run the **extendvg** command.

By default, **mirrorvg** attempts to mirror the logical volumes onto any of the disks in a volume group. If you wish to control which drives are used for mirroring, you must include the list of disks in the input parameters, *PhysicalVolume*. Mirror strictness is enforced. Additionally, **mirrorvg** mirrors the logical volumes, using the default settings of the logical volume being mirrored. If you wish to violate mirror strictness or affect the policy by which the mirror is created, you must execute the mirroring of all logical volumes manually with the **mkivcopy** command.

When **mirrorvg** is executed, the default behavior of the command requires that the synchronization of the mirrors must complete before the command returns to the user. If you wish to avoid the delay, use the **-S** or **-s** option. Additionally, the default value of 2 copies is always used. To specify a value other than 2, use the **-c** option.

**Note:** To use this command, you must either have root user authority or be a member of the **system** group.

**Attention:** The **mirrorvg** command may take a significant amount of time before completing because of complex error checking, the amount of logical volumes to mirror in a volume group, and the time it takes to synchronize the new mirrored logical volumes.

You can use the Web-based System Manager Volumes application (**wsm lvm** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mirrorvg** fast path to run this command.

## Flags

- c Copies** Specifies the minimum number of copies that each logical volume must have after the **mirrorvg** command has finished executing. It may be possible, through the independent use of **mklvcopy**, that some logical volumes may have more than the minimum number specified after the **mirrorvg** command has executed. Minimum value is 2 and 3 is the maximum value. A value of 1 is ignored.
- mexact map** Allows mirroring of logical volumes in the exact physical partition order that the original copy is ordered. This option requires you to specify a `PhysicalVolume(s)` where the exact map copy should be placed. If the space is insufficient for an exact mapping, then the command will fail. You should add new drives or pick a different set of drives that will satisfy an exact logical volume mapping of the entire volume group. The designated disks must be equal to or exceed the size of the drives which are to be exactly mirrored, regardless of if the entire disk is used. Also, if any logical volume to be mirrored is already mirrored, this command will fail.
- QQuorum Keep** By default in **mirrorvg**, when a volume group's contents becomes mirrored, volume group quorum is disabled. If the user wishes to keep the volume group quorum requirement after mirroring is complete, this option should be used in the command. For later quorum changes, refer to the **chvg** command.
- SBackground Sync** Returns the **mirrorvg** command immediately and starts a background **syncvg** of the volume group. With this option, it is not obvious when the mirrors have completely finished their synchronization. However, as portions of the mirrors become synchronized, they are immediately used by the operating system in mirror usage.
- sDisable Sync** Returns the **mirrorvg** command immediately without performing any type of mirror synchronization. If this option is used, the mirror may exist for a logical volume but is not used by the operating system until it has been synchronized with the **syncvg** command.

The following is a description of **rootvg**:

- rootvg mirroring** When the **rootvg** mirroring has completed, you must perform three additional tasks: **bosboot**, **bootlist**, and **reboot**.  
  
The **bosboot** command is required to customize the bootrec of the newly mirrored drive. The **bootlist** command needs to be performed to instruct the system which disk and order you prefer the mirrored boot process to start.  
  
Finally, the default of this command is for Quorum to be turned off. For this to take effect on a **rootvg** volume group, the system must be rebooted.
- non-rootvg mirroring** When this volume group has been mirrored, the default command causes Quorum to deactivated. The user must close all open logical volumes, execute **varyoffvg** and then **varyonvg** on the volume group for the system to understand that quorum is or is not needed for the volume group. If you do not **revaryon** the volume group, mirror will still work correctly. However, any quorum changes will not have taken effect.
- rootvg and non-rootvg mirroring** The system dump devices, primary and secondary, should not be mirrored. In some systems, the paging device and the dump device are the same device. However, most users want the paging device mirrored. When **mirrorvg** detects that a dump device and the paging device are the same, the logical volume will be mirrored automatically.

If **mirrorvg** detects that the dump and paging device are different logical volumes, the paging device is automatically mirrored, but the dump logical volume is not. The dump device can be queried and modified with the **sysdumpdev** command.

## Examples

1. To triply mirror a volume group, enter:

```
mirrorvg -c 3 workvg
```

The logical partitions in the logical volumes held on `workvg` now have three copies.

2. To get default mirroring of rootvg, enter:

```
mirrorvg rootvg
```

`rootvg` now has two copies.

3. To replace a bad disk drive in a mirrored volume group, enter

```
unmirrorvg workvg hdisk7
reducevg workvg hdisk7
rmdev -l hdisk7 -d
replace the disk drive, let the drive be renamed hdisk7
extendvg workvg hdisk7
mirrorvg workvg
```

**Note:** By default in this example, **mirrorvg** will try to create 2 copies for logical volumes in `workvg`. It will try to create the new mirrors onto the replaced disk drive. However, if the original system had been triply mirrored, there may be no new mirrors created onto `hdisk7`, as other copies may already exist for the logical volumes.

4. To sync the newly created mirrors in the background, enter:

```
mirrorvg -S -c 3 workvg
```

5. To create an exact mapped volume group, enter:

```
mirrorvg -m datavg hdisk2 hdisk3
```

## Implementation Specifics

Software Product/Option: Base Operating System/ AIX 3.2 to 4.1 Compatibility Links

Standards Compliance: NONE

## Files

`/usr/sbin` Directory where the **mirrorvg** command resides.

## Related Information

The **mkivcopy** command, **unmirrorvg** command, **syncvg** command, **extendvg** command, **reducevg** command, **sysdumpdev** command.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

The Logical Volume Storage Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.



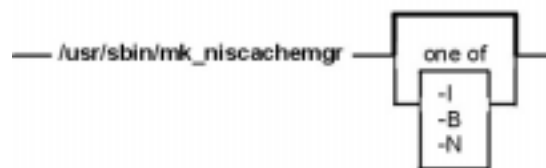
## mk\_nis cachemgr Command

### Purpose

Uncomments the entry in the `/etc/rc.nfs` file for the `nis_cachemgr` daemon and invokes the daemon by using the `startsrc` command.

### Syntax

The `mk_nis cachemgr` Command



```
/usr/sbin/mk_nis cachemgr [-I] | [-B] | [-N]
```

### Description

The `mk_nis cachemgr` command uncomments the entry in the `/etc/rc.nfs` file for the `nis_cachemgr` daemon. The `mk_nis cachemgr` command starts the daemon by using the `startsrc` command.

**Note:** The `mk_nisd`, `mk_cachemgr`, `mk_nispasswdd`, `rm_nisd`, `rm_cachemgr`, and `rm_nispasswdd` commands do two things:

- ◆ Alter the entries of daemon startup calls in `/etc/rc.nfs`.
- ◆ Alter the default behavior of the daemon `src` entities.

For example, if the `rpc.nisd` daemon is supposed to start with the `-Y` flag, this will not be explicitly set in the `/etc/rc.nfs` entry for starting the `rpc.nisd` daemon. Instead, a `chssys` is executed to place the default options which are added (if any) to the daemons during startup. To verify that these options exist, use the `lssrc -S -ssystem` command to show the default options.

### Flags

- `-I` Uncomments the entry in the `/etc/rc.nfs` file to start the `nis_cachemgr` daemon on the next system restart.
- `-B` Uncomments the entry in the `/etc/rc.nfs` file to start the `nis_cachemgr` daemon and uses the `startsrc` command to start the `nis_cachemgr` daemon. This flag is the default.
- `-N` Uses the `startsrc` command to start the `nis_cachemgr` daemon. This flag does not change the `/etc/rc.nfs` file.

### Examples

To modify the `/etc/rc.nfs` file to invoke the `nis_cachemgr` daemon on the next system restart, enter:

```
mk_nis cachemgr -I
```

## Files

**/etc/rc.nfs** Contains the startup script for the NFS and NIS daemons.

## Related Information

The **smit** command, **startsrc** command, and the **nis\_cachemgr** daemon.

Network Information Services+ (NIS+) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

How to Start and Stop the NIS+ Daemons in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide* and How to Export a File System Using Secure NFS in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

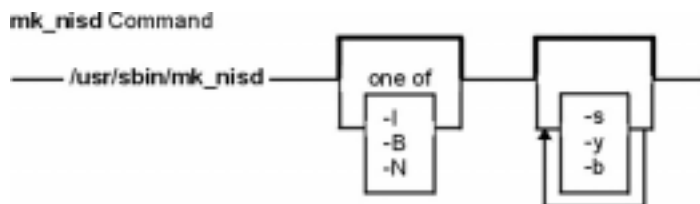
NIS+ Reference.

## mk\_nisd Command

### Purpose

Uncomments the entry in the `/etc/rc.nfs` file for the `rpc.nisd` daemon and invokes the daemon by using the `startsrc` command.

### Syntax



```

/usr/sbin/mk_nisd [-I] | [-B] | [-N] [-s] [-y] [-b]

```

### Description

The `mk_nisd` command uncomments the entry in the `/etc/rc.nfs` file for the `rpc.nisd` daemon. The `mk_nisd` command starts the daemon by using the `startsrc` command.

**Note:** The `mk_nisd`, `mk_cachemgr`, `mk_nispasswd`, `rm_nisd`, `rm_cachemgr`, and `rm_nispasswd` commands do two things:

- ◆ Alter the entries of daemon startup calls in `/etc/rc.nfs`.
- ◆ Alter the default behavior of the daemon `src` entities.

For example, if the `rpc.nisd` daemon is supposed to start with the `-Y` flag, this will not be explicitly set in the `/etc/rc.nfs` entry for starting the `rpc.nisd` daemon. Instead, a `chssys` is executed to place the default options which are added (if any) to the daemons during startup. To verify that these options exist, use the `lssrc -S -ssubsystem` command to show the default options.

### Flags

- `-I` Uncomments the entry in the `/etc/rc.nfs` file to start the `rpc.nisd` daemon on the next system-restart.
- `-B` Uncomments the entry in the `/etc/rc.nfs` file to start the `rpc.nisd` daemon and uses the `startsrc` command to start the `rpc.nisd` daemon. This flag is the default.
- `-N` Uses the `startsrc` command to start the `rpc.nisd` daemon. This flag does not change the `/etc/rc.nfs` file.
- `-s` Starts the `rpc.nisd` with no DES authentication. If this flag is not used, the default `rpc.nisd` behavior is to always start with DES authentication. The `-s` option is used to make the `rpc.nisd` compatible with NIS(YP) clients.
- `-y` Causes the `rpc.nisd` daemon to emulate a NIS(YP) service. This is not the default setting of `rpc.nisd` or `mk_nisd`.
- `-b` Causes the `rpc.nisd` daemon to emulate the NIS(YP) DNS resolver service. This is not the default setting of `rpc.nisd` or `mk_nisd`.

**Note:** The settings that result from using the `-a`, `-y`, and `-b` flags remain the default behavior of `rpc.nisd` after a system reboot if the `-I` or `-B` flags were used. The only way

to restore settings is by executing **rm\_nisd** and then executing **mk\_nisd** once again.

## Examples

1. To modify the **/etc/rc.nfs** file to invoke the **rpc.nisd** daemon on the next system–restart, enter:  
`mk_nisd -I`
2. To start the **rpc.nisd** daemon without DES authentication and to modify the **/etc/rc.nfs** file to invoke the **rpc.nisd** daemon without DES authentication upon reboot:

```
mk_nisd -B -s
```

## Files

**/etc/rc.nfs** Contains the startup script for the NFS and NIS daemons.

## Related Information

The **smit** command and the **startsrc** command.

The **rpc.nisd** daemon.

Network Information Services+ (NIS+) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

How to Start and Stop the NIS+ Daemons in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide* and How to Export a File System Using Secure NFS in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Setting up and running Web–based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

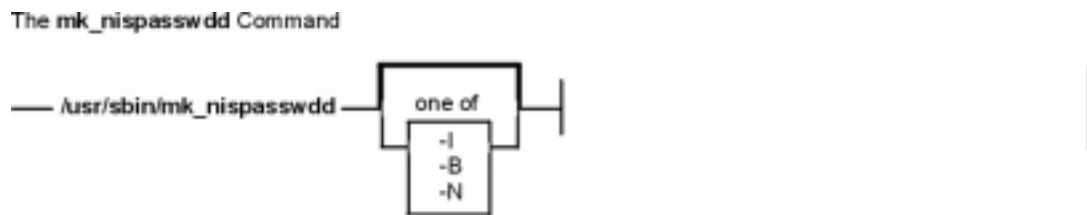
NIS+ Reference.

## mk\_nispasswdd Command

### Purpose

Uncomments the entry in the `/etc/rc.nfs` file for the `rpc.nispasswdd` daemon and invokes the daemon by using the `startsrc` command.

### Syntax



```
/usr/sbin/mk_nispasswdd [-I] | [-B] | [-N]
```

### Description

The `mk_nispasswdd` command uncomments the entry in the `/etc/rc.nfs` file for the `rpc.nispasswdd` daemon. The `mk_nispasswdd` command starts the daemon using the `startsrc` command.

**Note:** The `mk_nisd`, `mk_cachemgr`, `mk_nispasswdd`, `rm_nisd`, `rm_cachemgr`, and `rm_nispasswdd` commands do two things:

- ◆ Alter the entries of daemon startup calls in `/etc/rc.nfs`.
- ◆ Alter the default behavior of the daemon `src` entities.

For example, if the `rpc.nisd` daemon is supposed to start with the `-Y` flag, this will not be explicitly set in the `/etc/rc.nfs` entry for starting the `rpc.nisd` daemon. Instead, a `chssys` is executed to place the default options which are added (if any) to the daemons during startup. To verify that these options exist, use the `lssrc -S -ssubsystem` command to show the default options.

### Flags

- `-I` Uncomments the entry in the `/etc/rc.nfs` file to start the `rpc.nispasswdd` daemon on the next system restart.
- `-B` Uncomments the entry in the `/etc/rc.nfs` file to start the `rpc.nispasswdd` daemon and uses the `startsrc` command to start the `rpc.nispasswdd` daemon. The `-B` flag is the default.
- `-N` Uses the `startsrc` command to start the `rpc.nispasswdd` daemon. The `-N` flag does not change the `/etc/rc.nfs` file.

### Examples

1. To modify the `/etc/rc.nfs` file to invoke the `rpc.nispasswdd` daemon on the next system restart, enter:

```
mk_nispasswd -I
```

## Files

**/etc/rc.nfs** Contains the startup script for the NFS and NIS daemons.

## Related Information

The **smit** command and **startsre** command.

The **rpc.nispasswd** daemon.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

How to Start and Stop the NIS+ Daemons in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide* and How to Export a File System Using Secure NFS in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

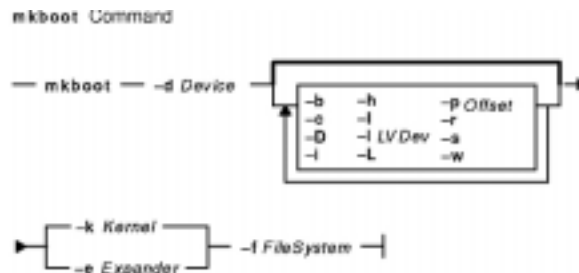
NIS+ Reference.

## mkboot Command

### Purpose

Creates the boot image, the boot record, and the service record. This command is NOT a user-level command and is NOT supported in AIX Version 4.2 or later.

### Syntax



**mkboot**-d*Device* [-b] [-D] [-c] [-h] [-i] [-I] [-I LVDev] { -k *Kernel* | -e *Expander* } [-L] [-s] [-r] [-p *Offset*] [-w] -f *FileSystem*

### Description

The **mkboot** command combines a kernel and file system into a boot image. The resulting image is written to standard out. It is copied to a boot device with the appropriate boot record information. The boot image can be made compressed or uncompressed and with or without a boot record at the beginning of the image. An image created for a tape is compressed with the boot record at the start of the image file. A disk boot image may be created without compression and has no boot record. The boot record is written to the first sector of the disk. The record contains information about the size and location of the image after it is written to the boot logical volume on that disk.

If the boot logical volume is mirrored, the **mkboot** command not only writes the boot image to each copy of the boot logical volume but also writes a boot record to each physical disk comprising the mirror. As long as the **mkboot** command is able to update at least one of the copies of a mirrored boot logical volume, no error is returned. To enable booting from each copy of a mirrored boot logical volume, each of the physical disks must be specified using the **bootlist** command. For more information regarding mirrored logical volumes, see Logical Volume Storage Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

The **mkboot** command is usually called by the **bosboot** command. However, you can run the **mkboot** command a second time to put expand code at the beginning of a compressed boot image.

### Flags

- b                      Zeros out save-base fields. This flag is optional.
- d*Device*                Specifies the device required for the IPL record. This flag is required.
- c                      Zeros out the boot record on the device. This flag is optional.
- D                      Loads the low-level debugger at boot time.
- e *Expander*            Specifies kernel expansion code to create a compressed boot image file. Either the -e flag or the -k flag must be specified.

|                                      |                                                                                                                                                                  |
|--------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-f</b> <i>FileSystem</i>          | Specifies the boot file system. This flag is required.                                                                                                           |
| <b>-h</b>                            | Prevents the <b>mkboot</b> command from updating the boot header. This flag is optional.                                                                         |
| <b>-i</b>                            | Writes the normal portion of the boot record.                                                                                                                    |
| <b>-I</b> (uppercase i)              | Invokes the low-level debugger at boot time.                                                                                                                     |
| <b>-k</b> <i>Kernel</i>              | Specifies the kernel in the boot image. Either the <b>-k</b> flag or the <b>-e</b> flag must be specified.                                                       |
| <b>-l</b> (lowercase L) <i>LVDev</i> | Specifies the logical volume device that contains the loadable boot code.                                                                                        |
| <b>-L</b>                            | Enables lock instrumentation for MP systems. This flag has no effect on systems that are not using the MP kernel.                                                |
| <b>-p</b> <i>Offset</i>              | Specifies the address to use as <code>boot_pr_start</code> field in the boot record. This flag is used in creating the CD-ROM boot image. This flag is optional. |
| <b>-r</b>                            | Creates an image that is read-only storage (ROS) emulation code.                                                                                                 |
| <b>-s</b>                            | Writes the service portion of the boot record.                                                                                                                   |
| <b>-w</b>                            | Outputs first two blocks of boot logical volume before the boot image. This flag is applicable to disk boot image only.                                          |

## Security

Access Control: Only the root user can read and execute this command.

## Examples

1. To create an uncompressed boot image, using the kernel `/usr/lib/boot/unix` and the `/tmp/bootfs` file system for the device `/dev/hdisk0`, enter

```
mkboot -d /dev/hdisk0 -k /usr/lib/boot/unix -f /tmp/bootfs \
-b -i -s > /tmp/boot.image
```

2. To clear the boot record but leave the PVID for disk `hdisk0`, enter:

```
mkboot -d /dev/hdisk0 -c
```

3. Although the **mkboot** command combines a kernel and a random access memory (RAM) file system to create one boot image, you can run the **mkboot** command a second time to put expand code at the beginning of a compressed boot image. For example, enter:

```
mkboot -b -d /dev/rmt0 -k unix -f ramfs | compress > /tmp/image
mkboot -b -i -s -d /dev/rmt0 -k bootexpand -f /tmp/image \
> bootfile
```

for a bootable tape where:

|                         |                                                      |
|-------------------------|------------------------------------------------------|
| <code>unix</code>       | Specifies the kernel.                                |
| <code>ramfs</code>      | Specifies the RAM disk file system.                  |
| <code>compress</code>   | Specifies the compression or compact routine.        |
| <code>bootexpand</code> | Specifies the expansion or kernel uncompact routine. |

## Files

`/usr/include/sys/bootrecord.h` Specifies the structure of the boot record.

## Related Information

The **bosboot** command, and **lockstat** command.

Understanding the Boot Process in *AIX Version 4.3 System Management Concepts: Operating System and*



*Devices.*

## mkcatdefs Command

### Purpose

Preprocesses a message source file.

### Syntax



**mkcatdefs***SymbolNameSourceFile* ... [ **-h** ]

### Description

The **mkcatdefs** command preprocesses a message source file for input to the **genecat** command.

The *SourceFile* message file contains symbolic identifiers. The **mkcatdefs** command produces the *SymbolName\_msg.h* file, containing statements that equate symbolic identifiers with the set numbers and message ID numbers assigned by the **mkcatdefs** command.

The **mkcatdefs** command creates two outputs. The first is a header file called *SymbolName\_msg.h*. You must include this *SymbolName\_msg.h* file in your application program to associate the symbolic names to the set and message numbers assigned by the **mkcatdefs** command.

The **mkcatdefs** command sends message source data, with numbers instead of symbolic identifiers, to standard output. This output is suitable as input to the **genecat** command. You can use the **mkcatdefs** command output as input to the **genecat** command in the following ways:

- Use the **mkcatdefs** command with a > (redirection symbol) to write the new message source to a file. Use this file as input to the **genecat** command.
- Pipe the **mkcatdefs** command output file directly to the **genecat** command.
- Use the **runcat** command rather than the **mkcatdefs** command. The **runcat** command automatically sends the message source file through the **mkcatdefs** command and then pipes the file to the **genecat** command.

After running the **mkcatdefs** command, you can use symbolic names in an application to refer to messages.

### Flags

**-h** Suppresses the generation of a *SymbolName\_msg.h* file. This flag must be the last argument to the **mkcatdefs** command.

### Examples

To process the *symb.msg* message source file and redirect the output to the *symb.src* file, enter:

```
mkcatdefs symb symb.msg > symb.src
```

The generated *symb\_msg.h* file looks similar to the following:

mkcatdefs Command

```

#ifdef _H_SYMB_MSG
#define _H_SYMB_MSG
#include <limits.h>
#include <nl_types.h>
#define MF_SYMB "symb.cat"
/* The following was generated from symb.src. */
/* definitions for set MSFAC */
#define SYM_FORM 1
#define SYM_LEN 2
#define MSG_H 6
#endif

```

The **mkcatdefs** command also creates the `symb.src` message catalog source file for the **gencat** command with numbers assigned to the symbolic identifiers:

```

$quote " Use double quotation marks to delimit message text
$delset 1
$set 1
1 "Symbolic identifiers can only contain alphanumeric \
characters or the _ (underscore character)\n"
2 "Symbolic identifiers cannot be more than 65 \
characters long\n"
5 "You can mix symbolic identifiers and numbers\n"
$quote
6 remember to include the "msg_h" file in your program

```

The assigned message numbers are noncontiguous because the source file contained a specific number. The **mkcatdefs** program always assigns the previous number plus 1 to a symbolic identifier.

**Note:** The **mkcatdefs** command inserts a **\$delset** command before a **\$set** command in the output message source file. This means you cannot add, delete, or replace single messages in an existing catalog when piping to the **gencat** command. You must enter all messages in the set.

## Files

**/usr/bin/mkcatdefs** Contains the **mkcatdefs** command.

## Related Information

The **dspcat** command, **dspmsg** command, **gencat** command, **runcat** command.

The **catclose** subroutine, **catgets** subroutine, **catopen** subroutine.

Message Facility Overview for System Management in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

## mkcd Command

### Purpose

Creates a multi-volume CD (or CDs) from a **mksysb** or **savevg** backup image.

### Syntax

```
mkcd-dcd_device | -S [-mmksysb_image | -Mmksysb_target | -ssavevg_image |
-vsavevg_volume_group] [-Cdcd_fs_dir] [-Idcd_image_dir] [-Vcdfs_volume_group] [-G] [-B] [
-ppkg_source_dir] [-R | -S] [-iimage.data] [-ubosinst.data] [-e] [-P] [-lpackage_list] [
-bbundle_file] [-zcustom_file] [-D]
```

### Description

The **mkcd** command creates a system backup image (**mksysb**) to CD-Recordable (CD-R) from the system **rootvg** or from a previously created **mksysb** image. It also creates a volume group backup image (**savevg**) to CD-R from a user-specified volume group or from a previously created **savevg** image.

With **mkcd** you can create three types of CDs: personal system backup, "generic" backup, and a non-bootable volume group backup.

Personal system backup CDs can only boot and install a specific machine and is similar to using **mksysb** on tape.

Generic backup CDs can boot and install any RS/6000 platform (rspc, rs6k, or chrp). This backup requires all the necessary device support, including the MP kernel, to create the boot images for all three platforms. This type of backup also requires a user-supplied and previously created **mksysb** image.

The non-bootable volume group backup contains only the CD image of a volume group. If this backup contains **rootvg** backup, then you must boot from a product CD before restoring the **mksysb** image, or use **alt\_disk\_install** to install it. If the backup volume group is a non-rootvg volume group, then use **restvg** to restore the image.

**Note:** The functionality required to create Rock Ridge format CD images and to write the CD image to the CD-R device is not part of the **mkcd** command. You must supply additional code to **mkcd** to do these tasks. The code will be called via shell scripts and then linked to **/usr/sbin/mkrr\_fs** (for creating the Rock Ridge format image) and **/usr/sbin/burn\_cd** (for writing to the CD-R device). Both links are called from the **mkcd** command.

Some sample shell scripts are included for different vendor-specific routines. You can find these scripts in **/usr/samples/oem\_cdwriters**.

If you do not give any file systems or directories as command parameters, **mkcd** creates the necessary file systems and removes them when the command finishes executing. File systems you supply are checked for adequate space and write access.

**Note:** If **mkcd** creates file systems in the backup volume group, they are excluded from the backup.

If you need to create multi-volume CDs because the volume group image does not fit on one CD, **mkcd** gives instructions for CD replacement and removal until all the volumes have been created.

## Flags

- dcd\_device** Indicates the CD-R device (`/dev/cd1`, for instance). This flag is required unless you use the **-S** flag.
- mmksysb\_image** Specifies a previously created **mksysb** image. If you do not give the **-m** flag **mkcd** calls **mksysb**. (See the **-M** flag for more information about where the **mksysb** image is placed.)
- ssavevg\_image** Indicates a previously created **savevg** image. See the Notes below.
- vsavevg\_volume\_group** Denotes the volume group to be backed up using the **savevg** command. See the Notes below. (See the **-M** flag for more information about where the **savevg** image is placed.)
- Ccd\_fs\_dir** Specifies the file system used to create the CD file system structure, which must have at least 640MB of available disk space.

If you do not specify the **-C** flag and the `/mkcd/cd_fs` directory exists, **mkcd** uses that directory. If you do not give the **-C** flag and the `/mkcd/cd_fs` directory does not exist, **mkcd** creates the file system `/mkcd/cd_fs` and removes it when the command finishes executing. The command creates the file system in the volume group indicated with the **-V** flag, or **rootvg** if that flag is not used. Each time you invoke the **mkcd** command, a unique subdirectory (using the process id) is created under the `/mkcd/cd_fs` directory, or in the directory specified with the **-C** flag.

- Mmksysb\_target** States the directory or file system where the **mksysb** or **savevg** image is stored if a previously created backup is not given with the **-m** or **-s** flags. If the **-M** flag is not used and a **mksysb** or **savevg image** is not provided, **mkcd** verifies that `/mkcd/mksysb_image` exists. If the directory does not exist, then **mkcd** creates a separate file system, `/mkcd/mksysb_image`, where the **mksysb** or **savevg** images are temporarily stored. The command creates the file system in the volume group given with the **-V** flag, or in **rootvg** if that flag is not used.
- Icd\_image\_dir** Specifies the directory or file system where the final CD images are stored before writing to the CD-R device. If this flag is not used, **mkcd** uses the `/mkcd/cd_images` directory if it already exists. If not, the command creates the `/mkcd/cd_images` file system in the volume group given with the **-V** flag, or in **rootvg** if that flag is not used.

If **mkcd** creates the file system, it is removed upon command completion, unless either the **-R** or **-S** flag is used. If the **-R** or **-S** flag is used, consideration must be made for adequate file system, directory, or disk space, especially when creating multi-volume CDs.

- Vcdfs\_volume\_group** Indicates the volume group used when creating the file systems needed for the **mkcd** command. If the **-V** flag is not given and a file system is needed but not there (because it was not supplied with other flags), then **rootvg** is the default volume group for creating the file systems. If **mkcd** creates the file systems in the backup volume group, those file systems are not included as part of the backup image. **mkcd**-created file systems are removed upon the command's completion.
- G** Generates a generic bootable **mksysb** CD. The CD contains all three RS/6000 platform (`chrp`, `rs6k`, `rspc`) boot images. In conjunction with the **-G** flag, you must specify the **-m** and **-p** flags.
- ppkg\_source\_dir** Names the directory or device that contains device and kernel package images. The device can only be a CD device (for example, `/dev/cd0`). If you use the same CD-R device that you gave with the **-d** flag, the product CD media must be

- inserted into the CD-R drive first. **mkcd** then prompts you to insert the writeable CD before the actual CD creation. You must use the **-p** flag if using the **-G** flag.
- B** Prevents **mkcd** from adding boot images (non-bootable CD) to the CD. Use this flag if creating a **mksysb** CD that you will not boot. Before installing the non-bootable **mksysb** CD you must boot a same level (V.R.M.) product CD. The **mkcd** command defaults to creating a bootable CD for the machine type of the source system. See the Notes below.
  - R** Prevents **mkcd** from removing the final CD images. **mkcd** defaults by removing everything that it creates when it finishes executing. The **-R** flag allows multiple CD image sets to be stored, or for CD creation (burn) to occur on another system. If multiple volumes are needed, the final images are uniquely named using the process ID and volume suffixes.
  - S** Stops **mkcd** before writing to the CD-R, without removing the final CD images. The **-S** flag allows multiple CD sets to be created, or for CDs to be created on another system. The images remain in the directory marked by the **-I** flag, or in the **/mkcd/cd\_images** directory if the **-I** flag is not used. If multiple volumes are required, the final images are uniquely named using the process ID and volume suffixes.
  - ubosinst.data** Specifies the user-supplied *bosinst.data* file. This data file takes precedence over the **bosinst.data** file in the **mksysb** image. If you do not give the **-u** flag, then **mkcd** restores **bosinst.data** from the given **mksysb** image, or generates a new **bosinst.data** file during the creation of **mksysb**.
  - image.data** Specifies the user-supplied *image.data* file. This data file takes precedence over the **image.data** file in the **mksysb** image. If you do not give the **-i** flag, then **mkcd** restores the **image.data** from the given **mksysb** image, or generates a new **image.data** file during the creation of **mksysb**.  

**Note:** The **-i** flag cannot be used to specify a user-supplied *vgname.data* file for use with a **savevg** image.
  - e** Excludes the files and/or directories from the backup image listed in the **/etc/exclude.volume\_group** file. You cannot use this flag with the **-m** or **-s** flags.
  - P** Creates physical partition mapping during the **mksysb** or **savevg** creation. You cannot use this flag with the **-m** or **-s** flags. The **-P** flag is not recommended for generic backup CDs.
  - lpackage\_list** Specifies the file containing a list of additional packages you want copied to the **/usr/lpp/inst.images** directory of the CD file system. The images are copied from the location named with the **-p** flag. If you use the **-I** flag you must also use the **-p** flag.
  - bbundle\_file** Gives the full pathname of the file containing a list of filesets to be installed after the **mksysb** is restored. This file is copied to **/usr/sys/inst.data/user\_bundles/bundle\_file** in the CD file system and also copied to RAM in case the CD is unmounted. The file would be listed as **BUNDLES=./usr/sys/inst.data/user\_bundles/bundle\_file** in the **bosinst.data** file.
  - zcustom\_file** States the full pathname of the file to be copied to the root directory of the CD file system. This file could be a customization script specified in the **bosinst.data** file, such as **CUSTOMIZATION\_FILE=filename**.  

For example: If the file *my\_script* is in **/tmp** on the machine where **mkcd** is running, then enter **-z/tmp/my\_script** and specify **CUSTOMIZATION\_FILE=my\_script**. The code copies the script to the root directory of the RAM file system before it executes.
  - D** Turns on the debug output information feature. The default is no debug output.

**Notes:**

1. If you are creating a non-bootable CD (using the **-B** flag), you cannot use the **-p** or **-I** flags.
2. If you are creating a non-bootable CD with a **savevg** image (using the **-s** or **-v** flags), you cannot use the **-p**, **-l**, **-u**, **-i**, **-z**, or **-b** flags.

## Examples

1. To generate a bootable system backup to the CD-R device named `/dev/cd1`, enter:

```
mkcd -d /dev/cd1
```

2. To generate a non-bootable volume group backup of the volume group `myvg` to `/dev/cd1`, enter:

```
mkcd -d /dev/cd1 -v myvg
```

**Note:** All **savevg** backup images are non-bootable.

3. To generate a generic system backup with the previously created **mksysb** and with `/mydata/mksysb` and `/dev/cd0` as the package source location, and to write to `/dev/cd1`, enter:

```
mkcd -d /dev/cd1 -G -m /mydata/mksysb -p /dev/cd0
```

4. To generate a non-bootable system backup, but stop **mkcd** before the CD is created and save the final images to the `/mydata/my_cd` file system, and create the other **mkcd** filesystems in `myvg`, enter:

```
mkcd -B -I /mydata/my_cd -V myvg -S
```

## Files

`/usr/bin/mkcd` Contains the **mkcd** command.

## Related Information

The **mksysb** command and **savevg** command.

The `/image.data` file and the `/bosinst.data` file.

A procedure to verify the backup can be found in the article "To Verify a System Backup" in the *AIX Installation Guide*.

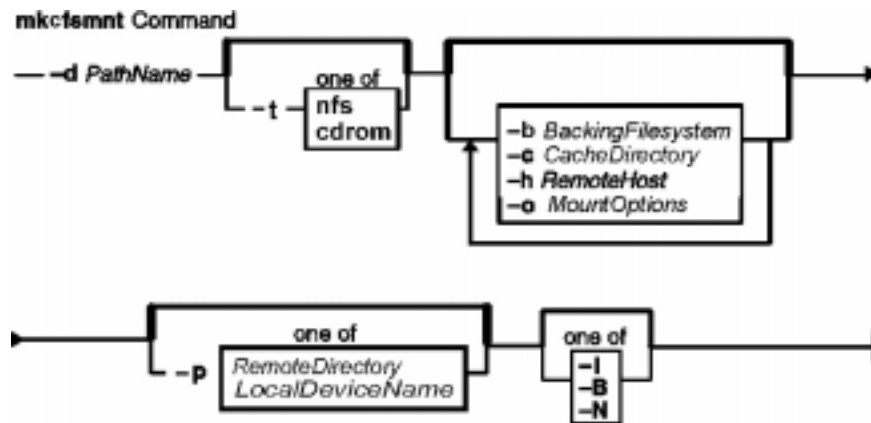
A procedure to install from a system backup can be found in the article "Installing BOS from a System Backup" in the *AIX Installation Guide*.

## mkcfsmnt Command

### Purpose

Mounts a CacheFS directory..

### Syntax



```

mkcfsmnt -d PathName -t { nfs | cdrom } [-h RemoteHost] [-p { RemoteDirectory | LocalDeviceName }
] [-c CacheDirectory] [-o MountOptions] [-b BackingFilesystem] [-I | -B | -N]

```

### Description

The **mkcfsmnt** command constructs an entry that will be appended to the `/etc/filesystems` file, thus making a file system available for use as a cache file system. If the mount is to be permanent, this entry will remain. If the mount is temporary, the flags will be used directly for the **mount** command. CacheFS file systems are used to cache accesses to backing file systems. Backing file systems are generally NFS mounts.

### Flags

- d***PathName* Specifies the mount point for the cache directory.
- t**
  - nfs** Specifies that the CacheFS file system is backed by an NFS mount.
  - cdrom** Specifies that the CacheFS file system is backed by a CDROM file system. (Currently not supported.)
- h***RemoteHost* Specifies the NFS server that is exporting the directory.
- p***RemoteDirectory* Specifies the directory that is mounted on the path name specified. This is commonly a remote file system that will be mounted via NFS or a local device name in the case of CDROM (Currently not supported.)
- c***CacheDirectory* Specifies the location of the CacheFS file system. This must have been previously created by execution of the **cfsadmin** command.
- d** *RemoteDirectory* Specifies the directory that is mounted on the path name specified.
- o***MountOptions* Specifies a comma-separated string of mount options that are dependent on the backing file system type. For instance, if it is NFS, the options would be those typically specified by the **-o** Options string to mount. See the **mount** command documentation for the acceptable values.



- b***BackingFileSystem* Specifies a backing file system if it is already mounted. If this is not specified, then the command will do the mount itself on a temporary mount point. If this is not specified, then **RemoteHost** and **RemoteDirectory** must be specified.
- I** Causes an entry to be added to the **/etc/filesystems** file. The directory is not mounted.
- B** Adds an entry to the **/etc/filesystems** file and attempts to mount the file system. This flag is the default.
- N** Mounts the directory with the options specified, but does not modify the **/etc/filesystems** file.

## Example

To specify a CacheFS mount, enter:

```
/usr/sbin/mkcfsmnt -t nfs -d /usr/share/man -p /usr/share/man -h host1 -c /cache/cache1 -o ro,
```

In this example, the **mkcfsmnt** command caches the remote directory **/usr/share/man** that resides on **host1** on the local **/usr/share/man** directory. The cache is kept in **/cache/cache1**, which was created with the **cfsadmin** command. CacheFS takes care of doing the NFS backing mount, since the **-b** flag has not been specified.

```
/usr/sbin/mkcfsmnt -t nfs -d /usr/share/man -p /usr/share/man -h host1 -c /cache/cache1 -b /back
```

In this example, the **mkcfsmnt** command caches the remote directory **/usr/share/man** residing on **host1** on the local **/usr/share/man** directory. The cache is kept in **/cache/cache1**, which was created with the **cfsadmin** command. The backing file system has already been mounted on **/backs/man**.

## Files

**/etc/filesystems** Lists the remote file systems to be mounted during the system restart.

## mkclass Command

### Purpose

Create a Workload Management class.

### Syntax

```
mkclass [-a Attribute=Value ...] [-d Config_dir] Name
```

### Description

The **mkclass** command creates a class identified by the *Name* parameter. The class must not already exist. The name parameter can contain only upper and lower case letters, numbers and underscores. The names *Default* and *System* are reserved. They refer to predefined classes. Any *Attribute=Value* argument will initialise the specified attribute. See **chclass** for more information.

### Flags

**-d**/*etc/wlm/Config\_dir* Use */etc/wlm/Config\_dir* as an alternate directory for the properties files. When this option is not used, **mkclass** uses the configuration files in the directory pointed to by **/etc/wlm/current**.

### Files

|                                     |                                                                                                      |
|-------------------------------------|------------------------------------------------------------------------------------------------------|
| <b>/etc/wlm/current/classes</b>     | Contains the names and definitions of the classes for the current workload management configuration. |
| <b>/etc/wlm/current/limits</b>      | Contains the resource limits enforced each class of the current workload management configuration.   |
| <b>/etc/wlm/current/shares</b>      | Contains the resource shares attributed to each class of the current workload management.            |
| <b>/etc/wlm/current/description</b> | Contains the class description text for each class of the current workload management configuration. |

### Related Information

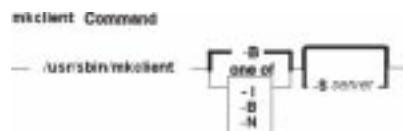
The **wlmcntrl**, **lsclass**, **chclass**, and the **rmclass** commands.

## mkclient Command

### Purpose

Uncomments the entry in the `/etc/rc.nfs` file for the **ypbind** daemon and starts the **ypbind** daemon to configure a client.

### Syntax



```
/usr/sbin/mkclient [-I | -B | -N] [-S server]
```

### Description

The **mkclient** command uncomments the entry to the `/etc/rc.nfs` file to start the **ypbind** daemon to configure a client. The **mkclient** command starts the **ypbind** daemon by using the appropriate System Resource Controller (SRC) command.

You can use the Web-based System Manager File Systems application (**wsm fs** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkclient** fast path to run this command.

### Flags

- I** Uncomments the entry for starting the **ypbind** daemon to the `/etc/rc.nfs` file. This entry causes the **ypbind** daemon to start during the next system restart.
- B** Uncomments the entry to the `/etc/rc.nfs` file and starts the **ypbind** daemon. This flag is the default.
- N** Causes the **startsrc** command to start the **ypbind** daemon. This flag does not affect the `/etc/rc.nfs` file.
- S** Specifies which NIS *server* to use instead of broadcasting for one. This option must be used when no NIS server exists on the networks directly connected to the client machine.

### Examples

To modify the `/etc/rc.nfs` file so that the **ypbind** daemon is started on the next system restart, enter:

```
mkclient -I
```

### Files

- `/var/yp/domainname` directory Contains the NIS maps for the NIS domain.
- `/etc/rc.nfs` Contains the startup script for the NFS and NIS daemons.

### Related Information

The **mkmaster** command, **rmyp** command, **smit** command, **startsrc** command.

The **ypbind** daemon, **ypasswdd** daemon, **ypserv** daemon, **ypupdated** daemon.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

System Resource Controller Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

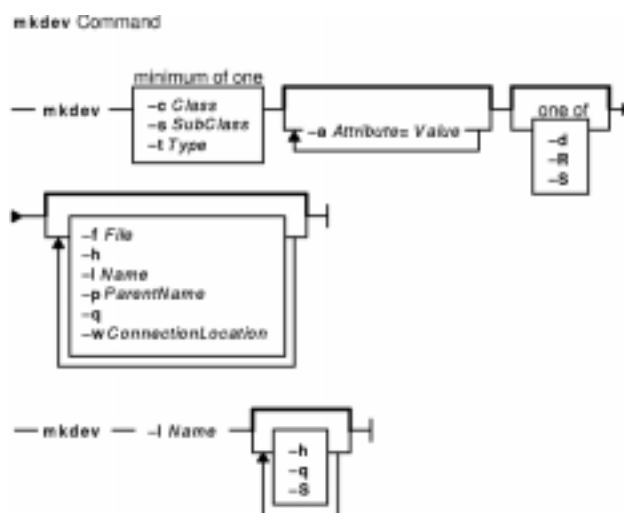
NIS Reference.

## mkdev Command

### Purpose

Adds a device to the system.

### Syntax



```
mkdev { -cClass-sSubclass-tType } [-lName] [-a Attribute=Value] ... [-d | -S | -R] [-f File] [-h] [-p ParentName] [-q] [-w ConnectionLocation]
```

```
mkdev -lName [-h] [-q] [-S]
```

### Description

**Attention:** To protect the Configuration Database, the **mkdev** command is not interruptible. Stopping this command before execution is complete could result in a corrupted database.

The **mkdev** command either defines and makes available a device with the given device class (**-c Class** flag), type (**-t Type** flag), subclass (**-s Subclass** flag), connection location (**-w ConnectionLocation** flag), and the device logical name of the parent (**-p ParentName** flag), or makes available the previously defined device specified by the given device logical name (**-l Name** flag). You can use any combination of the **-c**, **-s**, and **-t** flags needed to uniquely identify the predefined device.

If you specify the **-d** flag, the **mkdev** command only defines the device. If you specify the **-S** flag, the **mkdev** command brings the device to the Stopped state, if this state is supported, and does not make the device available. If you do not specify either the **-d** flag or the **-S** flag, the **mkdev** command makes the device available.

If you specify the **-R** flag, the **mkdev** command configures any parents of the specified device that are not already configured. Parents must be previously defined. The **-R** flag is not compatible with the **-d** and **-S** flags.

By using the **-l** flag with the **-c**, **-s**, and **-t** flags, you can specify the name you want the device to be known by. If you do not use the **-l** flag, a name will be automatically generated and assigned. Not all devices support user-supplied names.

**Note:** Queue device names must begin with an alphabetic character.

When using the **mkdev** command, you can supply the flags either on the command line or from the specified *File* parameter.

You can use the Web-based System Manager Devices application (**wsm devices** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkdev** fast path to run this command.

## Flags

- a** *Attribute=Value* Specifies the device attribute value pairs to be used instead of the defaults. The *Attribute=Value* variable can be used to specify one attribute value pair or multiple attribute value pairs for one **-a** flag. If you use an **-a** flag with multiple attribute value pairs, the list of pairs must be enclosed in quotation marks with a blank space between the pairs. For example, entering **-aAttribute=Value** lists one attribute value pair per flag, while entering **-a 'Attribute1=Value1 Attribute2=Value2'** lists more than one attribute value pair. This flag cannot be used with the **-l** flag unless the **-c**, **-s**, and **-t** flags are also used.
- c** *Class* Specifies the device class.
- d** Defines the device in the Customized Devices object class. If you specify the **-d** flag, the **mkdev** command does not make the device available. This flag cannot be used with the **-S** flag.
- f** *File* Reads the needed flags from the *File* parameter.
- h** Displays the command usage message.
- l** *Name* Specifies the already defined device, indicated by the *Name* variable, in the Customized Devices object class when not used with the **-c**, **-s**, and **-t** flags. The **-a**, **-p**, and **-w** flags cannot be used in this case. Queue device names must begin with an alphabetic character.
- p** *ParentName* Specifies the device name, indicated by the *ParentName* variable, that you want assigned to the device when used with the **-c**, **-s**, and **-t** flags. Not all devices support this feature. This flag cannot be used with the **-l** flag unless the **-c**, **-s**, and **-t** flags are also used.
- q** Suppresses the command output messages from standard output and standard error.
- R** Configures any parents of the device that are not already configured. This flag is not compatible with the **-d** and **-S** flags.
- S** Prevents the device from being set to the Available state. This flag is only meaningful for those devices that support the Stopped state. This flag cannot be used with the **-d** flag.
- s** *Subclass* Specifies the subclass, indicated by the *Subclass* variable, of the device.
- t** *Type* Specifies the device type from the Predefined Devices object class.
- w** *ConnectionLocation* Specifies the connection location, indicated by the *ConnectionLocation* variable, on the parent. This flag cannot be used with the **-l** flag unless the **-c**, **-s**, and **-t** flags are also used.

## Security

**Privilege Control:** Only the root user and members of the system group should have execute (x) access to this command.

**Auditing Events:**

| Event                | Information             |
|----------------------|-------------------------|
| <b>DEV_Create</b>    | Method name, parameters |
| <b>DEV_Configure</b> | Errors                  |
| <b>DEV_Start</b>     | Device name             |
| <b>DEV_Change</b>    | Parameters              |

## Examples

1. To define (but not configure) a 150MB, .25-inch Small Computer System Interface (SCSI) tape drive connected to the SCSI adapter **scsi0** and using SCSI ID 4 and LUN of 0, enter:

```
mkdev -d -c tape -t 150mb -s scsi
-p scsi0 -w 4,0
```

The system displays a message similar to the following:

```
rmt0 defined
```

2. To make an already defined tape device available to use, enter:

```
mkdev -l rmt0
```

The system displays a message similar to the following:

```
rmt0 available
```

3. To define and configure an **rs-232** tty device connected to port 0 on the 8-port **sa3** asynchronous adapter with the **speed** attribute set to 19200, and other attributes set from the **foo** file, enter:

```
mkdev -t tty -s rs232 -p sa3 -w 0
-a speed=19200 -f foo
```

The system displays a message similar to the following:

```
tty0 available
```

## Files

**/usr/sbin/mkdev** Contains the **mkdev** command.

## Related Information

The **chdev** command, **lsattr** command, **lsconn** command, **lsdev** command, **lsparent** command, **rmdev** command.

Device Overview for System Management in the *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

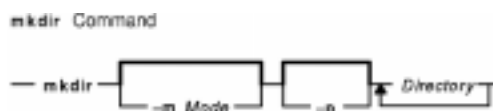
System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

## mkdir Command

### Purpose

Creates one or more new directories.

### Syntax



```
mkdir [-m Mode] [-p] Directory ...
```

### Description

The **mkdir** command creates one or more new directories specified by the *Directory* parameter. Each new directory contains the standard entries `.` (dot) and `..` (dot-dot). You can specify the permissions for the new directories with the `-mMode` flag. You can use the **umask** subroutine to set the default mode for the **mkdir** command.

**Note:** To make a new directory you must have write permission in the parent directory.

### Flags

**-mMode** Sets the permission bits for the newly-created directories to the value specified by the *Mode* variable. The *Mode* variable takes the same values as the *Mode* parameter for the **chmod** command, either in symbolic or numeric form.

When you specify the `-m` flag using symbolic format, the `op` characters `+` (plus) and `-` (minus) are interpreted relative to the assumed permission setting `a=rwx`. The `+` adds permissions to the default mode, and the `-` deletes permissions from the default mode. Refer to the **chmod** command for a complete description of permission bits and formats.

**-p** Creates missing intermediate path name directories. If the `-p` flag is not specified, the parent directory of each newly created directory must already exist.

Intermediate directories are created through the automatic invocation of the following **mkdir** commands:

```
mkdir -p -m $(umask -S),u+wX $(dirname Directory) &&
mkdir [-m Mode] Directory
```

where the `[-m Mode]` represents any option supplied with your original invocation of the **mkdir** command.

The **mkdir** command ignores any *Directory* parameter that names an existing directory. No error is issued.



## Exit Status

This command returns the following exit values:

- 0** All the specified directories were created successfully, or the **-p** option was specified and all the specified directories now exist.
- >0** An error occurred.

## Examples

1. To create a new directory called `Test` in the current working directory, enter:

```
mkdir Test
```

The `Test` directory is created with default permissions.

2. To create a new directory called `Test` with `rwxr-xr-x` permissions in the previously created `/home/demo/sub1` directory, enter:

```
mkdir -m 755 /home/demo/sub1/Test
```

3. To create a new directory called `Test` with default permissions in the `/home/demo/sub2` directory, enter:

```
mkdir -p /home/demo/sub2/Test
```

The **-p** flag creates the `/home`, `/home/demo`, and `/home/demo/sub2` directories if they do not already exist.

## Files

`/usr/bin/mkdir` Contains the **mkdir** command.

## Related Information

The **chmod** command, **rm** command.

The **mkdir** subroutine, **umask** subroutine.

Directory Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

File and Directory Access Modes in the *AIX Version 4.3 System User's Guide: Operating System and Devices* introduces file ownership and permissions to access files and directories.

Shells Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

## mkdirhier Command

### Purpose

Creates a hierarchy of directories or a single directory.

### Syntax

```
mkdirhier Command
— mkdirhier Directory
```

**mkdirhier***Directory* ...

### Description

The **mkdirhier** command creates the specified directories. Unlike the **mkdir** command, if any of the parent directories of the specified directory do not exist, the **mkdirhier** command creates those directories as well as the specified directory.

### Example

To create a directory named **foo2** or to create a hierarchy of directories named **foo**, **foo1**, and **foo2**, enter:

```
mkdirhier ~/foo/foo1/foo2
```

If **foo** and **foo1** already exist then the command creates **foo2**. However, if none of them exist then the command creates all three new directories.

### Related Information

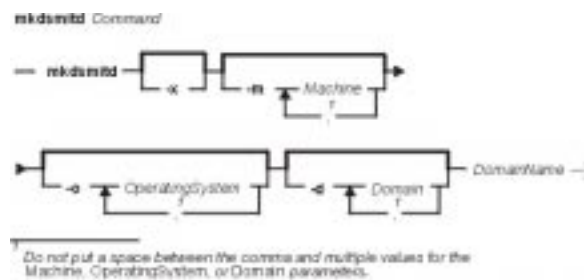
The **mkdir** command.

## mkdsmitd Command

### Purpose

Creates a new domain of machines for the Distributed System Management Interface Tool (DSMIT).

### Syntax



**mkdsmitd** [ **-x** ] [ **-m** *Machine* [ *,Machine* ] ... ] [ **-o** *OperatingSystem* [ *,OperatingSystem* ] ... ] [ **-d** *Domain* [ *,Domain* ] ... ] *DomainName*

**Note:** Do not put a space between the comma and multiple values for the *Machine*, *OperatingSystem*, or *Domain* parameters.

### Description

The **mkdsmitd** command creates a new domain of machines with its member list in DSMIT. The *Domain* parameter specifies the name of the newly created domain. Domains must be homogeneous, consisting only of clients with the same operating system. Use the **-d**, **-m**, and **-o** criteria flags and the **-x** intersect flag to specify the machine member list.

### Flags

- ?** Displays the usage statement.
- x** Uses the intersection of the subsets of machines defined by the **-d**, **-m**, and **-o** criteria flags.
- d** *Domain* Adds machines from another specified domain to this domain.
- m***Machine* Specifies the machines to add to a domain.
- o** *OperatingSystem* Adds machines with a specified operating system to a domain.

### Examples

1. To create the empty `Floor_1C` domain, enter:  

```
mkdsmitd Floor_1C
```
2. To create the `Floor_1C` domain with clients named `Caesar` and `Cleopatra`, enter:  

```
mkdsmitd -m Caesar,Cleopatra Floor_1C
```

### Files

**/usr/share/DSMIT/domains** Contains the list of domains used by DSMIT.

**/usr/share/DSMIT/dsmittos** Contains the list of operating systems of DSMTP clients.

**/usr/share/DSMIT/hosts** Contains the list of machines that have DSMTP installed on them.

## Related Information

The **chdsmitd** command, **rmdsmitd** command.

Distributed System Management Interface Tool (DSMIT) Overview in the *Distributed SMIT 2.2 for AIX: Guide and Reference*.

## mkfifo Command

### Purpose

Makes first-in-first-out (FIFO) special files.

### Syntax



```
mkfifo [-m Mode] File ...
```

### Description

The **mkfifo** command creates FIFO special files specified by the *File* parameter, in the order specified. If the **-m Mode** flag is not specified, the file mode of the FIFO file is the bitwise inclusive OR of the **S\_IRUSR**, **S\_IWUSR**, **S\_IRGRP**, **S\_IWGRP**, **S\_IROTH**, and **S\_IWOTH** permissions as modified by the file mode creation (see the **umask** command).

The **mkfifo** command functions similarly to the **mkfifo** subroutine.

### Flags

**-mMode** Sets the file permission bits of the newly created FIFO file to the specified mode values. The *Mode* variable is the same as the mode operand defined for the **chmod** command. The characters + (plus sign) and - (minus sign), if used, are interpreted relative to the initial value **a=rw** (that is, having permissions of **rw-rw-rw-**).

### Exit Status

This command returns the following exit values:

- 0** All the specified FIFO special files were created successfully.
- >0** An error occurred.

### Examples

1. To create a FIFO special file with permissions **prw-r--r--**, enter:

```
mkfifo -m 644 /tmp/myfifo
```

This command creates the `/tmp/myfifo` file with read/write permissions for the owner and read permission for the group and for others.

2. To create a FIFO special file using the - (minus sign) operand to set permissions of **prw-r-----**, enter:

```
mkfifo -m g-w,o-rw /tmp/fifo2
```

This command creates the `/tmp/fifo2` file, removing write permission for the group and all

permissions for others.

**Note:** If more than one file is created using the `-` (minus sign) operand, separate each mode specifier with a comma and no spaces.

## Files

`/usr/bin/mkfifo` Contains the **mkfifo** command.

## Related Information

The **chmod** command.

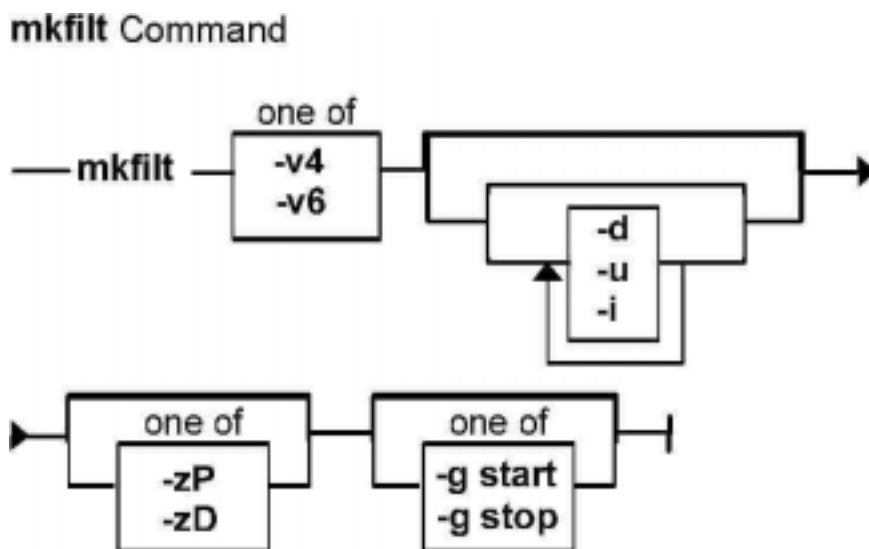
The **mkfifo** subroutine, **umask** subroutine.

## mkfilt Command

### Purpose

Activates or deactivates the filter rules.

### Syntax



```
mkfilt -v 4 | 6 [-d] [-u] [-zP | D] [-gstart | stop] [-i]
```

### Description

Use the **mkfilt** command to activate or deactivate the filter rules. This command can also be used to control the filter logging function.

### Flags

- v IP version of the rules you want to activate. The value of **4** specifies IP version 4 and the value of **6** specifies IP version 6. The default (when this flag is not used) is to activate both IP version 4 and IP version 6. All the filter rules defined in the filter rule table for the IP version(s) will be activated or deactivated.
- d Deactivates the active filter rules. This flag cannot be used with the **-u** flag.
- u Activates the filter rules in the filter rule table. This flag cannot be used with the **-d** flag.
- z Sets the action of the default filter rule to Permit (**P**) or Deny (**D**). The default filter rule is the last rule in the filter rule table that will apply to traffic that does not apply to any other filter rules in the table. Setting the action of this rule to Permit will allow all traffic that does not apply to any other filter rules. Setting this action to Deny will not allow traffic that does not apply to any other filter rules.
- g This flag is used to either start (**start**) or stop (**stop**) the log functionality of the filter rule module.
- i Initialization flag. This flag only applies when the **-u** flag is also used. If the **-i** flag is used, all the filter rules with an "active" status will be activated. If not used, all the filter rules in the filter rule table will be activated.

## mkfont Command

### Purpose

Adds a font path name to the Object Data Manager (ODM) that is loaded by the low function terminal (LFT) at boot time.

### Syntax



**mkfont** [*FontPathName*]

### Description

The **mkfont** command adds a fully qualified font file path name to the ODM. At boot time, the LFT loads the new font and any other fonts found in the ODM. The list of font information acquired by the LFT is passed to the default display device driver. The display driver selects from this list the font that best fits the display. If a default font was selected using the **chfont** command, the device driver uses that font.

**Note:** This command can be run only from an LFT.

You can use the Web-based System Manager Devices application (**wsm devices** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkfont** fast path to run this command.

The user must have root authority to execute this command.

### Parameter

*FontPathName* The fully qualified pathname of a font file.

### Examples

To add the font file **/usr/lpp/fonts/Rom10.snf**, enter the following command:

```
mkfont /usr/lpp/fonts/Rom10.snf
```

### Files

**/bin/mkfont** Contains the **mkfont** command.

**/usr/lpp/fonts** Contains the font directory.

### Related Information

The **chfont** command, **lsfont** command.

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*System and Devices.*

## mkfontdir Command

### Purpose

Creates a **fonts.dir** file from a directory of font files.

### Syntax



**mkfontdir** [ *DirectoryName* ... ]

### Description

The **mkfontdir** command creates a **fonts.dir** file from a directory of font files. For each directory argument, the **mkfontdir** command reads all of the bitmapped font files in the directory, searching for properties named FONT or the name of the file stripped of its suffix. These are used as font names, which are written to the **fonts.dir** file in the directory along with the name of the font file. The **fonts.dir** file is then used by the X server and the Font server to determine which fonts are available.

The kinds of font files read by the **mkfontdir** command depend upon the configuration parameters and typically include the following formats:

|                            |                         |
|----------------------------|-------------------------|
| Portable Compile Format    | (suffix <b>.pcf</b> )   |
| Compressed PCF             | (suffix <b>.pcf.Z</b> ) |
| Server Natural Format      | (suffix <b>.snf</b> )   |
| Compressed SNF             | (suffix <b>.snf.Z</b> ) |
| Bitmap Distribution Format | (suffix <b>.bdf</b> )   |
| Compressed BDF             | (suffix <b>.bdf.Z</b> ) |

If a font exists in multiple formats, the most efficient format is used (PCF format before SNF then BDF formats).

Scalable fonts are not automatically recognized by **mkfontdir**. You can construct a **fonts.scale** file (the format is identical to that in the **fonts.dir** file) containing entries for scalable fonts. Then, when you run **mkfontdir** on a directory, it copies entries from the **fonts.scale** file in that directory into the **fonts.dir** file it constructs in that directory.

You can create the **fonts.alias** file, which can be put in any directory of the font path, to map new names to existing fonts. This file should be edited by hand. The format is two columns separated by white space, with the first column containing aliases and the second column containing font-name patterns.

When a font alias is used by an X client, the X server searches for the name it references by looking through each font directory in turn. Therefore, the aliases and the font files do not need to be in the same directory.

To embed white space in aliases or font-name patterns, enclose them in double-quotation marks. To embed double-quotation marks, or any other characters, precede each character with a \ (backslash).

```
"magic-alias with spaces" "\"font\name\"with quotes"
regular-alias fixed
```

If the character string **FILE\_NAMES\_ALIASES** stands alone on a line, each file name in the directory when stripped of its suffix (such as **.pcf** or **.pcf.Z**) is used as an alias for that font.

The X server and the Font Server look for **fonts.dir** and **fonts.alias** files in each directory in the font path each time the font path is set.

## Examples

To create a **fonts.dir** file from a directory of font files, enter:

```
mkfontdir DirectoryName
```

If no directory name is specified, the **mkfontdir** command reads the current directory.

## Files

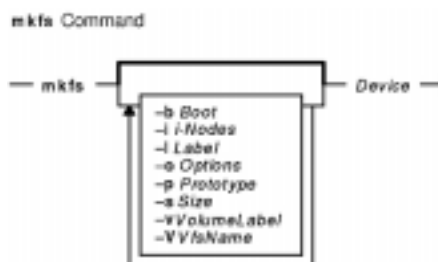
**/usr/lib/X11/fonts** Is the directory containing font files, **fonts.dir** and **fonts.alias** files.

## mkfs Command

### Purpose

Makes a file system.

### Syntax



```

mkfs [-b Boot] [-l Label] [-i i-Nodes] [-o Options] [-p Prototype] [-s Size] [-v VolumeLabel] [-V VfsName] Device

```

### Description

The **mkfs** command makes a new file system on a specified device. The **mkfs** command initializes the volume label, file system label, and startup block.

The *Device* parameter specifies a block device name, raw device name, or file system name. If the parameter specifies a file system name, the **mkfs** command uses this name to obtain the following parameters from the applicable stanza in the `/etc/filesystems` file, unless these parameters are entered with the **mkfs** command:

|                |                                                                                       |
|----------------|---------------------------------------------------------------------------------------|
| <b>dev</b>     | Device name                                                                           |
| <b>vol</b>     | Volume ID                                                                             |
| <b>size</b>    | File system size                                                                      |
| <b>boot</b>    | Program to be installed in the startup block                                          |
| <b>vfs</b>     | Definition of the virtual file system                                                 |
| <b>options</b> | File-system implementation-specific options of the form <i>Keyword, Keyword=Value</i> |

#### Notes:

1. The file system is created with the setgid (set group ID) bit enabled. The setgid bit determines the default group permissions. All directories created under the new file system have the same default group permissions.
2. The **mkfs** command does not alter anything in a mounted file system, including the file system label. The file system label changes when you change the mount point, unless the file system is mounted.

### Prototype Files

The **mkfs** command requires an extended prototype file to create a Journaled File System (JFS). A *prototype file* is a formatted listing of the contents and structure of a file system. A prototype describes the file system by a series of tokens separated by spaces and new lines. The main body of a prototype file defines the objects of the file system.

A JFS prototype file consists of the main body, which can be created by the **proto** command, preceded by five special tokens. These five tokens are defined as follows:

- 1st token** Name of a file to be copied onto block 0 as the bootstrap program or the special token <noboot>.
- 2nd token** Size of the file system. For a JFS, the size is expressed in units of 512-byte blocks. If the 2nd token is 0, the **mkfs** command creates the file system to fill the entire logical volume.
- 3rd token** Number of i-nodes on the file system. This token is not used by a JFS but must be provided to preserve the position.
- 4th token** Fragment size of the file system in bytes. If the 4th token is 0 (zero), the **mkfs** command uses the default fragment size. For JFS, the token must be either 0 (default value used), 512, 1024, 2048, or 4096. The default fragment size is 4096 for a JFS. An invalid fragment size causes the **mkfs** command to fail.
- 5th token** Number of bytes per i-node (nbpi). If this token is 0, the **mkfs** command uses the default nbpi. For a JFS, this token must be either 0 (default value used), 512, 1024, 2048, 4096, 8192, or 16384. The default number of bytes per i-node is 4096 for a JFS. An invalid nbpi causes the **mkfs** command to fail.

The remaining tokens define the contents and structure of the file system. These tokens are grouped into sets, with each set defining one object of the file system. The syntax of each set is as follows:

{ [*Name*] { - | **d** | **b** | **c** | **l** | **L** | **p** } { - | **u** } { - | **g** } { - | **t** } *Mode Owner*

*Group* { *Major Minor* | *SourceFile* | *DirectoryListing* } | { \$ }

where:

*Name* Specifies the name of the object as it is to appear in the new file system. The *Name* token is required for every object except for the root directory definition.

{ - | **d** | **b** | **c** | **l** | **L** | **p** } { - | **u** } { - | **g** } { - | **t** }

Represents a string of 4 positional characters, where:

{ - | **d** | **b** | **c** | **l** | **L** | **p** }

Defines the object type. Valid types are:

- Regular file
- d** Directory
- b** Block special file
- c** Character special file
- l** Symbolic link
- L** Hard link
- p** Named pipe

{ - | **u** } Toggles the set UID bit of the object, as follows:

- u** Set UID on execution
- Do not set UID on execution

{ - | **g** } Toggles the set group ID (GID) bit of the object, as follows:

- g** Set GID on execution
- Do not set GID on execution

{ - | **t** } Toggles the sticky bit of the object, as follows:

- t** Sticky bit on
- Sticky bit off

This 4-character token is required for every object.

|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>Mode</i>             | Represents a string of 3 octal characters defining the read, write, and execute permissions of the object. The <i>Mode</i> token is required of every object. See the <b>chmod</b> command for more information about permissions.                                                                                                                                                                                             |
| <i>Owner</i>            | Specifies the UID of the owner of the object. The owner token is required for every object.                                                                                                                                                                                                                                                                                                                                    |
| <i>Group</i>            | Specifies the GID of the owner of the object. The group token is required for every object.                                                                                                                                                                                                                                                                                                                                    |
| <i>Major Minor</i>      | Specifies the major and minor device numbers of the object if its type is a block or character special file. If the object is not a block or character special file, these tokens are omitted.                                                                                                                                                                                                                                 |
| <i>SourceFile</i>       | Applies only to regular file, hard link, and symbolic link objects. For regular files, this token is the path name to the file from which the object file is to be initialized. For both symbolic and hard links, this token is the source of the link. The source of the link is relative to the new file system for hard links.                                                                                              |
| <i>DirectoryListing</i> | Defines the contents of the object if it is a directory. The contents of the directory are defined using the token syntax described here. For example, a directory listing can include one or more regular files, one or more block files, and one or more directory listings. The <b>mkfs</b> command creates the directory entries . (dot) and .. (dot dot). Each directory listing is terminated with the special \$ token. |
| \$                      | Ends the current directory listing or indicates the end of the prototype file.                                                                                                                                                                                                                                                                                                                                                 |

### Example Prototype Specification

The following prototype specification describes a JFS that does not have a boot program in block 0 and occupies the entire device. The 3rd token is ignored. The 4th and 5th tokens define the fragment size as 1024 bytes and the number of bytes per i-node as 2048. The main body of this prototype defines the file system contents.

```
<noboot> 0 0 1024 2048
d--- 755 0 0
 dir1 d--- 755 0 2
 block_dev b--- 644 0 0 880 881
 char_dev c--- 644 0 0 990 991
 named_pipe p--- 644 0 0
 regfile3 ---- 644 0 0 /tmp/proto.examp/dir1/regfile3
 regfile4 ---- 644 0 0 /tmp/proto.examp/dir1/regfile4
 $
 dir2 d--- 755 205 300
 regfile6 ---- 644 0 0 /tmp/proto.examp/dir2/regfile6
 symlnOutofFS l--- 644 0 0 /tmp/proto.examp/dir2/regfile6
 symlnNoExist l--- 644 0 0 /home/foobar
 symlnInFs l--- 644 0 0 /dir2/regfile6
 regfile5 ---- 644 0 0 /tmp/proto.examp/dir2/regfile5
 hardlink L--- 644 0 0 /dir2/regfile5
 $
 dir3 d--- 755 0 0
 setgid --g- 755 0 0 /tmp/proto.examp/dir3/setgid
 setuid -u-- 755 0 0 /tmp/proto.examp/dir3/setuid
 sticky ---t 755 0 0 /tmp/proto.examp/dir3/sticky
 $
 dir4 d--- 755 0 0
 dir5 d--- 755 0 0
 dir6 d--- 755 0 0
 $
 dir7 d--- 755 0 0
 $
 $
 regfile7 ---- 644 0 0 /tmp/proto.examp/dir4/regfile7
 $
 regfile1 ---- 555 205 1 /tmp/proto.examp/regfile1
```

```
regfile2 ---- 744 0 0 /tmp/proto.examp/regfile2
$
$
```

Three entries for the `dir2` object deserve further examination:

```
symlnOutofFS l--- 644 0 0 /tmp/proto.examp/dir2/regfile6
```

This entry defines a symbolic link to a file outside the file system to be created. The command `ls -l` lists something similar to `symlnOutofFS -> /tmp/proto.examp/dir2/regfile6`.

```
symlnNoExist l--- 644 0 0 /home/foobar
```

This entry defines a symbolic link to a file outside the file system to be created to a file that does not exist. The command `ls -l` lists something similar to `symlnNoExist -> /home/foobar`.

```
symlnInFS l--- 644 0 0 /dir2/regfile6
```

This entry defines a symbolic link to a file within the file system to be created. The command `ls -l` lists something similar to `symlnInFS -> /dir/regfile6`.

## Flags

- `-b Boot` Names the program to be installed in block 0 of the new file system.
- `-i i-Nodes` Specifies the initial number of i-nodes on the file system. This flag is ignored when creating a journaled file system.
- `-l Label` Specifies the file system label for the new file system.
- `-o Options` Specifies a comma-separated list of virtual file system implementation-specific options.

The following options are specific to the Journaled File System (JFS):

- `-o ag={ 8 | 16 | 32 | 64 }` Specifies the allocation group size in megabytes. An allocation group is a grouping of inodes and disk blocks similar to BSD cylinder groups. The default `ag` value is 8. This option only applies to AIX Version 4.2 or later.
- `-o bf={ true | false }` Specifies a large file enabled file system. See "Understanding Large File Enabled File Systems" for more information. If you do not need a large file enabled file system, set this option to `false`; this is the default. Specifying `bf=true` requires a fragment size of 4096 and `compress=no`. This option only applies to AIX Version 4.2 or later.
- `-o frag={ 512 | 1024 | 2048 | 4096 }` Specifies the JFS fragment size in bytes. A file system fragment is the smallest unit of disk storage that can be allocated to a file. The default fragment size is 4096 bytes.
- `-o compress={ no | LZ }` Specifies data compression. If you do not want data to be compressed, set this option to `no`. Selecting compression requires a fragment size of 2048 or less.
- `-o nbpi={ 512 | 1024 | 2048 | 4096 | 8192 | 16384 | 32768 | 65536 | 131072 }` Specifies the number of bytes per i-node (**nbpi**). The **nbpi** is the ratio of file system size in bytes to the total number of i-nodes. The default **nbpi** value is 4096 bytes. The values 32768, 65536, and 131072 only apply to AIX Version 4.2 or later.

### Notes:

1. Only JFS file systems created with the default **ag**, **bf**, **compress**, **frag**, and **nbpi** values and a size of less than 2 gigabytes are recognized on an AIX Version 3.2 system. Furthermore, file systems created with an **ag** value greater than 8 is not recognized on an AIX Version 4.1 system much less an AIX Version 3.2 system.
2. The **ag**, **bf**, **compress**, **frag**, and **nbpi** attributes are set at file system creation and cannot be changed after the file system is successfully created. The **size** attribute defines the minimum file system size, and you cannot decrease it once the file system is created.
3. The root filesystem ( / ) cannot be compressed.
4. Some **nbpi** values and allocation group sizes are mutually exclusive. See "Understanding JFS Size Limitations" for information.

**-p Prototype** Specifies the name of the prototype file. Options specified on the command line override attributes in the prototype file.

**-s Size** Specifies the size of the file system in 512-byte blocks. See "Understanding JFS Size Limitations" for more information.

#### Notes:

1. The volume group in which the file system resides defines a maximum logical volume size and also limits the file system size.
2. The **-s Size** flag specifies the minimum file size and cannot be decreased after the file system has been successfully created.

**-v VolumeLabel** Specifies the volume label for the new file system.

**-V VfsName** Specifies the virtual file system (VFS) type. The VFS must have an entry in the **/etc/vfs** file.

## Examples

1. To specify the volume and file system name for a new file system, enter:

```
mkfs -lworks -vvol001 /dev/hd3
```

This command creates an empty file system on the **/dev/hd3** device, giving it the volume serial number **vol001** and file system name **works**. The new file system occupies the entire device. The file system has a default fragment size (4096 bytes) and a default nbpi ratio (4096).

2. To create a file system with nondefault attributes, enter:

```
mkfs -s 8192 -o nbpi=2048,frag=512 /dev/lv01
```

This command creates an empty 4MB file system on the **/dev/lv01** device with 512-byte fragments and 1 i-node for each 2048 bytes.

3. To create a large file enabled file system, enter:

```
mkfs -V jfs -o nbpi=131072,bf=true,ag=64 /dev/lv01
```

This creates a large file enabled JFS file system with an allocation group size of 64 megabytes and 1 inode for every 131072 bytes of disk. The size of the file system will be the size of the logical volume **lv01**.

## Files

**/etc/vfs** Contains descriptions of virtual file system types.

**/etc/filesystems** Lists the known file systems and defines their characteristics.



## Related Information

The **fsck** command, **mkproto** command, **proto** command.

The **ioctl** subroutine.

The **dir** file, **filesystems** file, **filsys.h** file.

File Systems Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Understanding Journaled File System Size Limitations in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

## mkgroup Command

### Purpose

Creates a new group.

### Syntax



**mkgroup** [ *-a* ] [ *-A* ] [ *Attribute=Value ...* ] *Group*

### Description

The **mkgroup** command creates a new group. The *Group* parameter must be a unique string of 8-byte or less and cannot be the **ALL** or **default** keywords. By default, the **mkgroup** command creates a standard group. To create an administrative group, specify the *-a* flag. You must be the root user or a user with GroupAdmin authorization to create an administrative group.

You can use the Web-based System Manager Users application (**wsm users** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkgroups** fast path to run this command.

### Restrictions on Creating Group Names

To prevent login inconsistencies, you should avoid composing group names entirely of uppercase alphabetic characters. While the **mkgroup** command supports multi-byte group names, it is recommended that you restrict group names to characters with the POSIX portable filename character set.

To ensure that your user database remains uncorrupted, you must be careful when naming groups. Group names must not begin with a *-* (dash), *+* (plus sign), *@* (at sign), or *~* (tilde). You cannot use the keywords **ALL** or **default** in a group name. Additionally, do not use any of the following characters within a group-name string:

- : Colon
- " Double quote
- # Pound sign
- , Comma
- = Equal sign
- \ Back slash
- / Slash
- ? Question mark
- ' Single quote
- ` Back quote

Finally, the *Name* parameter cannot contain any space, tab, or new-line characters.

## Flags

- a** Creates an administrative group. Only the root user can use this flag.
- A** Sets the group administrator to the person who invoked the **mkgroup** command.
- Attribute=Value** Initializes a group with a specific attribute. See the **chgroup** command for more information about the group attributes.

## Security

Access Control: This command should grant execute (x) access only to the root user and members of the security group. This command should be installed as a program in the trusted computing base (TCB). The command should be owned by the root user with the **setuid** (SUID) bit set.

Files Accessed:

| Mode | File                             |
|------|----------------------------------|
| rw   | /etc/passwd                      |
| rw   | /etc/security/user               |
| rw   | /etc/security/limits             |
| rw   | /etc/security/environ            |
| rw   | /etc/group                       |
| rw   | /etc/security/group              |
| r    | /usr/lib/security/mkuser.default |
| x    | /usr/lib/security/mkuser.sys     |

Auditing Events:

| Event       | Information |
|-------------|-------------|
| USER_Create | user        |

## Examples

1. To create a new group account called `finance`, enter:  

```
mkgroup finance
```
2. To create a new administrative group account called `payroll`, enter:  

```
mkgroup -a payroll
```

Only the root user can issue this command.
3. To create a new group account called `managers` and set yourself as the administrator, enter:  

```
mkgroup -A managers
```
4. To create a new group account called `managers` and set the list of administrators to `steve` and `mike`, enter:  

```
mkgroup adms=steve,mike managers
```

The users `steve` and `mike` must already exist on the system.

## Files

- /usr/bin/mkgroup** Contains the **mkgroup** command.
- /etc/group** Contains the basic attributes of groups.

**/etc/security/group** Contains the extended attributes of groups.

**/etc/passwd** Contains basic user information.

**/etc/security/passwd** Contains password information.

## Related Information

The **chgroup** command, **chgrpmem** command, **chuser** command, **lsgroup** command, **lsuser** command, **mkuser** command, **passwd** command, **pwdadm** command, **rmgroup** command, **rmuser** command, **setgroups** command, **setsenv** command.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Security Administration in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

## mkhosts Command

### Purpose

Generates the host table file.

### Syntax



```
/usr/sbin/mkhosts [-v] HostFile
```

### Description

The **mkhosts** command can be used to generate a hashed host database, using the filename specified by the *HostFile* parameter. It is not used if name resolution is performed by the **named** daemon. The host file is usually the **/etc/hosts** file, and in any case must be in the same format as the **/etc/hosts** file.

The **mkhosts** command generates database files named **hostfile.pag** and **hostfile.dir**. Updates to these files are built in a set of temporary files named **hostfile.new.pag** and **hostfile.new.dir**. The temporary files are copied into the database files only if the **hostfile.new.pag** and **hostfile.new.dir** files are built without errors.

The host file is used by one version of the **gethostbyaddr** and **gethostbyname** library routines for name resolution.

**Note:** The AIX version of the **gethostbyaddr** and **gethostbyname** library routines does not support the **hostfile.pag** and **hostfile.dir** files.

After creating the host file, you can edit it to include the desired host entries.

### Flags

**-v** Lists each host as it is added to the host file specified by the *HostFile* parameter.

### Examples

Use the following command to generate the **/etc/hosts.pag** and **/etc/hosts.dir** files:

```
mkhosts /etc/hosts
```

This command creates two host files called **/etc/hosts.pag** and **/etc/hosts.dir**.

### Files

**hostfile.pag** One of two files containing the real database for name resolution.  
**hostfile.dir** One of two files containing the real database for name resolution.  
**hostfile.new.pag** One of two files containing the temporary database for name resolution.  
**hostfile.new.dir** One of two files containing the temporary database for name resolution.

## Related Information

The **gettable** command, **htable** command.

The **named** daemon.

The **gethostbyname** subroutine, **gethostbyaddr** subroutine.

The **hosts** file format.

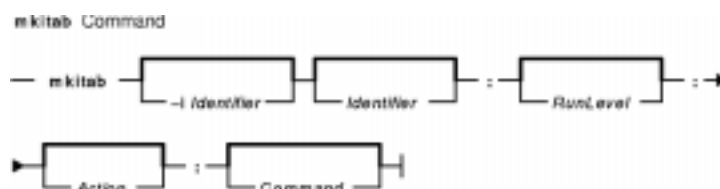
Naming in *AIX Version 4.3 System Management Guide: Communications and Networks*.

## mkinitab Command

### Purpose

Makes records in the `/etc/inittab` file.

### Syntax



```
mkinitab [-iIdentifier] { [Identifier] : [RunLevel] : [Action] : [Command] }
```

### Description

The **mkinitab** command adds a record to the `/etc/inittab` file. The `Identifier:RunLevel:Action:Command` parameter string specifies the new entry to the `/etc/inittab` file. You can insert a record after a specific record using the `-iIdentifier` flag. The command finds the field specified by the `Identifier` parameter and inserts the new record after the one identified by the `-iIdentifier` flag.

### Parameters

The `Identifier:RunLevel:Action:Command` parameter string specifies the record in the `/etc/inittab` file, as follows:

**Identifier** A 14-character parameter that uniquely identifies an object. The `Identifier` must be unique. If the `Identifier` is not unique, the command is unsuccessful. The `Identifier` cannot be changed; if you try to change it, the command is unsuccessful.

**RunLevel** A 20-character parameter defining the run levels in which the `Identifier` can be processed. Each process started by the **init** command can be assigned one or more run levels in which it can be started.

**Action** A 20-character parameter that informs the **init** command how to process the `Command` parameter that you specify. The **init** command recognizes the following actions:

- respawn** If the process identified in this record does not exist, start the process. If the process currently exists, do nothing and continue scanning the `/etc/inittab` file.
- wait** When the **init** command enters the run level specified for this record, start the process and wait for it to stop. While the **init** command is in the same run level, all subsequent reads of the `/etc/inittab` file ignore this object.
- once** When the **init** command enters the run level specified for this record, start the process, do not wait for it to stop and when it does stop do not restart the process. If the system enters a new run level while the process is running, the process is not restarted.
- boot** Read this record only when the system boots and reads the `/etc/inittab` file. The **init** command starts the process. Do not wait for the process to stop and when it does stop, do not restart the process. The run level for this process should be the default, or it must match the run level specified by the **init** command at startup time.
- bootwait** Read this record only when the system boots and reads the `/etc/inittab` file. The **init** command starts the process. Wait for it to stop, and when it does stop, do not

restart the process.

- powerfail** Start the process identified in this record only when the **init** command receives a **SIGPWR** power fail signal.
- powerwait** Start the process identified in this record only when the **init** command receives a **SIGPWR** power fail signal, and wait until it stops before continuing to process the **/etc/inittab** file.
- off** If the process identified in this record is currently running, send the warning signal **SIGTERM** and wait 20 seconds before sending the **SIGKILL** kill signal. If the process is nonexistent, ignore this line.
- hold** When the process identified in this record is terminated, do not start a new one. The **hold** action can only be activated by the **phold** command.
- ondemand** Functionally identical to **respawn**. If the process identified in this record does not exist, start the process. If the process currently exists, do nothing and continue scanning the **/etc/inittab** file. Specify this action to perform the **respawn** action when using **a**, **b**, or **c** run levels.
- initdefault** A line with this action is processed only when the **init** command is originally invoked. The **init** command uses this line to determine which run level to originally enter. The command does this by taking the highest run level specified in the *RunLevel* parameter and using that as the command's initial state. If the *RunLevel* parameter is empty, its value is interpreted as 0123456789, and the **init** command enters a run level of **9**. If the **init** command does not find an **initdefault** line in the **inittab** file, it requests an initial run level from the operator at initial program load (IPL) time.
- sysinit** Start the process identified in this record before the **init** command tries to access the console. For example, you might use this to initialize devices.

**Attention:** To avoid possible corruption of system files, the **stdin**, **stdout**, and **stderr** files must be specified in the *Command* parameter with redirection, or they must be explicitly opened by the program being run by the command line.

*Command* A 1024-character field specifying the shell command.

## Flags

**-i Identifier** Specifies which record in the **/etc/inittab** file the new record follows.

## Examples

1. To add a new record to the **/etc/inittab** file, telling the **init** command to handle a login on **tty2**, enter:  

```
mkitab "tty002:2:respawn:/usr/sbin/getty /dev/tty2"
```
2. To add a new record to the **/etc/inittab** file, telling the **init** command to execute the **/etc/rc.tcpip** file after the **/usr/sbin/srcmstr** file is started, enter:  

```
mkitab -i srcmstr "rctcpip:2:wait:/etc/rc.tcpip > /dev/console"
```
3. To add a new record to the **/etc/inittab** file, telling the **init** command to execute the **/etc/rc** file and send its output to the boot log, enter:  

```
mkitab ((rc:2:wait:/etc/rc 2>&1 | alog -tboot > /dev/console))
```

## Files

**/etc/inittab** Contains the **mkitab** command.



## Related Information

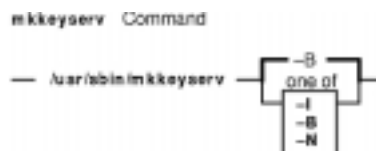
The **chitab** command, **lsitab** command, **rmitab** command, **init** command.

## mkkeysserv Command

### Purpose

Uncomments the entry in the `/etc/rc.nfs` file for the **keysserv** daemon and invokes the daemon by using the **startsrc** command.

### Syntax



`/usr/sbin/mkkeysserv [ -I | -B | -N ]`

### Description

The **mkkeysserv** command uncomments the entry in the `/etc/rc.nfs` file for the **keysserv** daemon. The **mkkeysserv** command starts the daemon by using the **startsrc** command.

You can use the Web-based System Manager File Systems application (**wsm fs** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkkeysserv** fast path to run this command.

### Flags

- I** Uncomments the entry in the `/etc/rc.nfs` file to start the **keysserv** daemon on the next system restart.
- B** Uncomments the entry in the `/etc/rc.nfs` file to start the **keysserv** daemon and uses the **startsrc** command to start the **keysserv** daemon. This flag is the default.
- N** Uses the **startsrc** command to start the **keysserv** daemon. This flag does not change the `/etc/rc.nfs` file.

### Examples

To modify the `/etc/rc.nfs` file to invoke the **keysserv** daemon on the next system restart, enter:

```
mkkeysserv -I
```

### Files

`/etc/rc.nfs` Contains the startup script for the NFS and NIS daemons.

### Related Information

The **smit** command, **startsrc** command.

The **keysserv** daemon.

System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

How to Start and Stop the NIS Daemons in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide* and How to Export a File System Using Secure NFS in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

NIS Reference.

## mklost+found Command

### Purpose

Creates a lost and found directory for the **fsck** command.

### Syntax

```
mklost+found Command
— mklost+found —
```

### mklost+found

### Description

The **mklost+found** command creates a lost and found directory in the current directory. A number of empty files are created within the lost and found directory and then removed so that there are empty slots for the **fsck** command. The **fsck** command reconnects any orphaned files and directories by placing them in the lost and found directory with an assigned i-node number. The **mklost+found** command is not normally needed, since the **fsck** command automatically creates the lost and found directory when a new file system is created.

### Examples

To make a lost+found directory for the **fsck** command, enter:

```
mklost+found
```

### Files

**/usr/sbin/mklost+found** Contains the **mklost+found** command.

### Related Information

The **fsck** command, **mkfs** command.

The Directory Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

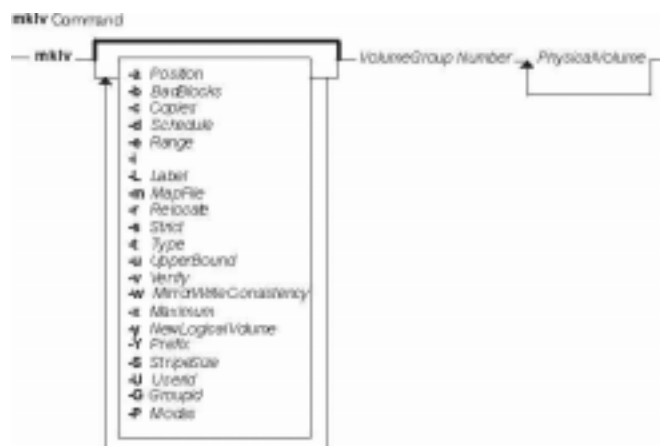
The Files Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

## mklv Command

### Purpose

Creates a logical volume.

### Syntax



```

mklv [-a Position] [-b BadBlocks] [-c Copies] [-d Schedule] [-e Range] [-i] [-L Label] [-m
MapFile] [-r Relocate] [-s Strict] [-t Type] [-u UpperBound] [-v Verify] [-w
MirrorWriteConsistency] [-x Maximum] [-y NewLogicalVolume | -Y Prefix] [-SStripeSize] [
-Uuserid] [-GGroupid] [-PModes] VolumeGroup Number [PhysicalVolume ...]

```

### Description

The **mklv** command creates a new logical volume within the *VolumeGroup*. For example, all file systems must be on separate logical volumes. The **mklv** command allocates the number of logical partitions to the new logical volume. If you specify one or more physical volumes with the *PhysicalVolume* parameter, only those physical volumes are available for allocating physical partitions; otherwise, all the physical volumes within the volume group are available.

The default settings provide the most commonly used characteristics, but use flags to tailor the logical volume to the requirements of your system. Once a logical volume is created, its characteristics can be changed with the **chlv** command.

The default allocation policy is to use a minimum number of physical volumes per logical volume copy, to place the physical partitions belonging to a copy as contiguously as possible, and then to place the physical partitions in the desired region specified by the **-a** flag. Also, by default, each copy of a logical partition is placed on a separate physical volume.

The **-m** flag specifies exact physical partitions to be used when creating the logical volume.

If the *volume group* in which the logical volume is being created is in big vg format, **U**, **G**, and **P** flags can be used to set the ownership, group, and permissions respectively, of the special device files. Only root user will be able to set these values. If the *volume group* is exported, these values can be restored upon import if **R** flag is specified with **importvg** command.

Physical partitions are numbered starting at the outermost edge with number one.

**Notes:**

1. Changes made to the logical volume are not reflected in the file systems. To change file system characteristics use the **chfs** command.
2. Each logical volume has a control block. This logical volume control block is the first few hundred bytes within the logical volume. Care has to be taken when reading and writing directly to the logical volume to allow for the control block. Logical volume data begins on the second 512-byte block.
3. A mirrored, or copied, logical volume is not supported as the active dump device. System dump error messages will not be displayed, and any subsequent dumps to a mirrored logical volume will fail.
4. To use this command, you must either have root user authority or be a member of the **system** group.
5. When creating a striped logical volume using the **-S** flag, you must specify two or more physical volumes or use the **-u** flag.
6. When creating a striped logical volume, the number of partitions must be an even multiple of the striping width.
7. To create a striped logical volume with more than one copy, all active nodes should be at least AIX Version 4.3.3 or later when the volume group is in the concurrent mode.

You can use the Web-based System Manager Volumes application (**wsm lvm** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mklv** fast path to run this command.

**Flags**

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-aPosition</b>  | <p>Sets the intra-physical volume allocation policy (the position of the logical partitions on the physical volume). The <i>Position</i> variable can be one of the following:</p> <ul style="list-style-type: none"> <li><b>m</b> Allocates logical partitions in the outer middle section of each physical volume. This is the default position.</li> <li><b>c</b> Allocates logical partitions in the center section of each physical volume.</li> <li><b>e</b> Allocates logical partitions in the outer edge section of each physical volume.</li> <li><b>ie</b> Allocates logical partitions in the inner edge section of each physical volume.</li> <li><b>im</b> Allocates logical partitions in the inner middle section of each physical volume.</li> </ul> |
| <b>-bBadBlocks</b> | <p>Sets the bad-block relocation policy. The <i>Relocation</i> variable can be one of the following:</p> <ul style="list-style-type: none"> <li><b>y</b> Causes bad-block relocation to occur. This is the default.</li> <li><b>n</b> Prevents bad-block relocation from occurring.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>-cCopies</b>    | <p>Sets the number of physical partitions allocated for each logical partition. The <i>Copies</i> variable can be set to a value from 1 to 3; the default is 1.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>-dSchedule</b>  | <p>Sets the scheduling policy when more than one logical partition is written. The <i>Schedule</i> variable can be one of the following:</p> <ul style="list-style-type: none"> <li><b>p</b> Establishes a parallel scheduling policy. This is the default for scheduling policy.</li> <li><b>s</b> Establishes a sequential scheduling policy.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>-eRange</b>     | <p>Sets the inter-physical volume allocation policy (the number of physical volumes to extend across, using the volumes that provide the best allocation). The <i>Range</i> value is limited by the <i>UpperBound</i> variable, (set with the <b>-u</b> flag)</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |

and can be one of the following:

**x** Allocates across the maximum number of physical volumes.

**m** Allocates logical partitions across the minimum number of physical volumes. This is the default range.

- GGroupid** Specifies group ID for the logical volume special file.
- i** Reads the *PhysicalVolume* parameter from standard input. Use the **-i** flag only when *PhysicalVolume* is entered through standard input.
- L** Sets the logical volume label. The default label is **None**. The maximum size of the label file is 127 characters.
  - Note:** If the logical volume is going to be used as a journaled file system (JFS), then the JFS will use this field to store the mount point of the file system on that logical volume for future reference.
- mMapFile** Specifies the exact physical partitions to allocate. Partitions are used in the order given in the *MapFile* parameter. Used partitions in the *MapFile* parameter are not legal, since the new logical volume cannot occupy the same physical space as a previously allocated logical volume. All physical partitions belonging to a copy are allocated before allocating for the next copy of the logical volume. The *MapFile* parameter format is: *PVname* : *PPnum1* [ -*PPnum2* ] . In this example, *PVname* is a physical volume name (for example, *hdisk0*) as specified by the system. It is one record per physical partition or a range of consecutive physical partitions. *PPnum* is the physical partition number.
  - PVname* Name of the physical volume as specified by the system.
  - PPnum* Physical partition number.
- PModes** Specifies permissions (file modes) for the logical volume special file.
- rRelocate** Sets the reorganization relocation flag. For striped logical volumes, the *Relocate* parameter must be set to **n** (the default for striped logical volumes). The *Relocate* parameter can be one of the following:
  - y** Allows the logical volume to be relocated during reorganization. This is the default for relocation.
  - n** Prevents the logical volume from being relocated during reorganization.
- sStrict** Determines the strict allocation policy. Copies of a logical partition can be allocated to share or not to share the same physical volume. The *Strict* parameter is represented by one of the following:
  - y** Sets a strict allocation policy, so copies for a logical partition cannot share the same physical volume. This is the default for allocation policy.
  - n** Does not set a strict allocation policy, so copies for a logical partition can share the same physical volume.
  - s** Sets a super strict allocation policy, so that the partitions allocated for one mirror cannot share a physical volume with the partitions from another mirror.
- SStripeSize** Specifies the number of bytes per striped. Must be a power of two, between 4K and 128K , for example 4K, 8K, 16K, 32K, 64K, or 128K.
  - Note:** The **-d**, **-e**, **-m**, and **-s** flags are not valid when creating a striped logical volume using the **-S** flag.
- tType** Sets the logical volume type. The standard types are **jfs** (file systems), **jfslog** (journal file system logs), and **paging** (paging spaces), but a user can define other logical volume types with this flag. You cannot create a striped logical volume of type **boot**. The default is **jfs**. If a log is manually created for a filesystem, the user must run the **logform** command to clean out the new **jfslog** before the log can be used. For example, to format the logical volume *logdev*, enter:
  - `logform /dev/logdev`

where `/dev/logdev` is the absolute path to the logical volume.

- `-U`*Userid* Specifies user ID for logical volume special file.
- `-u`*UpperBound* Sets the maximum number of physical volumes for new allocation. The value of the *Upperbound* variable should be between one and the total number of physical volumes. When using striped logical volumes or super strictness the upper bound indicates the maximum number of physical volumes allowed for each mirror copy.  
**Note:** When creating a superstrict logical volume you must specify physical volumes or use the `-u` flag.
- `-v`*Verify* Sets the write-verify state for the logical volume. Causes (**y**) all writes to the logical volume to either be verified with a follow-up read, or prevents (**n**) the verification of all writes to the logical volume. The *Verify* parameter is represented by one of the following:
  - n** Prevents the verification of all write operations to the logical volume. This is the default for the `-v` flag.
  - y** Causes the verification of all write operations to the logical volume.
- `-w`*MirrorWriteConsistency* **y** Turns on mirror write consistency, which insures data consistency among mirrored copies of a logical volume during normal I/O processing.  
**n** No mirror write consistency. See the `-f` flag of the `syncvg` command.
- `-x`*Maximum* Sets the maximum number of logical partitions that can be allocated to the logical volume. The default value is 512. The number represented by the *Number* parameter must be equal to or less than the number represented by the *Maximum* variable. The maximum number of logical partitions per logical volume is 32,512.
- `-y`*NewLogicalVolume* Specifies the logical volume name to use instead of using a system-generated name. Logical volume names must be unique systemwide name, and can range from 1 to 15 characters. If the *volume group* is varied on in concurrent mode, the new name should be unique across all the concurrent nodes the *volume group* is varied on. The name cannot begin with a prefix already defined in the **PdDv** class in the Device Configuration Database for other devices.
- `-Y`*Prefix* Specifies the *Prefix* to use instead of the prefix in a system-generated name for the new logical volume. The prefix must be less than or equal to 13 characters. The name cannot begin with a prefix already defined in the **PdDv** class in the Device Configuration Database for other devices, nor be a name already used by another device.

## Examples

1. To make a logical volume in volume group `vg02` with one logical partition and a total of two copies of the data, enter:  

```
mklv -c 2 vg02 1
```
2. To make a logical volume in volume group `vg03` with nine logical partitions and a total of three copies spread across a maximum of two physical volumes, and whose allocation policy is not strict, enter:  

```
mklv -c 3 -u 2 -s n vg03 9
```
3. To make a logical volume in `vg04` with five logical partitions allocated across the center sections of the physical volumes when possible, with no bad-block relocation, and whose type is paging, enter:  

```
mklv -a c -t paging -b n vg04 5
```
4. To make a logical volume in `vg03` with 15 logical partitions chosen from physical volumes `hdisk5`, `hdisk6`, and `hdisk9`, enter:  

```
mklv vg03 15 hdisk5 hdisk6 hdisk9
```



5. To make a striped logical volume in `vg05` with a stripe size of 64K across 3 physical volumes and 12 logical partitions, enter:  

```
mklv -u 3 -S 64K vg05 12
```
6. To make a striped logical volume in `vg05` with a stripe size of 8K across `hdisk1`, `hdisk2`, and `hdisk3` and 12 logical partitions, enter:  

```
mklv -S 8K vg05 12 hdisk1 hdisk2 hdisk3
```

## Files

**/usr/sbin** Directory where the **mklv** command resides.

**/tmp** Directory where the temporary files are stored while the command is running.

**/dev** Directory where the character and block device entries for the logical volume are created.

## Related Information

The **chfs** command, **chlv** command, **chpv** command, **extendlv** command, **mklvcopy** command, **rmlvcopy** command, **syncvg** command.

The Logical Volume Storage Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

The System Management Interface Tool (SMIT) Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

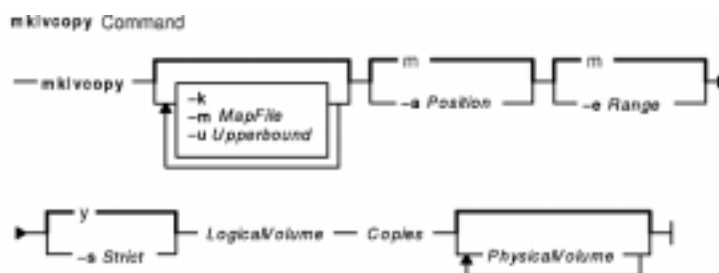
*AIX HACMP/6000 Concepts and Facilities*.

## mklvcopy Command

### Purpose

Provides copies of data within the logical volume.

### Syntax



```

mklvcopy [-aPosition] [-eRange] [-k] [-mMapFile] [-sStrict] [-uUpperBound]
LogicalVolume Copies [PhysicalVolume...]

```

### Description

The **mklvcopy** command increases the number of copies in each logical partition in *LogicalVolume*. This is accomplished by increasing the total number of physical partitions for each logical partition to the number represented by *Copies*. The *LogicalVolume* parameter can be a logical volume name or logical volume ID. You can request that the physical partitions for the new copies be allocated on specific physical volumes (within the volume group) with the *PhysicalVolume* parameter; otherwise, all the physical volumes within the volume group are available for allocation.

The logical volume modified with this command uses the *Copies* parameter as its new **copy** characteristic. The data in the new copies are not synchronized until one of the following occurs: the **-k** option is used, the volume group is activated by the **varyonvg** command, or the volume group or logical volume is synchronized explicitly by the **syncvg** command. Individual logical partitions are always updated as they are written to.

The default allocation policy is to use minimum numbering of physical volumes per logical volume copy, to place the physical partitions belong to a copy as contiguously as possible, and then to place the physical partitions in the desired region specified by the **-a** flag. Also, by default, each copy of a logical partition is placed on a separate physical volume.

#### Notes:

1. To use this command, you must either have root user authority or be a member of the **system** group.
2. To create a copy of a striped logical volume, all active nodes using the volume group must be at least AIX Version 4.3.3 or later. Older versions of AIX will not be able to use the volume group after a mirror copy has been added to the striped logical volume.

You can use the Web-based System Manager Volumes application (**wsm lvm** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mklvcopy** fast path to run this command.

## Flags

**Note:** The **-e**, **-m**, **-s**, and **-u** flags are not valid with a striped logical volume.

- aPosition** Sets the intra-physical volume allocation policy (the position of the logical partitions on the physical volume). The *Position* variable can be one of the following:
- m** Allocates logical partitions in the outer middle section of each physical volume. This is the default position.
  - c** Allocates logical partitions in the center section of each physical volume.
  - e** Allocates logical partitions in the outer edge section of each physical volume.
  - ie** Allocates logical partitions in the inner edge section of each physical volume.
  - im** Allocates logical partitions in the inner middle section of each physical volume.
- eRange** Sets the inter-physical volume allocation policy (the number of physical volumes to extend across, using the volumes that provide the best allocation). The *Range* value is limited by the *Upperbound* variable (set with the **-u** flag), and can be one of the following:
- x** Allocates across the maximum number of physical volumes.
  - m** Allocates logical partitions across the minimum number of physical volumes. This is the default for the **-e** flag.
- k** Synchronizes data in the new partitions.
- mMapFile** Specifies the exact physical partitions to allocate. Partitions are used in the order given by the file designated by the *MapFile* parameter. Used partitions in the file are skipped. All physical partitions belonging to a copy are allocated before allocating for the next copy. The *MapFile* format is:
- ```
PVname : PPnum1 [ -PPnum2 ]
```
- where *PVname* is a physical volume name (for example, `hdisk0`). It is one record per physical partition or a range of consecutive physical partitions.
- PVname Name of the physical volume as specified by the system.
- PPnum Physical partition number.
- sStrict** Determines the strict allocation policy. Copies of a logical partition can be allocated to share or not to share the same physical volume. The *Strict* variable is represented by one of the following:
- y** Sets a strict allocation policy, so copies for a logical partition cannot share the same physical volume. flag.
 - n** Does not set a strict allocation policy, so copies for a logical partition can share the same physical volume.
 - s** Sets a super strict allocation policy, so that the partitions allocated for one mirror cannot share a physical volume with the partitions from another mirror.
- Note:** When changing a non superstrict logical volume to a superstrict logical volume you must specify physical volumes or use the **-u** flag.
- uUpperBound** Sets the maximum number of physical volumes for new allocation. The value of the *Upperbound* variable should be between one and the total number of physical volumes. The default is the total total number of physical volumes in the volume group. When using striped logical volumes or super strictness the upper bound indicates the maximum number of physical volumes allowed for each mirror copy.

Example

To add physical partitions to the logical partitions in the logical volume `lv01`, so that a total of three copies exists for each logical partition, enter:

```
mklvcopy lv01 3
```

The logical partitions in the logical volume represented by directory `lv01` have three copies.

Files

`/usr/sbin/mklvcopy` Contains the **mklvcopy** command.

Related Information

The **chlv** command, **lslv** command, **mklv** command, **syncvg** command, **varyonvg** command.

The Logical Volume Storage Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

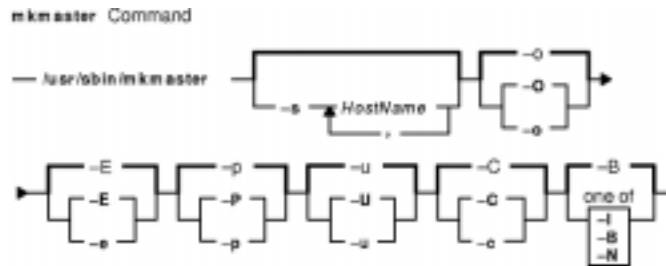
The System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

mkmaster Command

Purpose

Executes the **ypinit** command and starts the NIS daemons to configure a master server.

Syntax



```
/usr/sbin/mkmaster [-s HostName [ ,HostName ... ] ] [-O | -o ] [-E | -e ] [-P|-p ] [-U] -u ] [-C|-c ]
[-I|-B| -N ]
```

Description

The **mkmaster** command invokes the **ypinit** command to build the NIS maps for the current domain, if the domain name of the system is currently set. After the **ypinit** command completes successfully, the **mkmaster** command uncomments the entries in the `/etc/rc.nfs` file for the **ypserv** command, **ypasswdd** command, **ypupdated** command, and **ypbind** command.

You can use the Web-based System Manager File Systems application (**wsm fs** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkmaster** fast path to run this command.

Flags

- `-sHostName [,HostName ...]` Specifies the slave host names for this master server. These slave hosts must be configured after the master server has been configured. The **mkmaster** command automatically adds the current host to this list.
- `-O` Overwrites existing maps for this domain.
- `-o` Prevents the overwriting of existing maps for this domain. This flag is the default.
- `-E` Prevents further action if errors are encountered while building new maps. This is true for both the **ypinit** command and the **mkmaster** command. This flag is the default.
- `-e` Does not exit from the **ypinit** command and the **mkmaster** command if errors are encountered.
- `-P` Starts the **ypasswdd** daemon along with the **ypserv** daemon.
- `-p` Suppresses the start of the **ypasswdd** daemon. This flag is the default.
- `-U` Starts the **ypupdated** daemon along with the **ypserv** daemon.
- `-u` Suppresses the start of the **ypupdated** daemon. This flag is the default.
- `-C` Starts the **ypbind** daemon along with the **ypserv** daemon. This flag is the default.

- c** Suppresses the start of the **ypbind** daemon.
- I** Directs the **mkmaster** command to change the **/etc/rc.nfs** file to start the appropriate daemons on the next system restart. The execution of the **ypinit** command occurs when this command is invoked.
- B** Executes the **ypinit** command, uncomments the entries in the **/etc/rc.nfs** file, and starts the daemons. This flag is the system default.
- N** Executes the **ypinit** command and starts the appropriate daemons without changing the **/etc/rc.nfs** file.

Example

To execute the **ypinit** command, overwrite any existing maps for the current domain, and make `host1` and `host3` slave servers, enter:

```
mkmaster -s host1,host3 -O -p -u -B
```

This command will not start the **ypasswdd** daemon or the **ypupdated** daemon.

Files

/var/yp/domainname directory Contains the NIS maps for the NIS domain.

/etc/rc.nfs Contains the startup script for the NFS and NIS daemons.

Related Information

The **chmaster** command, **rmyp** command, **smit** command, **ypinit** command.

The **ypbind** daemon, **ypasswdd** daemon, **ypserv** daemon, **ypupdated** daemon.

System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

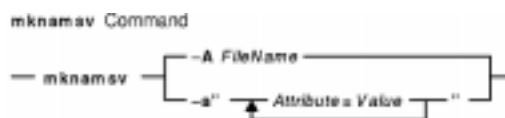
NIS Reference.

mknamsv Command

Purpose

Configures TCP/IP-based name service on a host for a client.

Syntax



```
mknamsv { -a "Attribute=Value ..." | -A FileName }
```

Description

The **mknamsv** high-level command configures a TCP/IP instance to use a name server. It calls the **namerslv** low-level command to configure the **resolv.conf** file appropriately.

You can use the Web-based System Manager Devices application (**wsm devices** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mknamerslv** fast path to run this command.

Flags

- A FileName** Specifies the name of the file containing **named** daemon initialization information.
- a "Attribute=Value..."** Specifies a list of attributes with corresponding values to be used for updating the **named** server initialization files in the database. Attributes available are:
 - Domain* Domain name
 - NameServer* Internet address of name server in dotted decimal format

Examples

1. To configure the name server initialization files, enter the command in the following format:

```
mknamsv -a"domain=austin.century.com nameserver=192.9.200.1"
```

In this example the domain name and name server address are updated. The previous domain and name server are overwritten.

2. To configure name server initialization files according to information in another file, enter the command in the following format:

```
mknamsv -A namsv.file
```

In this example, the file that contains the configuration information is `namsv.file`.

Files

/etc/resolv.conf Contains DOMAIN name server information for local resolver routines.

Related Information

The **namerslv** command.

Naming in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Configuring Name Servers in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

The SMIT Interface for TCP/IP in *AIX Version 4.3 System Management Guide: Communications and Networks*.

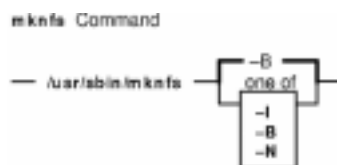
System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

mknfs Command

Purpose

Configures the system to run NFS.

Syntax



`/usr/sbin/mknfs [-I | -N | -B]`

Description

The **mknfs** command configures the system to run the Network File System (NFS) daemons. The **mknfs** command adds an entry to the **inittab** file so that the **/etc/rc.nfs** file is executed on system restart.

Flags

- B** Adds an entry to the **inittab** file to execute the **/etc/rc.nfs** file on system restart. The **mknfs** command also executes the **/etc/rc.nfs** file immediately to start the NFS daemons. This flag is the default.
- I** Adds an entry to the **inittab** file to execute the **/etc/rc.nfs** file on system restart.
- N** Starts the **/etc/rc.nfs** file to start the NFS daemons immediately. When started this way, the daemons run until the next system restart.

Files

- inittab** Controls the initialization process of the system.
- /etc/rc.nfs** Contains the startup script for the NFS and NIS daemons.

Related Information

The **chnfs** command, **mknfsexp** command, **mknfsmnt** command, **rmnfs** command.

NFS Installation and Configuration in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

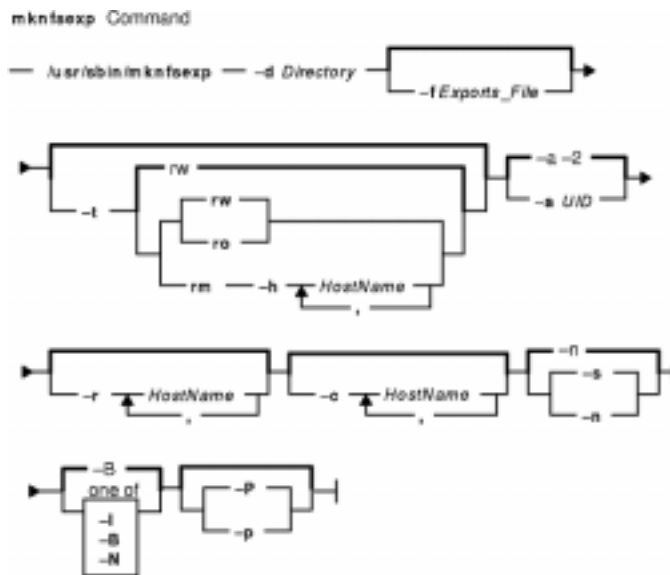
List of NFS Commands.

mknfsexp Command

Purpose

Exports a directory to NFS clients.

Syntax



```
/usr/sbin/mknfsexp-d Directory [ -fExports_File ] [-t [ rw | ro | rm -h HostName [ , HostName ... ] ] ]
[ -a UID ] [ -r HostName [ , HostName ... ] ] [ -c HostName [ , HostName ... ] ] [ -s | -n ] [ -I | -B | -N ] [
-P | -p ]
```

Description

The **mknfsexp** command takes the flags and parameters specified and constructs a line that is syntactically correct for the **/etc/exports** file. If this command is invoked with the **-B** flag, an entry will be added to the **/etc/exports** file and the **exportfs** command is invoked to export the directory specified. Alternatively, the **-I** flag adds an entry to the **exports** file and does not export the directory, or the **-N** flag does not add an entry to the **exports** file but does export the directory.

Flags

- d***Directory* Specifies the directory that is to be exported or changed.
- f***Exports_File* Specifies the full path name of the exports file to use if other than the **/etc/exports** file.
- t** *Type* Specifies whether the directory is read-write, read-only, or read-mostly. The possible values for the *Type* variable are:
 - rw** Exports the read-write directory. This is the system default.
 - ro** Exports the read-only directory.
 - rm** Exports the read-mostly directory. If chosen, the **-h** flag must be used to specify the hosts that have read-write permission.
- h***HostName* [, *HostName*] ... Specifies which hosts have read-write access to the directory. This option is valid only when the exported file is to be read-mostly.

- aUID** Uses the UID variable as the effective user ID only if a request comes from an unknown user. The default value of this option is -2.
Note: Root users (UID 0) are always considered unknown by the NFS server, unless they are included in the root option. Setting the value of UID to -1 disables anonymous access.
- r HostName [,HostName] ...** Gives root users on the specified hosts access to the directory. The default is for no hosts to be granted root access.
- cHostName [,HostName] ...** Gives mount access to each of the clients listed. A client can either be a host or a netgroup. The default is to allow all hosts access.
- s** Requires clients to use a more secure protocol when accessing the directory.
- n** Does not require the client to use the more secure protocol. This flag is the default.
- B** Adds an entry to the **/etc/exports** file and the **exportfs** command is executed to export the directory. This flag is the default.
- I** Adds an entry to the **/etc/exports** file so that the next time the **exportfs** command is run during system restart, the directory will be exported.
- N** Does not add an entry to the **/etc/exports** file but the **exportfs** command is run with the correct parameters so that the directory is exported.
- P** Specifies that the exported directory is to be a public directory. This flag only applies to AIX Version 4.2.1 or later.
- p** Specifies that the exported directory is not a public directory. This flag only applies to AIX Version 4.2.1 or later.

Examples

1. To export a directory with read-only permission, enter:

```
mknfsexp -d /usr -t ro
```

In this example, the `mknfsexp` command exports the `/usr` directory with read-only permission.

2. To export a directory with read-mostly permission and a secure protocol to specific hosts, enter:

```
mknfsexp -d /home/guest -t rm -h bighost,littlehost -s
```

In this example the `mknfsexp` command exports the `/home/guest` directory with read-mostly permission, using more secure protocol.

3. To export a directory with read-write permission to a specific netgroup and specific hosts, and to make the export effective on the next system restart, enter:

```
mknfsexp -d /usr -t rw -c host1,host3,grp3 -I
```

In the above example, the `mknfsexp` command exports the `/usr` directory and gives read and write permission to `host1`, `host2`, and `grp3`. The `-I` flag makes this change effective on the next system restart.

4. To export a directory with read-only permission to an exports file other than **/etc/exports**, enter:

```
mknfsexp -d /usr -t ro -f /etc/exports.other
```

In the above example, the `mknfsexp` command exports the `/usr` directory with read-only permission to the `/etc/exports.other` file.

Files

/etc/exports Lists the directories that the server can export.

Related Information

The **chnfsexp** command, **exportfs** command, **rmnfsexp** command.

NFS Installation and Configuration, and Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

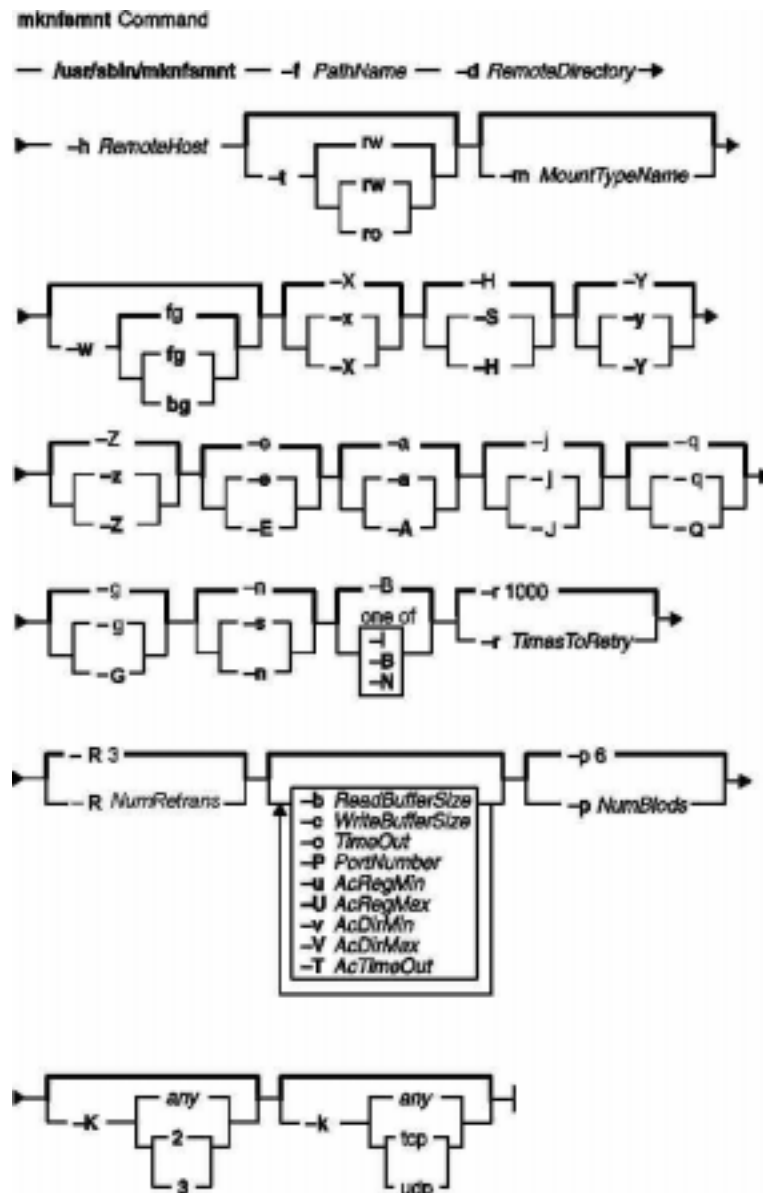
List of NFS Commands.

mknfsmnt Command

Purpose

Mounts a directory from an NFS server.

Syntax



```

/usr/sbin/mknfsmnt -f PathName -d RemoteDirectory -h RemoteHost [ -t { rw | ro } ] [ -m
MountTypeName ] [ -w { fg | bg } ] [ -X | -x ] [ -S | -H ] [ -Y | -y ] [ -Z | -z ] [ -e | -E ] [ -a | -A ] [ -j | [
-J ] [ -q | [ -Q ] [ -g | [ -G ] [ -s | -n ] [ -I | -B | -N ] [ -r TimesToRetry ] [ -R NumRetrans ] [ -b
ReadBufferSize ] [ -c WriteBufferSize ] [ -o TimeOut ] [ -P PortNumber ] [ -u AcRegMin ] [ -U AcRegMax
] [ -v AcDirMin ] [ -V AcDirMax ] [ -T AcTimeOut ] [ -p NumBiods ] [ -K { any | 2 | 3 } ] [ -k { any | tcp |
udp } ] ]

```

Description

The **mknfsmnt** command constructs an entry that will be appended to the **/etc/filesystems** file, thus making a file system available for mounting. If the mount is to be permanent, this entry will remain. If the mount is temporary, the flags will be used directly for the **mount** command. If the mount is soft, the system returns an error if the server does not respond. If the mount is hard, the client continues trying until the server responds. The hard mount is the default.

Flags

- A** The **/etc/filesystems** entry for this file system will specify that it should be automatically mounted at system restart.
- a** The **/etc/filesystems** entry for this file system will specify that it should not be automatically mounted at system restart. This is the default.
- B** Adds an entry to the **/etc/filesystems** file and attempts to mount the file system. This flag is the default.
- b** *ReadBufferSize* Indicates the size of the read buffer in bytes specified by the *ReadBufferSize* variable.
- c** *WriteBufferSize* Indicates the size of the write buffer in bytes specified by the *WriteBufferSize* variable.
- d** *RemoteDirectory* Specifies the directory that is mounted on the path name specified.
- E** Allows keyboard interrupts on hard mounts.
- e** Prevents keyboard interrupts on hard mounts. This is the default.
- f** *PathName* Specifies the mount point for the remote directory.
- G** Directs any file or directory created on the file system to inherit the group ID of the parent directory.
- g** Does not direct new files or directories created on the file system to inherit the group ID of the parent directory. This is the default.
- H** Creates a hard mount, which causes the client to continue retrying until the server responds. This is the default.
- h** *RemoteHost* Specifies the NFS server that is exporting the directory.
- I** Causes an entry to be added to the **/etc/filesystems** file. The directory is not mounted.
- J** Indicates that **acls** are used on this mount.
- j** Indicates that **acls** are not used on this mount. This is the default.
- K** Specifies the NFS version used for this NFS mount. This flag only applies to AIX Version 4.2.1 or later. Options are:
 - any* Uses the mount command to determine the correct match, first attempting the highest NFS version available.
 - 2 Specifies NFS Version 2.
 - 3 Specifies NFS Version 3.
- k** Specifies the transport protocol used for the mount. This flag only applies to AIX Version 4.2.1 or later. Options are:
 - any* Uses the mount command to select the protocol to use. TCP protocol is the preferred protocol.
 - tcp* Specifies the TCP protocol.
 - udp* Specifies the UDP protocol.
- m** *MountTypeName* Specifies the type of file system to mount. File system types are specified in the **/etc/filesystems** file with the **type** variables. When the **mount -tMountTypeName** command is issued, all of the currently unmounted file systems with a type equal to the *MountTypeName* are mounted.
- N** Mounts the directory with the options specified but does not modify the **/etc/filesystems** file.

- n** Instructs the mount not to use a more secure protocol. This flag is the default.
- oTimeOut** Indicates the length of the NFS timeout in tenths of a second as specified by the *TimeOut* variable.
- PPortNumber** Indicates the Internet Protocol port number for the server.
- p NumBiods** Specifies the number of **bioid** daemons that are allowed to work on a particular file system. The **bioid** daemons handle client requests and the default number of daemons is 6 (six).
- Q** Requests that no posix pathconf information be exchanged and made available on an NFS Version 2 mount. Requires a mount Version 2 **rpc.mountd** at the NFS server.
- q** Specifies that no posix pathconf information is exchanged if mounted as an NFS Version 2 mount. This is the default.
- rTimesToRetry** Indicates the number of times to retry a mount. The default is 1000.
- R NumRetrans** Specifies, for a soft mount, the number of times that a request is to be transmitted if it is not acknowledged by the server. If the request goes unacknowledged after *NumRetrans* transmissions, the client gives up on the request. If this flag is not specified, the default value of 3 is used.
- S** Creates a soft mount, which means the system returns an error if the server does not respond.
- s** Instructs the mount to use a more secure protocol.
- TAcTimeOut** Sets minimum and maximum times allowed for regular files and directories to the number of seconds specified by the *Actimeo* variable. If this flag is specified, the other cached attribute times are overridden.
- tType** Specifies that the directory is either read–write or read–only.
rw Mounts the directory read–write. This type is the default for the system.
ro Mounts the directory read–only.
- UAcRegMax** Holds cached attributes for no more than the number of seconds specified by the *AcRegMax* variable after file modification.
- uAcRegMin** Holds cached attributes for at least the number of seconds specified by the *AcRegMin* variable after file modification.
- VAcDirMax** Holds cached attributes for no more than the number of seconds specified by the *AcDirMax* variable after directory update.
- vAcDirMin** Holds cached attributes for at least the number of seconds specified by the *AcDirMin* variable after directory update.
- wLocation** Indicates where the mount should be attempted. The *Location* variable can have one of the following values:
fg Attempts the mount in the foreground. This is the default value.
bg Attempts the mount in the background. If background is specified and the attempt to mount the directory fails, the mount will be retried in the background.
- x** Specifies that the server does not support long device numbers.

 Use this flag when mounting from an NFS server that does not correctly handle device numbers that are 32 bits long. This situation occurs when running an AIX 3.2 diskless client from a third–party server that supports only device numbers that are 16 bits long.
- X** Specifies that the server does support long device numbers. This is the default.
- y** Indicates that the execution of **suid** and **sgid** programs is not allowed in this file system.
- Y** Indicates that the execution of **suid** and **sgid** programs are allowed in this file system. This is the default.
- z** Indicates that device access through this mount is not allowed; that is, the device cannot be opened on this mount point.
- Z** Indicates that device access through this mount is allowed. This is the default.

Example

To add the mount of a remote directory, enter:

```
mknfsmnt -f /usr/share/man -d /usr/share/man -h host1
```

In this example, the `mknfsmnt` command mounts the remote directory `/usr/share/man` on the `/usr/share/man` directory that resides on `host1`.

Files

`/etc/filesystems` Lists the remote file systems to be mounted during the system restart.

Related Information

The `chnfsmnt` command, `mount` command, `rmnfsmnt` command.

How to Mount a NFS File System Explicitly in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

List of NFS Commands.

mknod Command

Purpose

Creates a special file.

Syntax

```

mknod Command
Only executed by root or system group member
— mknod — Name — [ b | c ] — Major — Minor —
Creates FIFOs (named pipelines)
— mknod — Name — p —

```

Only executed by root or system group member

```
mknod Name { b | c } Major Minor
```

Creates FIFOs (named pipelines)

```
mknod Name { p }
```

Description

The **mknod** command makes a directory entry and corresponding i-node for a special file. The first parameter is the name of the *Name* entry device. Select a name that is descriptive of the device. The **mknod** command has two forms that have different flags.

The first form of the **mknod** command can only be executed by root or a member of the system group. In the first form, the **b** or **c** flag is used. The **b** flag indicates the special file is a block-oriented device (disk, diskette, or tape). The **c** flag indicates the special file is a character-oriented device (other devices).

The last two parameters of the first form are numbers specifying the *Major* device, which helps the operating system find the device driver code, and the *Minor* device, that is the unit drive or line number, which may be either decimal or octal. The major and minor numbers for a device are assigned by the device's configure method and are kept in the *CuDvDr* class in ODM. It is important that major and minor numbers be defined in this object class to insure consistency of device definitions through the system.

In the second form of the **mknod** command, the **p** flag is used to create FIFOs (named pipelines).

Flags

- b** Indicates the special file is a block-oriented device (disk, diskette, or tape).
- c** Indicates the special file is a character-oriented device (other devices).
- p** Creates FIFOs (named pipelines).

Examples

To create the special file for a new diskette drive, enter:

```
mknod /dev/fd2 b 1 2
```

This creates the **/dev/fd2** special file that is a special block file with the major device number 1 and the minor device number 2.

Files

/usr/sbin/mknod Contains the **mknod** command.

Related Information

The **mknod** subroutine.

The List of Device Configuration Subroutines in *AIX Version 4.3 Kernel Extensions and Device Support Programming Concepts*.

mknotify Command

Purpose

Adds a notify method definition to the **Notify** object class.

Syntax

```
mknotify Command
mknotify -n NotifyName -m NotifyMethod
```

mknotify *-n*NotifyName *-m*NotifyMethod

Description

The **mknotify** command adds a notify method definition to the **Notify** object class. When a notify method is defined for both a subsystem name and a group name, the subsystem name takes precedence. For example, if the subsystem notify method is executed by the System Resources Controller (SRC), the group notify method is not performed.

The SRC places the name of the unsuccessful subsystem as the first argument to the method and the name of the unsuccessful subsystem group as the second argument.

Flags

- m*NotifyMethod Specifies an absolute path to an executable program that starts when the subsystem stops abnormally.
- n*NotifyName Specifies the subsystem or group name to which the notify method belongs. The *NotifyName* variable must exist as either a valid subsystem name or a valid group name in the **Subsystem** object class. The **mknotify** command is unsuccessful if the *NotifyName* variable already exists in the **Notify** object class.

Examples

1. To add a notify method for the `srctest` subsystem, enter:

```
mknotify -n srctest -m /usr/lpp/srctest/failure
```

This adds a subsystem notify method for the `srctest` subsystem, with a notify method designated in the `/usr/lpp/srctest/failure` file.

2. To add a notify method for the `tcPIP` group, enter:

```
mknotify -n tcPIP -m /usr/lpp/tcPIP/tcpfailure
```

This adds a group notify method for the `tcPIP` group, with a notify method designated in the `/usr/lpp/tcPIP/tcpfailure` file.

Files

`/etc/objrepos/SRCsubsyz` Specifies the SRC **Subsystem Configuration** object class.

`/etc/objrepos/SRCnotify` Specifies the **SRC Notify Method** object class.

Related Information

The **rmnotify** command, **lssrc** command, **mkssys** command, **rmssys** command.

System Resource Controller Overview in the *AIX Version 4.3 System Management Concepts: Operating System and Devices*

System Resource Controller (SRC) Overview for Programmers in the in *AIX General Programming Concepts: Writing and Debugging Programs*.

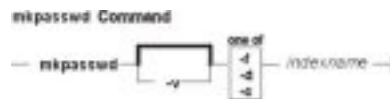
Defining Your Subsystem to the SRC in the in *AIX General Programming Concepts: Writing and Debugging Programs*.

mkpasswd Command

Purpose

Organizes the basic user database for efficient searches.

Syntax



```
mkpasswd [ -v ] { -f | -d | -c } |indexname
```

Description

The **mkpasswd** generates indexes over certain security files. These indexes are used by the **getpwnam**, **getpwuid**, **getuserattr**, and **putuserattr** library subroutines.

This approach significantly enhances performance for large user base systems. The following indexes, defined in `/usr/include/usersec.h`, are created:

- /etc/passwd.nm.idx:** Index over `/etc/passwd` file using username as key.
- /etc/passwd.id.idx:** Index over `/etc/passwd` file using userid number as key.
- /etc/security/passwd.idx:** Index over `/etc/security/passwd` file.
- /etc/security/lastlog.idx:** Index over `/etc/security/lastlog` file.

Notes:

1. Modifying the security files over which indexes are built by an editor disables the use of indexing mechanism.
2. Indexed read of a data file is automatically done if a corresponding index exists over the file and is not older than it (except for lastlog index) .
3. In order for indexed mechanism to be used at login, the **mkpasswd** command must have generated indexes.
4. The indexing mechanism replaces the previous hashing mechanism which used dbm files.

Flags

- v** Reports progress if index built.
- f** Forces building of all indexes.
- d** Deletes all indexes.
- c** Checks all indexes and rebuilds the ones that look suspicious.
- indexname* Forces building of a particular index.

Security

Access Control: Only the root user and members of the security group should have execute (x) access to this command. The command should be setuid to the root user so the command has access to the user database.

Members of the security group should have access to all the files listed in the Files section. This command should have the **trusted computing base** attribute.

Files Accessed:

Mode File

r /etc/passwd

rw /etc/passwd.nm.idx and /etc/passwd.id.idx

rw /etc/passwd.nm.idx $nnnn$.tmp and /etc/passwd.id.idx $nnnn$.tmp

where $nnnn$ is the process id

r /etc/security/passwd

rw /etc/security/passwd.idx

rw /etc/security/passwd.idx $nnnn$.tmp

where $nnnn$ is the process id

r /etc/security/lastlog

rw /etc/security/lastlog.idx

rw /etc/security/lastlog.idx $nnnn$.tmp

where $nnnn$ is the process id

Examples

1. To create and enable indexed read of security files, enter:
mkpasswd -f
2. To create and enable indexed read of only the /etc/security/passwd file, enter:
mkpasswd /etc/security/passwd.idx
3. To check and rebuild outdated or bad indexes, enter:
mkpasswd -c

Files

/usr/sbin/mkpasswd Contains the mkpasswd command.

/etc/passwd Contains basic user attributes.

/etc/security/passwd Contains user password attributes

/etc/security/lastlog Contains lastlog related attributes

Related Information

The **passwd** command, **pwdadm** command **mkuser** command **chuser** command **rmusers** command.

The **getpwnam** subroutine, **getpwuid** subroutine, **getuserattr** subroutine, **putuserattr** subroutine.

Security Administration in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

mkproto Command

Purpose

Constructs a prototype file system.

Syntax

```
mkproto Command
— mkproto — Special — Prototype —|
```

mkproto *Special**Prototype*

Description

The **mkproto** command is used to construct a prototype for a new file system. It exists solely for Berkeley Software Distribution (BSD) compatibility.

The *Special* parameter can be a block device name, raw device name, or file system name. The *Prototype* parameter is the name of the prototype file that specifies the structure and contents of the file system to be created. The **mkproto** command calls the **mkfs** command with the *Prototype* and *Special* parameters.

Prototype Files

The **mkproto** and **mkfs** commands require an extended prototype file to create a Journaled File System (JFS). A *prototype file* is a formatted listing of the contents and structure of a file system. A prototype file describes the file system by a series of tokens separated by spaces and new lines. The main body of a prototype file defines the objects of the file system.

A JFS prototype file consists of the main body, which can be created by the **proto** command, preceded by five special tokens. These five tokens are defined as follows:

- 1st token** Name of a file to be copied onto block 0 as the bootstrap program or the special token <noboot>.
- 2nd token** Size of the file system. For a JFS, the size is expressed in units of 512–byte blocks. If the 2nd token is 0, the **mkfs** command creates the file system to fill the entire logical volume.
- 3rd token** Number of i–nodes on the file system. This token is not used by a JFS but must be provided to preserve the position.
- 4th token** Size of the file system fragment in bytes. If the 4th token is 0 (zero), the **mkfs** command uses the default fragment size. For JFS, the token must be either 0 (default value used), 512, 1024, 2048, or 4096. The default fragment size is 4096 for a JFS. An invalid fragment size causes the **mkfs** command to fail.
- 5th token** Number of bytes per i–node (nbpi). If this token is 0, the **mkfs** command uses the default nbpi. For a JFS, this token must be either 0 (default value used), 512, 1024, 2048, 4096, 8192, or 16384. The default number of bytes per i–node is 4096 for a JFS. An invalid nbpi causes the **mkfs** command to fail.

The remaining tokens define the contents and structure of the file system. These tokens are grouped into sets,

with each set defining one object of the file system. The syntax of each set is as follows:

```
{ [ Name ] { - | d | b | c | l | L | p } { - | u } { - | g } { - | t } Mode OwnerGroup { Major Minor | SourceFile
|DirectoryListing } } | { $ }
```

where:

Name Specifies the name of the object as it is to appear in the new file system. The *Name* token is required for every object except for the root directory definition.

```
{ - | d | b | c | l | L | p } { - | u } { - | g } { - | t }
```

Represents a string of 4 positional characters, where:

```
{ - | d | b | c | l | L | p }
```

Defines the object type. Valid types are:

– Regular file

d Directory

b Block special file

c Character special file

l Symbolic link

L Hard link

p Named pipe

{ - | **u** } Toggles the set UID bit of the object, as follows:

u Set UID on execution

– Do not set UID on execution

{ - | **g** } Toggles the set group ID (GID) bit of the object, as follows:

g Set GID on execution

– Do not set GID on execution

{ - | **t** } Toggles the sticky bit of the object, as follows:

t Sticky bit on

– Sticky bit off

This 4-character token is required for every object.

Mode Represents a string of 3 octal characters defining the read, write, and execute permissions of the object. The *Mode* token is required of every object. See the **chmod** command for more information about permissions.

Owner Specifies the UID of the owner of the object. The owner token is required for every object.

Group Specifies the GID of the owner of the object. The group token is required for every object.

Major Minor Specifies the major and minor device numbers of the object if its type is a block or character special file. If the object is not a block or character special file, these tokens are omitted.

SourceFile Applies only to regular file, hard link, and symbolic link objects. For regular files, this token is the path name to the file from which the object file is to be initialized. For both symbolic and hard links, this token is the source of the link. The source of the link is relative to the new file system for hard links.

DirectoryListing Defines the contents of the object if it is a directory. The contents of the directory are defined using the token syntax described here. For example, a directory listing can include one or more regular files, one or more block files, and one or more directory listings. The **mkfs** command creates the directory entries . (dot) and .. (dot dot). Each directory listing is terminated with the special \$ token.

\$ Ends the current directory listing or indicates the end of the prototype file.

Example Prototype Specification

The following prototype specification describes a JFS that does not have a boot program in block 0 and occupies the entire device. The 3rd token is ignored. The 4th and 5th tokens define the fragment size as 1024 bytes and the number of bytes per i-node as 2048. The main body of this prototype defines the file system contents.

```
<noboot> 0 0 1024 2048
d--- 755 0 0
dir1    d--- 755 0 2
  block_dev  b--- 644 0 0    880 881
  char_dev   c--- 644 0 0    990 991
  named_pipe p--- 644 0 0
  regfile3   ---- 644 0 0    /tmp/proto.examp/dir1/regfile3
  regfile4   ---- 644 0 0    /tmp/proto.examp/dir1/regfile4
$
dir2    d--- 755 205 300
  regfile6   ---- 644 0 0    /tmp/proto.examp/dir2/regfile6
  symlnOutofFS l--- 644 0 0  /tmp/proto.examp/dir2/regfile6
  symlnNoExist l--- 644 0 0  /home/foobar
  symlnInFS  l--- 644 0 0    /dir2/regfile6
  regfile5   ---- 644 0 0    /tmp/proto.examp/dir2/regfile5
  hardlink   L--- 644 0 0    /dir2/regfile5
$
dir3    d--- 755 0 0
  setgid     --g- 755 0 0    /tmp/proto.examp/dir3/setgid
  setuid     -u-- 755 0 0    /tmp/proto.examp/dir3/setuid
  sticky     ---t 755 0 0    /tmp/proto.examp/dir3/sticky
$
dir4    d--- 755 0 0
  dir5     d--- 755 0 0
  dir6     d--- 755 0 0
  $
  dir7     d--- 755 0 0
  $
  $
  regfile7  ---- 644 0 0    /tmp/proto.examp/dir4/regfile7
  $
regfile1   ---- 555 205 1  /tmp/proto.examp/regfile1
regfile2   ---- 744 0 0    /tmp/proto.examp/regfile2
$
$
```

Three entries for the dir2 object deserve further examination:

```
symlnOutofFS l--- 644 0 0 /tmp/proto.examp/dir2/regfile6
```

This entry defines a symbolic link to a file outside the file system to be created. The command `ls -l` lists something similar to `symlnOutofFS ->`

```
/tmp/proto.examp/dir2
```

```
symlnNoExist l--- 644 0 0 /home/foobar
```

This entry defines a symbolic link to a file outside the file system to be created to a file that does not exist. The command

```
symlnInFs l--- 644 0 0 /dir2/regfile6
```

```
ls -l lists
something similar to
symlnNoExist
->
/home/foobar.
This entry defines a
symbolic link to a file
within the file system
to be created. The
command ls
-l lists something
similar to
symlnInFS ->
/dir/regfile6.
```

Examples

To make a prototype JFS using the prototype file described in the "Example Prototype File Specification" :

1. Generate the main body of the prototype file using the **proto** command or a text editor. For the purposes of this example, call the file `/tmp/ProtoFile`.
2. Add the first 5 tokens as required for a JFS. In the example prototype file, the tokens are:

```
<noboot> 0 0 1024 2048
```

3. Create a logical volume to hold the file system, as follows:

```
mklv -y protolv -t jfs SomeVGname 5
```

This command creates a logical volume named `protolv` in the `SomeVGname` volume group. The size of the logical volume is 5 logical partitions.

4. Add an appropriate stanza to the `/etc/filesystem` file. A minimal example stanza is:

```
/protofs:
dev          = /dev/protolv
vfs          = jfs
log          = /dev/loglv00
mount       = false
```

5. Run the following **mkproto** command:

```
mkproto /dev/protolv /tmp/ProtoFile
```

This command creates a JFS on the `protolv` logical volume. The size of the JFS is 5 logical partitions, its fragment size is 1024 bytes, and its nbpi ratio is 2048 . The structure and contents of the file system are as specified in the prototype file `/tmp/ProtoFile`.

Files

`/usr/sbin/mkproto` Contains the **mkproto** command.

Related Information

The **mkfs** command, **fsck** command, **fsdb** command, **proto** command.

The **filsys.h** file, **dir** file.

File Systems Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

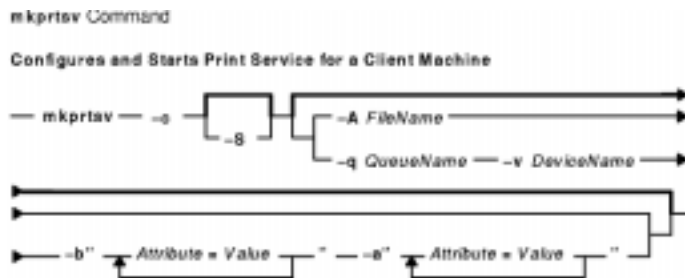
mkprtsv Command

Purpose

Configures TCP/IP–based print service on a host.

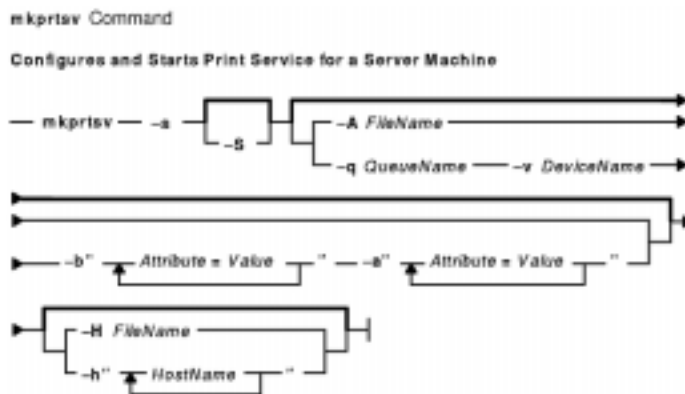
Syntax

To Configure and Start Print Service for a Client Machine



mkprtsv -c [**-S**] [**-q** *QueueName* **-v** *DeviceName* **-b** "Attribute =Value ..." **-a** "Attribute =Value ..." | **-A** *FileName*]

To Configure and Start Print Service for a Server Machine



mkprtsv -s [**-S**] [**-q** *QueueName* **-v** *DeviceName* **-b** "Attribute =Value ..." **-a** "Attribute =Value ..." | **-A** *FileName*] [**-h** "HostName ..." | **-H** *FileName*]

Description

The **mkprtsv** high–level command configures a TCP/IP–based print service on a host. The print service configuration can be done for a host functioning as a client or for a host functioning as a server.

Use the command to configure and start the print service.

To configure print service for a client, the **mkprtsv** command calls the spooler **mkque** and **mkquedev** commands to change the **/etc/lpd/qconfig** file (or its object class equivalent) appropriately and set up a spooler queue on the client machine.

To configure print service for a server, the **mkprtsv** command does the following:

1. Calls the **ruser** command to set up remote users to print on the server.
2. Calls the **mkque** and **mkquedev** commands to change the server's **/etc/lpd/qconfig** file appropriately and set up the necessary device queues on the server machine.
3. Calls the **startsrc** command to activate the **lpd** and **qdaemon** server daemons. The **qdaemon** server daemon starts the **piobe** printer backend.

Flags

-A *FileName* Specifies name of file containing entries related to the **qconfig** file.

-a "*Attribute=Value...*"

Specifies a list of attributes and their corresponding values to be used for updating the spooler's **qconfig** file or object class. The **-a** flag is optional. Valid attribute types are listed below:

acctfile (true/false) Identifies the file used to save **print** command accounting information. The default value of **false** suppresses accounting. If the named file does not exist, no accounting is done.

argname Specifies the logical printer name.

device Identifies the symbolic name that refers to the device stanza.

discipline Defines the queue-serving algorithm. The default value of **fcfs** means first come, first served. A **sjn** value means shortest job next.

pserver Specifies the remote print server.

up (true/false) Defines the state of the queue. The default value of **true** indicates that it is running. A **false** value indicates that it is not.

-b "*Attribute=Value...*"

Specifies a list of attributes and their corresponding values to be used for updating the spooler's **qconfig** file or object class. At least one attribute must be defined for the **-b** option. The **backend** attribute is required. Valid attribute types are listed below:

access (true/false)

Specifies the type of access the backend has to the file specified by the **file** attribute. The **access** attribute has a value of **write** if the backend has write access to the file, or a value of **both** if the backend has both read and write access. This field is ignored if the file field has a value of **false**.

align (true/false)

Specifies whether the backend sends a form-feed control before starting the job if the printer has been idle. The default value is **false**.

backend

Specifies the full path name of the backend, optionally followed by flags and parameters to be passed to it. The **backend** attribute is required.

feed

Specifies the number of separator pages to print when the device becomes idle, or takes a **never** value, which indicates that the backend is not to print separator pages.

file

Identifies the special file where the output of the backend is to be redirected. The default value of **false** indicates no redirection. In this case, the backend opens the output file.

header (never/always/group)

Specifies whether a header page prints before each job or group of jobs. The default value of **never** indicates no header page. To produce a header page before each job, specify an **always** value. To produce a header before

	each group of jobs for the same user, specify a group value.
trailer (never/always/group)	Specifies whether a trailer page prints after each job or group of jobs. The default value of never indicates no trailer page. To produce a trailer page after each job, specify an always value. To produce a trailer after each group of jobs for the same user, specify a group value.
host	Specifies the host name from which to print.
s_statfilter	Translates short queue–status information from non–AIX format to AIX format.
l_statfilter	Translates long queue–status information from non–AIX format to AIX format.
–c	Performs print service configuration for a client machine. The –q flag should be used with the –c option.
–H FileName	Specifies the name of a file containing a list of host names.
–h "HostName..."	Specifies a list of host names to be included in the list of remote users who can use the print server. Note that the queuing system does not support multibyte host names.
–qQueueName	Specifies the name of a queue in the qconfig file.
–S	Starts print service after it is configured. If the –S flag is omitted, print service is configured but not started.
–s	Performs print service configuration for a server machine. The –h , –H , and –q flags should be used with the –s flag.
–vDeviceName	Specifies the name of the device stanza in the qconfig file.

Examples

1. To configure and enable print service for a client, enter the command in the following format:

```
mkprtsv -c -S -a"argname=rp1 backend=piobe \  
pserver=print802"
```

In this example, `rp1` is the logical printer name, `piobe` is the printer backend, and `print802` is the remote print server.

2. To configure a print server using initialization information and allow remote printing, enter the command in the following format:

```
mkprtsv -s -H hnames -A qinfo
```

In this example, attribute information stored in the `qinfo` file initializes the spooler, and the list of host names stored in the `hnames` file is the list of remote hosts that have access rights to the print server.

Files

`/etc/print/qconfig` Configuration information for the printer queuing system.

Related Information

The **mkque** command, **mkquedev** command, **qadm** command, **ruser** command, **startsrc** command.

The **lpd** daemon, **qdaemon** daemon.

TCP/IP Daemons in *AIX Version 4.3 System Management Guide: Communications and Networks*.

The SMIT Interface for TCP/IP in *AIX Version 4.3 System Management Guide: Communications and*

Networks.

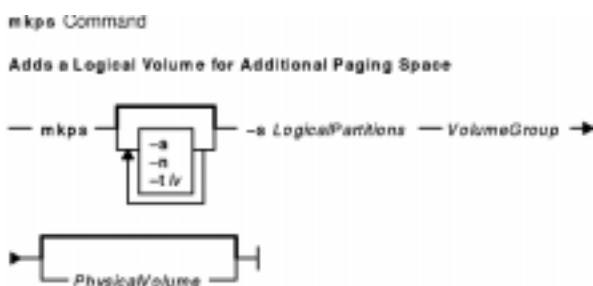
mkps Command

Purpose

Adds an additional paging space to the system.

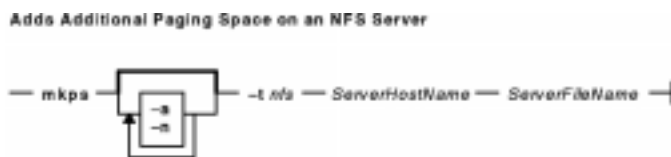
Syntax

To Add a Logical Volume for Additional Paging Space



mkps [*-a*] [*-n*] [*-t lv*] *-sLogicalPartitions VolumeGroup* [*PhysicalVolume*]

To Add Additional Paging Space On an NFS Server



mkps [*-a*] [*-n*] *-t nfs ServerHostName ServerFileName*

Description

The **mkps** command adds additional paging space to the system. Before the paging space can be used it must be activated, using the **swapon** command. The *VolumeGroup* parameter specifies the volume group within which the logical volume for the paging space is to be made. The *PhysicalVolume* parameter specifies the physical volume of the *VolumeGroup* on which the logical volume is to be made.

In the second form of the **mkps** command, the *ServerHostName* parameter specifies the NFS server where the *ServerFileName* resides. The *ServerFileName* specifies the file which will be used for the NFS paging of the system. The *ServerFileName* file must exist and be exported correctly to the client that will use the file for paging.

You can use the Web-based System Manager File Systems application (**wsm fs** fast path) to run this command. You could also use the System Management Interface

Flags

- a** Specifies that the paging space is configured at subsequent restarts.
- n** Activates the paging space immediately.
- sLogicalPartitions** Specifies the size of the paging space and the logical volume to be made in logical partitions.

- t** Specifies the type of paging space to be created. One of the following variables is required:
- lv* Specifies that a paging space of type logical volume should be created on the system.
 - nfs* Specifies that a paging space of type NFS should be created on the system.

Examples

1. To create a paging space in volume group `myvg` that has four logical partitions and is activated immediately and at all subsequent system restarts, enter:

```
mkps -a -n -s4 myvg
```
2. To create an NFS paging space on the NFS server `swapserve` where the host `swapserve` has the `/export/swap/swapclient` file exported, enter:

```
mkps -t nfs swapserve /export/swap/swapclient
```

Files

`/etc/swapspace` Specifies the paging space devices that are activated by the `swapon -a` command.

Related Information

The `chps` command, `lsps` command, `rmpps` command, `mklv` command, `swapon` command.

Paging Space Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Logical Volume Storage Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

File Systems Overview for System Management in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

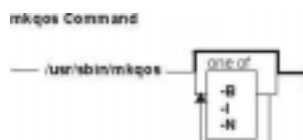
The System Management Interface Tool (SMIT) Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

mkqos Command

Purpose

Configures the system to support QoS.

Syntax



```
/usr/sbin/mkqos [ -I | -N | -B ]
```

Description

The **mkqos** command configures the system to support Quality of Service (QoS).

Flags

- B** Adds an entry to the **inittab** file to execute the **/etc/rc.qos** file now and on the next system restart. This flag is the default.
- I** Adds an entry to the **inittab** file to execute the **/etc/rc.qos** file on the next system restart.
- N** Executes the **/etc/rc.qos** file to start the QoS daemons. When invoked in this way, the QoS daemons run until the next system restart.

Files

inittab Controls the initialization process of the system.

/etc/rc.qos Contains the startup script for the QoS daemons.

Related Information

The **rmqos** command.

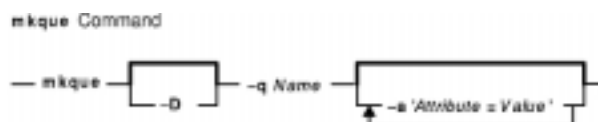
QoS Installation and TCP/IP Quality of Service (QoS) in the *AIX Version 4.3 System Management Guide: Communications and Networks*.

mkque Command

Purpose

Adds a printer queue to the system.

Syntax



mkque [**-D**] **-q** *Name* [**-a** '*Attribute = Value*' ...]

Description

The **mkque** command adds a printer queue to the system by adding the stanza described on the command line to the end of the **/etc/qconfig** file.

You can use the Web-based System Manager Printer Queues application (**wsm printers** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkque** fast path to run this command.

To use the SMIT fast path to go directly to the **Add a Local Queue** dialog, enter:

```
smit mklque
```

To use the SMIT fast path to go directly to the **Add a Remote Queue** dialog, enter:

```
smit mkrque
```

Note: Do not edit the **/etc/qconfig** file while there are active jobs in any queue. Editing includes both manual editing and use of the **chque**, **mkque**, **rmque**, **mkquedev**, **rmquedev**, or **chquedev** commands. It is recommended that all changes to the **/etc/qconfig** file be made using these commands. However, if manual editing is desired, first issue the **enq -G** command to bring the queuing system and the **qdaemon** daemon to a halt after all jobs are processed. Then edit the **/etc/qconfig** file and restart the **qdaemon** daemon with the new configuration.

Flags

-a 'Attribute = Value' Specifies a line to be added to the queue stanza in the **/etc/qconfig** file. This flag must be the last flag when entering the **mkque** command on the command line. For a list of all valid attributes, see the **/etc/qconfig** file.

Note: It is recommended that you do not use the `'device =` attribute. This attribute is handled automatically by the **mkquedev** command. Also note that the queuing system does not support multibyte host names.

-D Specifies that the queue defined by the *Name* variable queue is added to the top of the **/etc/qconfig** file and is therefore the default queue. If you do not specify this flag, the *Name* variable is added to the bottom of the **/etc/qconfig** file and is not the default

queue.

-q *Name* Specifies the name of the queue to be added.
Note: The queue name must not exceed 20 characters.

Examples

To add the print queue lp0 specifying a host name of leo and a remote print queue named lp013, enter:

```
mkque -qlp0 -a 'host = leo'-a 'rq = lp013'
```

Files

/usr/bin/mkque Contains the **mkque** command.

/etc/qconfig Configuration file.

Related Information

The **chque** command, **lsque** command, **mkqueuedev** command, **rmque** command.

The **qconfig** file.

Printer Overview for System Management in the *AIX Version 4.3 Guide to Printers and Printing*.

Spooler Overview for System Management in the *AIX Version 4.3 Guide to Printers and Printing*.

Printer Specific Information in the *AIX Version 4.3 Guide to Printers and Printing*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Printer Support in the *AIX Version 4.3 Guide to Printers and Printing*.

mkqueuedev Command

Purpose

Adds a printer queue device to the system.

Syntax

```
mkqueuedev Command
mkqueuedev -d Name -q Name -a 'Attribute = Value' ...
```

mkqueuedev -d *Name* -q *Name* -a '*Attribute = Value*' ...

Description

The **mkqueuedev** command adds a printer queue device to the system by adding the stanza described on the command line to the `/etc/qconfig` file.

You can use the Web-based System Manager Printer Queues application (**wsm printers** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkqueuedev** fast path to run this command.

Note: Do not edit the `/etc/qconfig` file while there are active jobs in any queue. Editing includes both manual editing and use of the **chque**, **mkque**, **rmque**, **mkqueuedev**, **rmqueuedev**, or **chqueuedev** commands. It is recommended that all changes to the `/etc/qconfig` file be made using these commands. However, if manual editing is desired, first issue the **enq -G** command to bring the queuing system and the `qdaemon` to a halt after all jobs are processed. Then edit the `/etc/qconfig` file and restart the `qdaemon` with the new configuration.

Flags

-a '*Attribute = Value*' Specifies the '*Attribute = Value*' attribute to be added to the device stanza in the `/etc/qconfig` file. This flag must be the last flag when entering the **mkqueuedev** command on the command line. For a list of valid attributes, see the `/etc/qconfig` file.

Note: The '**backend =**' attribute must be included when entering this command on the command line.

-d *Name* Specifies with the *Name* variable the name of the queue device to add.

Note: The queue device name must not exceed 20 characters.

-q *Name* Specifies with the *Name* variable the name of the queue (this name must already exist) to which the queue device is added. The **mkqueuedev** command automatically adds the '**device =**' attribute to the specified queue stanza.

Examples

To add the `postscript` print queue device to the `lp0` queue, specify the backend program to be the **piobe** command (`backend = /usr/lib/lpd/piobe`) and direct the backend program not to align the paper (`align = FALSE`), enter:

```
mkqueuedev -qlp0 -dpostscript -a 'backend = /usr/lib/lpd/piobe' \  
-a 'align = FALSE'
```

Files

/usr/bin/mkqueuedev Contains the **mkqueuedev** command.

/etc/qconfig Contains the configuration file.

Related Information

The **chqueuedev** command, **lsqueuedev** command, **mkque** command, **rmqueuedev** command.

The **/etc/qconfig** file.

Printer Overview for System Management in the *AIX Version 4.3 Guide to Printers and Printing*.

Spooler Overview for System Management in the *AIX Version 4.3 Guide to Printers and Printing*.

Adding a Print Queue Device in the *AIX Version 4.3 Guide to Printers and Printing*.

Printer Support in the *AIX Version 4.3 Guide to Printers and Printing*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

mkrole Command

Purpose

Creates new roles. This command applies only to AIX Version 4.2.1 and later.

Syntax



mkrole [*Attribute=Value ...*] *Name*

Description

The **mkrole** command creates a new role. The *Name* parameter must be a unique role name. You cannot use the **ALL** or **default** keywords as the role name.

You can use the Web-based System Manager Users application (**wsm users** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) to run this command.

Restrictions on Creating Role Names

To prevent inconsistencies, you should restrict role names to characters with the POSIX portable filename character set. You cannot use the keywords **ALL** or **default** as a role name. Additionally, do not use any of the following characters within a role-name string:

- : Colon
- " Double quote
- # Pound sign
- , Comma
- = Equal sign
- \ Back slash
- / Slash
- ? Question mark
- ' Single quote
- ` Back quote

Finally, the *Name* parameter cannot contain any space, tab, or new-line characters.

Restrictions on Creating Roles

To ensure the integrity of the role information, only users with the **RoleAdmin** authorization can create a role.

Parameters

Attribute=Value Initializes a role attribute. Refer to the **chrole** command for the valid attributes and values.

Security

Files Accessed:

Mode	File
rw	/etc/security/roles
r	/etc/security/user.roles

Auditing Events:

Event	Information
ROLE_Create	role

Example

To create the `ManageObjects` role and set the **groups** attribute to `objects`, enter:

```
mkrole groups=objects ManageObjects
```

Files

/etc/security/roles Contains the attributes of roles.

/etc/security/user.roles Contains the role attribute of users.

Related Information

The **chrole** command, **chuser** command, **lsrole** command, **lsuser** command, **mkuser** command, **rmrole** command.

Security Administration in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Administrative Roles Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Management in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

mksecdap Command

Purpose

Sets up an AIX cluster to use LDAP for security authentication and data management.

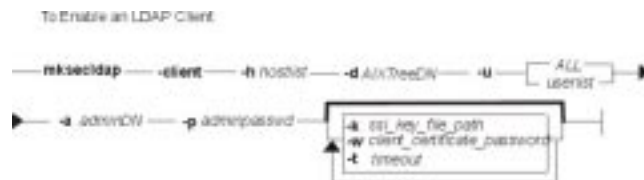
Syntax

To Set Up an LDAP Server



mksecdap-server [-**aadminDN**] [-**padminpasswd**] [-**kssl** key file path]

To Enable an LDAP Client



mksecdap-client [-**h**hostlist] [-**d**AixTreeDN] [-**u** ALL|userlist] [-**a**adminDN] [-**p**adminpasswd] [-**k**ssl key file path] [-**w**client certificate password] [-**t**timeout]

Note: This command can be run by root user only.

Description

The **mksecdap** command sets up an AIX cluster consisting of one server, and one or more clients to use LDAP for security authentication and data management. This command must be run on the server and all the clients.

Note: The client (**-c** flag) and the server (**-s** flag) options cannot be run at the same time. When setting up a server, the **mksecdap** command should be run twice on that machine. Once to set up the server, and again to set up the client.

On the server side, the **mksecdap** command:

- Sets up an alternate LDAP server program (via a different **/etc/slaped.conf** file) to serve the AIX subtree.
- Sets up the schema and copies the data from the security database files into the LDAP database.
- Sets up DN (Distinguished Names) and password for the AIX subtree. LDAP clients use this DN and password to bind.
- Sets up indexes over the database for performance advantage.
- If ssl (Secure Socket Layer) version is desired, then it expects to find the ssl key database file in the specified path.

On the client side, the **mksecdap** command:

- Saves the list of hostnames, for the server and backup server, in a local file.
- Saves the DN of the AIX subtree, the admin DN, its password, and key file path and password, if ssl version is used, in the same local file.
- Sets the list of users or all users to use LDAP by modifying their SYSTEM line in the user file.
- Starts a daemon that receives requests from **libs/libcs** APIs and makes LDAP client library API calls.

Flags

On the server side:

- sserver** Indicates that the command is being run to setup the server.
- aadminDN** Specifies the adminDN to be used.
- padminpasswd** Specifies the cleartext password for the adminDN.
- kssl key file path** Specifies the ssl key file pathname.

On the client side:

- cclient** Indicates the command is being run to setup the client.
- hhostlist** Specifies a comma separated list of hostnames (server and backup server).
- dAIXTreeDN** Specifies DN of the AIX subtree.
- uuserlist ALL|** Specifies the comma separated list of usernames. ALL to enable all users on the client.
- aadminDN** Specifies the adminDN to be used.
- padminpasswd** Specifies the cleartext password for the adminDN.
- kssl key file path** Specifies the path to the ssl key certificate.
- wclient certificate password** Password for the key certificate.
- tmaxtimeout** Amount of time the daemon will wait before unbinding with the server if there is no activity.

Files Accessed:

Mode File

- r /etc/passwd**
- r /etc/group**
- r /etc/security/passwd**
- r /etc/security/limits**
- r /etc/security/user (on the server)**
- rw /etc/security/user (on the clients)**
- r /etc/security/environ**
- r /etc/security/user.roles**
- r /etc/security/lastlog**
- r /etc/security/smitacl.user**
- r /etc/security/mac_user**
- r /etc/security/group**
- r /etc/security/smitacl.group**
- r /etc/security/roles**
- rw /etc/security/login.cfg (on the server)**

rw /etc/slapd.conf (on the server)

rw /etc/aix.slapd.conf (on the server)

Examples

1. To setup the server using ssl:

```
mksecldap -s -l -a cn=admin,o=ibm,c=us -p adminpwd -k  
/etc/security/ldap/server/key.kdb
```

2. To setup the client:

```
mksecldap -c -h /  
master.ldap.business.com,replica1.ldap.business.com,replica2.business.com -d /  
ou=aixtree,o=ibm,c=us -u joe,jack,jeremy -a "cn=admin,o=ibm,c=us" -p /  
adminpwd -k/etc/security/ldap/client/key.kdb -w clientpwd /
```

Related Information

LDAP Administrator's Guide

mkserver Command

Purpose

Adds a subserver definition to the subserver object class.

Syntax

```
mkserver Command
mkserver -c CodePoint -s Subsystem -t Type
```

mkserver -c *CodePoint* -s *Subsystem* -t *Type*

Description

The **mkserver** command adds a subserver definition to the **Subserver** object class.

Flags

- c *CodePoint* Specifies the *CodePoint* integer that identifies the subserver. This is the value by which the subsystem knows the subserver. The **mkserver** command is unsuccessful if this *CodePoint* value already exists for this subsystem. The limit for *CodePoint* storage is the same as a short integer (1 through 32,768).
- s *Subsystem* Specifies the name that uniquely identifies the subsystem to which the subserver belongs. The **mkserver** command is unsuccessful if the *Subsystem* name is not known in the subsystem object class, or if the *Subsystem* name is that of a known subsystem in the subsystem object class but uses signals as its communication method.
- t *Type* Specifies the name that uniquely identifies the subserver. The **mkserver** command is unsuccessful if the *Type* name is already known in the **SubserverType** object class.

Security

Auditing Events: If the auditing subsystem has been properly configured and is enabled, the **mkserver** command will generate the following audit record (event) every time the command is executed:

Event	Information
SRC_Addserver	Lists in an audit log subsystems that have been added and the entire Object Data Management record.

See "Setting up Auditing" in *AIX Version 4.3 System Management Guide: Operating System and Devices* for more details about how to properly select and group audit events and how to configure audit event data collection.

Examples

To add a subserver definition, enter:

```
mkserver -s srctest -t tester -c 1234
```

This adds a subserver definition to the **Subserver Type** object class, with an owning subsystem of `src test` and a subserver code point of 1234.

Files

`/etc/objrepos/SRCsubsys` Specifies the SRC Subsystem Configuration object class.

`/etc/objrepos/SRCsubsvr` Specifies the SRC Subserver Configuration object class.

Related Information

The **auditpr** command, **chserver** command, **rmserver** command, **startsrc** command, **stopsrc** command.

System Resource Controller Overview in the *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Auditing Overview in the *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

System Resource Controller (SRC) Overview for Programmers in the in *AIX General Programming Concepts: Writing and Debugging Programs*.

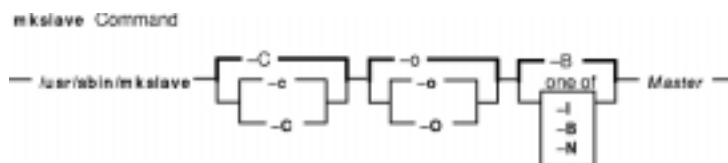
Defining Your Subsystem to the SRC in the in *AIX General Programming Concepts: Writing and Debugging Programs*.

mkslave Command

Purpose

Invokes the **ypinit** command to retrieve maps from an NIS master server and starts the **ypserv** daemon to configure a slave server.

Syntax



```
/usr/sbin/mkslave [ -C | -c ] [ -O | -o ] [ -I | -B | -N ] Master
```

Description

The **mkslave** command invokes the **ypinit** command to retrieve maps from the master server you specify on the command line. The **ypserv** daemon starts after the **ypinit** command has completed successfully. Use the *Master* parameter to specify the host name of the master server. The master server specified should already be configured and running.

You can use the Web-based System Manager Network application (**wsm network** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkslave** fast path to run this command.

Flags

- C Invokes the **ypinit** command with the **-n** flag. The **mkslave** command continues on errors. This flag is the default.
- c Stops execution when errors occur.
- O Overwrites any maps that exist in the domain.
- o Prevents the overwriting of maps that exist in the domain. This flag is the default.
- I Invokes the **ypinit** command immediately but does not start the **ypserv** daemon until the next system reboot.
- N Invokes the **ypinit** command and starts the **ypserv** daemon.
- B Invokes the **ypinit** command, starts the **ypserv** daemon and configures the **ypserv** to start at system reboot. This flag is the default.

Examples

To invoke the **ypinit** command so that the master server `host2` will be contacted for maps, enter:

```
mkslave -O host42
```

This command will overwrite the current maps.

Files

/var/yp/DomainName directory Contains the NIS maps for the NIS domain.

Related Information

The **chmaster** command, **mkclient** command, **rmyp** command, **smit** command, **ypinit** command.

The **ypbind** daemon, **yppasswd** daemon, **ypserv** daemon, **ypupdated** daemon.

Network Information Services (NIS) Overview for System Management in *AIX Version 4.3 Network Information Services (NIS and NIS+) Guide*.

Setting Up and Running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*

System Management Interface Tool (SMIT) Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

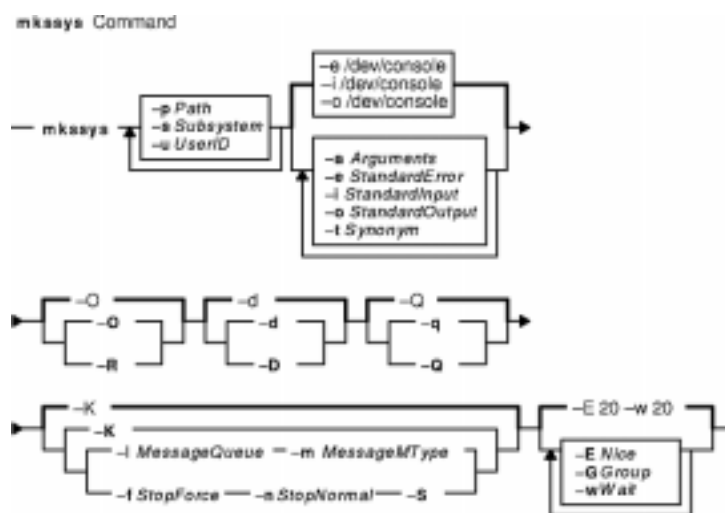
NIS Reference.

mkssys Command

Purpose

Adds a subsystem definition to the subsystem object class.

Syntax



```
mkssys {-pPath-sSubsystem-uUserID } [-aArguments ] [-eStandardError ] [-i StandardInput ] [
-oStandardOutput ] [-tSynonym ] [-O | -R ] [-d | -D ] [-q | -Q ] [-K | [
-I MessageQueue -m MessageType | -f StopForce -n StopNormal -S ] ] [-E Nice ] [-G Group ] [ -w Wait ]
```

Description

The **mkssys** command adds a new subsystem definition to the subsystem object class. If no flags are chosen after the **-p**, **-s**, and **-u** flags have been specified, the defaults are **-e/dev/console**, **-i/dev/console**, **-o/dev/console**, **-O**, **-d**, **-Q**, **-K**, **-E20**, and **-w20**.

Note: Any auditing performed by the System Resource Controller (SRC) when actions are taken for the subsystem is logged against the login ID of the user who created the subsystem by using the **mkssys** command. For example, if you are logged in with root user authority, the subsystem is added with root user authority as the audit account.

Flags

- aArguments** Specifies any arguments that must be passed to the command, started as the subsystem. These *Arguments* variables are passed by the SRC to the subsystem according to the same rules used by the shell. For example, quoted strings are passed as a single argument, and blanks outside a quoted string delimit arguments. Single and double quotes can be used.
- d** Specifies that inactive subsystems are displayed when the **lssrc-a** command (status all) request is made. By default, if the **-D** and **-d** flags are not present, the **-d** flag is used.
- D** Specifies that inactive subsystems are not displayed when status-all or status-group requests are made.
- eStandardError** Specifies where the subsystem *StandardError* data is placed. If the **-e** flag is not

- specified, the **/dev/console** file is used for standard error.
- ENice** Changes the execution priority of the subsystem. Valid values are 0 through 39 (ordinary *Nice* variables are mapped to all positive numbers). If the **-E** flag is not present, the subsystem priority defaults to 20. Values between 0 and 19 are reserved for users with root authority.
 - fStopForce** Specifies the signal sent to the subsystem when a forced stop of the subsystem is requested. Use only when the subsystem uses signals. The **mkssys** command is unsuccessful if the *StopForce* parameter is not a valid signal.
 - GGroup** Specifies that the subsystem belongs to the *Group* specified, and that the subsystem responds to all group actions on the *Group*.
 - iStandardInput** Specifies where the subsystem standard input is routed. This field is ignored when the subsystem uses sockets communication. If the **-i** flag is not specified, by default the **/dev/console** file is used for standard input.
 - IMessageQueue** Specifies that the subsystem uses message queues as the communication method. The *MessageQueue* variable specifies the message queue key for creating the message queue for the subsystem. Use the **ftok** subroutine with the subsystem path name as input to generate a unique key.
 - K** Specifies that the subsystem uses sockets as its communication method. If a communication method is not specified, sockets communication is used by default.
 - mMessageMType** Specifies the message type key the subsystem expects on packets sent to the subsystem by the SRC. Use only when the subsystem uses message queues communication.
 - nStopNormal** Specifies the signal sent to the subsystem when a normal stop of the subsystem is requested. Use only when the subsystem uses signals communication. The **mkssys** command is unsuccessful if the *StopNormal* variable is not a valid signal.
 - oStandardOutput** Specifies where the subsystem standard output is placed. If the **-o** flag is not specified, by default the **/dev/console** file is used for standard out.
 - O** Specifies that the subsystem is not restarted if it stops abnormally. The default is no restart.
 - pPath** Specifies the absolute path to the subsystem executable program.
 - q** Specifies that the subsystem can have multiple instances running at the same time.
 - Q** Specifies that multiple instances of the subsystem are not allowed to run at the same time and the subsystem is not to share the same interprocess communication (IPC) queue. If the **-q** flag is not specified, the **-Q** flag is the default.
 - R** Specifies that the subsystem is restarted if the subsystem stops abnormally.
 - sSubsystem** Specifies a name that uniquely identifies the subsystem. The **mkssys** command is unsuccessful if the subsystem name is already known in the subsystem object class.
 - S** Specifies that the subsystem uses the signals communication method. You cannot define subservers for a subsystem name when your communication method is signals.
 - tSynonym** Specifies an alternate name for the subsystem. The **mkssys** command is unsuccessful if the synonym name is already known in the subsystem object class.
 - uUserID** Specifies the user ID for the subsystem. The *UserID* that creates the subsystem is used for security auditing of that subsystem.
 - wWait** Specifies the time, in seconds, allowed to elapse between a stop cancel (**SIGTERM**) signal and a subsequent **SIGKILL** signal. Also used as the time limit for restart actions. If the subsystem stops abnormally more than twice in the time limit specified by the *Wait* value, the subsystem is not automatically restarted. By default, if the **-w** flag is not present, the wait time default is 20 seconds.

Security

Auditing Events: If the auditing subsystem has been properly configured and is enabled, the **mkssys** command will generate the following audit record (event) every time the command is executed:

Event	Information
SRC_Addssys	Lists in an audit log the name of the subsystem being added to the Object Data Manager (ODM) database and the entire ODM record.

See "Setting up Auditing" in *AIX Version 4.3 System Management Guide: Operating System and Devices* for details about selecting and grouping audit events, and configuring audit event data collection.

Examples

1. To add a subsystem that uses sockets as its communication type, enter:

```
mkssys -s srctest -p /usr/lpp/srctest/srctest -u 0 -K
```

This adds a subsystem definition to the subsystem object class, with a communication type of sockets, a user ID of 0 (root), and a subsystem name of **srctest**.

2. To add a subsystem that uses message queues as its communication type, enter:

```
mkssys -s srctest -p /usr/lpp/srctest/srctest -u 0 -I 123456 \ > -m 789
```

This adds a subsystem definition to the subsystem object class, with a communication type of message queues, a message queue key of 123456, and a subsystem message type of 789.

3. To add a subsystem that uses signals as its communication type, enter:

```
mkssys -s srctest -p /usr/lpp/srctest/srctest -u 0 -S -n 30 \ > -f 31
```

This adds a subsystem definition to the subsystem object class, with a communication type of signals, a stop normal signal of 30, a stop force signal of 31.

4. To add a subsystem that uses sockets as its communication type and is always passed an argument, enter:

```
mkssys -s srctest -p /usr/lpp/srctest/srctest -u 0 -a "-x"
```

This adds a subsystem definition to the subsystem object class with a communication type of sockets and a command argument of "-x".

Files

/etc/objrepos/SRCsubsys Specifies the SRC Subsystem Configuration object class.

/dev/SRC Specifies the **AF_UNIX** domain in the **socket.h** file.

/dev/.SRC-unix Specifies the location for temporary file sockets.

Related Information

The **auditpr** command, **chssys** command, **lssrc** command, **refresh** command, **rmssys** command, **startsrc** command, **stopsrc** command, **traceson** command, **tracesoff** command.

System Resource Controller Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Auditing Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

System Resource Controller (SRC) Overview for Programmers in *AIX General Programming Concepts: Writing and Debugging Programs*.

Defining Your Subsystem to the SRC in *AIX General Programming Concepts: Writing and Debugging Programs*.

mkstr Command

Purpose

Creates an error message file.

Syntax



```
mkstr [ - ] MessageFile Prefix File ...
```

Description

The **mkstr** command creates a file of error messages that can be removed from a single C source file or from multiple source files. Its use can reduce the size of programs that contain many error diagnostics and reduce system overhead in running such programs, since error messages are then not constantly swapped in and out of the source file(s).

The **mkstr** command processes each file specified by the *File* parameter, placing a massaged version of the file in a file having the name specified by the *Prefix* parameter followed by the original name.

To process the error messages in the source to the file specified by the *MessageFile* parameter, the **mkstr** command keys on the string ``error("`` in the input stream. The string, starting at the ```` (two double quotation marks), is placed in the message file and followed by a null character and a new-line character. The null character terminates the message so it can be easily used when retrieved. The new-line character makes it possible to see the contents of the error message file by using the **cat** command.

The massaged copy of the input file then contains an **lseek** pointer into the file, which can be used to retrieve the message to its appropriate source file, as shown in the following example:

```

char efilename[] = "/usr/lib/pistrings";
int   efil = -1;

error(a1, a2, a3, a4)
{
    char buf[256];
    if (efil < 0) {
        efil = open(efilename, 0);
        if (efil < 0) {
oops:
            perror(efilename);
            exit(1);
        }
    }
    if (lseek(efil, (long) a1, 0) < 0 ||
        read(efil, buf, 256) <= 0)
        goto oops;
    printf(buf, a2, a3, a4);
}

```

Flags

- The optional – (minus sign) causes the error messages to be placed at the end of the *MessageFile* for recompiling part of a large `mkstr` program.

Examples

1. To put the error messages from the current directory C source files into the file `pistrings` and to put processed copies of the source for these files into file names prefixed by `xx`, enter:

```
mkstr pistrings xx *.c
```
2. To append the error messages from an additional source file into the file `pistrings`, enter:

```
mkstr - pistrings xx newfile.c
```

Files

`/usr/ccs/bin/mkstr` Contains the `mkstr` command.

Related Information

The `cat` command, `xstr` command.

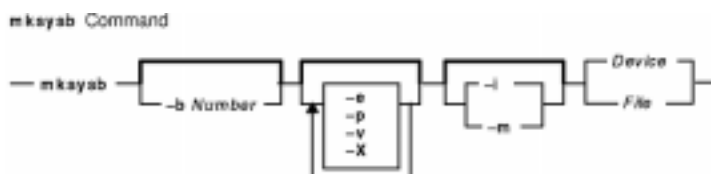
The `lseek` subroutine.

mksysb Command

Purpose

Creates an installable image of the root volume group either in a file or onto a bootable tape.

Syntax



```
mksysb [ -b Number ] [ -e ] [ -p ] [ -v ] [ -X ] [ -i | -m ] Device | File
```

Description

The **mksysb** command creates a backup of the operating system (that is, the root volume group). You can use this backup to reinstall a system to its original state after it has been corrupted. If you create the backup on tape, the tape is bootable and includes the installation programs needed to install from the backup.

The file-system image is in backup-file format. The tape format includes a boot image, a bosinstall image, and an empty table of contents followed by the system backup (root volume group) image. The root volume group image is in backup-file format, starting with the data files and then any optional map files.

One of the data files **mksysb** uses is the **/bosinst.data** file. If a **/bosinst.data** file doesn't exist, **/var/adm/ras/bosinst.data** is copied to **/** (root). In AIX Version 4.3.3 and later versions, **mksysb** always updates the **target_disk_data** stanzas in **bosinst.data** to match the disks currently in the root volume group of the system where the **mksysb** command is running.

If you are using a customized **/bosinst.data** file and do not want the **target_disk_data** stanzas updated, you must create the file **/save_bosinst.data_file**. The **mksysb** command does not update **/bosinst.data** if the **/save_bosinst.data_file** exists.

Notes:

1. The image the **mksysb** command creates does not include data on raw devices or in user-defined paging spaces.
2. If you are using a system with a remote-mounted **/usr** file system, you cannot reinstall your system from a backup image.
3. The **mksysb** command may not restore all device configurations for special features, such as **/dev/netbios** and some device drivers not shipped with the product.
4. Some rrpc systems do not support booting from tape. When you make a bootable **mksysb** image on an rrpc system that does not support booting from tape, the **mksysb** command issues a warning indicating that the tape will not be bootable. You can install a **mksysb** image from a system that does not support booting from tape by booting from a CD and entering maintenance mode. In maintenance mode you will be able to install the system backup from tape.

To create a backup of the operating system to CD, please refer to the **mkcd** command.

Flags

- b** *Number* Specifies the number of 512-byte blocks to write in a single output operation. When the **backup** command writes to tape devices, the default is 100 for backups by name.

The write size is the number of blocks multiplied by the block size. The default write size for the **backup** command writing to tape devices is 51200 (100 * 512) for backups by name. The write size must be an even multiple of the tape's physical block size.

- e** Excludes files listed in the **/etc/exclude.rootvg** file from being backed up. The rules for exclusion follow the pattern matching rules of the **grep** command.

Note: If you want to exclude certain files from the backup, create the **/etc/exclude.rootvg** file, with an ASCII editor, and enter the patterns of file names that you do not want included in your system backup image. The patterns in this file are input to the pattern matching conventions of the **grep** command to determine which files will be excluded from the backup. If you want to exclude files listed in the **/etc/exclude.rootvg** file, select the Exclude Files field and press the Tab key once to change the default value to yes.

For example, to exclude all the contents of the directory called **scratch**, edit the exclude file to read as follows:

```
/scratch/
```

For example, to exclude the contents of the directory called **/tmp**, and avoid excluding any other directories that have **/tmp** in the pathname, edit the exclude file to read as follows:

```
^./tmp/
```

All files are backed up relative to **.** (current working directory). To exclude any file or directory for which it is important to have the search match the string at the beginning of the line, use **^** (caret character) as the first character in the search string, followed by **.** (dot character), followed by the filename or directory to be excluded.

If the filename or directory being excluded is a substring of another filename or directory, use **^.** (caret character followed by dot character) to indicate that the search should begin at the beginning of the line and/or use **\$** (dollar sign character) to indicate that the search should end at the end of the line.

- i** Calls the **mkszfile** command, which generates the **/image.data** file. The **/image.data** file contains information on volume groups, logical volumes, file systems, paging space, and physical volumes. This information is included in the backup for future use by the installation process.

Note: Before running the **mkszfile** command, ensure that enough space is available in the **/tmp** file to store a boot image. This space is needed during both backup and installation. To determine the amount of space needed in the **/tmp** file, issue the following command:

```
bosboot -q -a -d device
```

If you use the **-X** flag with the **mksysb** command, you do not need to run the **bosboot** command to determine the amount of space needed in the **/tmp** file.

- m** Calls the **mkszfile** command, with the **-m** flag to generate map files.
- p** Disables software packing of the files as they are backed up. Some tape drives use their own packing or compression algorithms. This flag only applies to AIX Version 4.2 or later.
- v** Verbose mode. Lists files as they are backed up. This flag only applies to AIX Version 4.2 or

later.

- X Specifies to automatically expand the **/tmp** file system if necessary. The **/tmp** file system may need to be extended to make room for the boot image when creating a bootable backup to tape. This flag only applies to AIX Version 4.2 or later.

Parameters

Device | File Specifies the name of the device or file.

Examples

1. To generate a system backup and create an **/image.data** file (generated by the **mkszfile** command) to a tape device named `/dev/rmt0`, enter:

```
mksysb -i /dev/rmt0
```

2. To generate a system backup and create an **/image.data** file with map files (generated by the **mkszfile** command) to a tape device named `/dev/rmt1`, enter:

```
mksysb -m /dev/rmt1
```

3. To generate a system backup with a new **/image.data** file, but exclude the files in directory **/home/user1/tmp**, create the file **/etc/exclude.rootvg** containing the line `/home/user1/tmp/`, and enter:

```
mksysb -i -e /dev/rmt1
```

This command will backup the **/home/user1/tmp** directory but not the files it contains.

4. To generate a system backup file named **/mksysb_images/node1** and a new **/image.data** file for that image, enter:

```
mksysb -i /userimage/node1
```

Note: This file will not be bootable and can only be installed using Network Installation Management (NIM).

Files

/usr/bin/mksysb Contains the **mksysb** command.

Related Information

The **backup** command, **bosboot** command, **mkcd** command, **mkszfile** command.

The **/image.data** file.

A procedure to verify the **mksysb** backup can be found in the article "To Verify a Backup Tape" in the *AIX Installation Guide*.

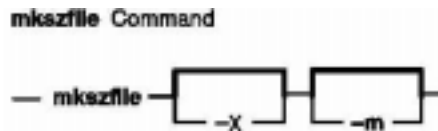
A procedure to install from a system backup can be found in the article "Installing BOS from a System Backup" in the *AIX Installation Guide*.

mkszfile Command

Purpose

Saves the system state for reinstallation on the current system or another system.

Syntax



mkszfile [-X] [-m]

Description

Attention: The **mkszfile** command overwrites an existing **/image.data** file with new information.

The **mkszfile** command saves the system state for reinstallation on the current system or on another system. The information saved includes the following:

- System installation information
- Logical volume information for the root volume group
- File system information.

The saved information allows the **bosinstall** routine to recreate the logical volume information as it existed before the backup.

The **mkszfile** command creates the **/image.data** file. The contents of this file are defined by the system in which the image was created. The user can edit the **/image.data** file before calling the **mksysb** command. The **mksysb** command, in turn, only backs up the file systems specified in the **/image.data** file, which reflects the requirements of the **rootvg** file system.

All the saved information is obtained using AIX list commands. The commands are listed in the **/image.data** file as comments for the user's reference when editing this file.

Files on tape cannot be changed. However, in order to override the data files on the tape, the user can create a diskette with the desired files.

The **mkszfile** command checks to be sure there is at least 8MB of free space available in the **/tmp** file system for the boot image.

Note: Before running the **mkszfile** command, ensure that enough space is available in the **/tmp** file to store a boot image. This space is needed during both backup and installation. To determine the amount of space needed in the **/tmp** file, issue the following command:

Flags

-m Creates map files that specify the mapping of the logical-to-physical partitions for each logical volume in the volume group. This mapping can be used to allocate the same logical-to-physical mapping when

the image is restored. The map file locations are stored in the MAPFILE field in the **/image.data** file for each logical volume. Sufficient space would exist in the **/tmp** file system for map creation because the installation routines place the maps in the **/tmp** file system before issuing the **mkiv** command.

For example, for the **hd7** logical volume, the location of the map file is **/tmp/vgdata/rootvg/hd7.map**. The MAPFILE field in the **/image.data** file for the **hd7** logical volume is under the entry MAPFILE=/tmp/vgdata/rootvg/hd7.map.

The map files in the backup image are copied after the **/bosinst.data** and **/image.data** files.

-X Expands **/tmp** if needed.

Files

/usr/bin/mkszfile Contains the **mkszfile** command.

Related Information

The **mksysb** command.

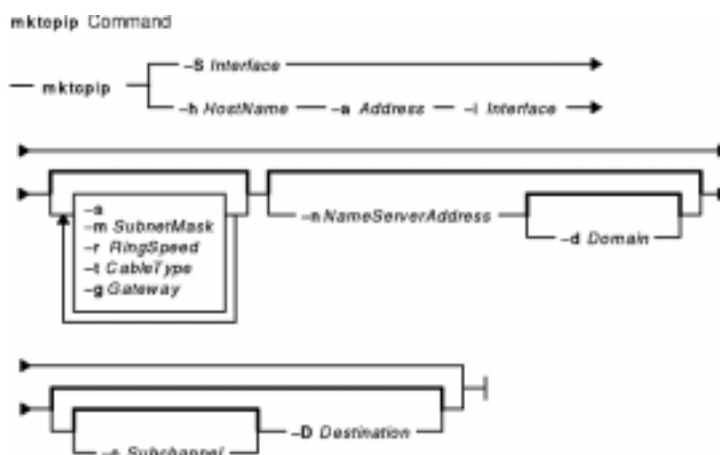
The **/image.data** file.

mktcpip Command

Purpose

Sets the required values for starting TCP/IP on a host.

Syntax



```
mktcpip { -S Interface | -h HostName -a Address -i Interface [-s ] [ -m SubnetMask ] [ -r RingSpeed ] [ -t CableType ] [ -g Gateway ] [ -n NameServerAddress [ -d Domain ] ] [ [ -c Subchannel ] -D Destination ] }
```

Description

The **mktcpip** command sets the required minimal values required for using TCP/IP on a host machine. These values are written to the configuration database. The basic functions of the **mktcpip** command include:

- Setting the host name in both the configuration database and the running machine.
- Setting the IP address of the interface in the configuration database.
- Making entries in the **/etc/hosts** file for the host name and IP address.
- Setting the domain name and IP address of the nameserver, if applicable.
- Setting the subnetwork mask, if applicable.
- Adding a static route to both the configuration database and the running machine, if applicable.
- Starting the specified TCP/IP daemons.

You can use the Web-based System Manager Network application (**wsm network** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mktcpip** fast path to run this command.

Flags

-a Address

Sets the Internet address of the host. Specify the address in dotted decimal notation. Each network interface on the host should have a unique Internet address. The following is the standard format for setting the Internet address:

```
127.10.31.2
```

-cSubchannel

Specifies the subchannel address for a System/370 channel adapter.

- D Destination** Sets the destination address for a static route. Specify the address in dotted decimal notation. The following is the standard format for setting the destination address for a static route:
192.9.52.1
- d Domain** Specifies the domain name of the name server the host should use for name resolution, if any. The domain name should be in the following format:
subdomain.subdomain.rootdomain
- g Gateway** Sets the gateway address for a static route. Specify the address in dotted decimal notation. The following is the standard format for setting the gateway address for a static route:
192.9.52.0
- h Hostname** Sets the name of the host. If using a domain naming system, the domain and any subdomains must be specified. The following is the standard format for setting the host name:
hostname

The following is the standard format for setting the host name in a domain naming system:

hostname.subdomain.subdomain.rootdomain
- i Interface** Specifies a particular network interface, for example:
tr0
- m SubnetMask** Specifies the mask the gateway should use in determining the appropriate subnetwork for routing. The subnet mask is a set of 4 bytes, as in the Internet address. The subnet mask consists of high bits (1s) corresponding to the bit positions of the network and subnetwork address, and low bits (0s) corresponding to the bit positions of the host address.
- n NameserverAddress** Specifies the Internet address of the name server the host uses for name resolution, if applicable. The address should be entered in dotted decimal notation, as follows:
127.1.0.1
- r RingSpeed** Specifies the ring speed for a token-ring adapter. Valid values for the *RingSpeed* variable are either 4- or 16-Mbps.
- S Interface** Retrieves information for System Management Interface Tool (SMIT) display.
- s** Starts the TCP/IP daemons.
- t CableType** Specifies cable size for Standard Ethernet or IEEE 802.3 Ethernet networks. Valid values for the *CableType* variable are **dix** for thick cable, **bnc** for thin cable, or **N/A** for Not Applicable. The **-tCableType** flag should be used only for Standard Ethernet (en) and IEEE 802.3 Ethernet (et) interfaces.

Examples

To set the required values for starting TCP/IP enter:

```
mktcpip -h fred.austin.century.com -a 192.9.200.4 -i en0 \
-n 192.9.200.1 -d austin.century.com -s
```

Related Information

The **hostname** command, **hostent** command.

The **resolv.conf** file format.

Naming in *AIX Version 4.3 System Management Guide: Communications and Networks*.

TCP/IP Addressing in *AIX Version 4.3 System Management Guide: Communications and Networks*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

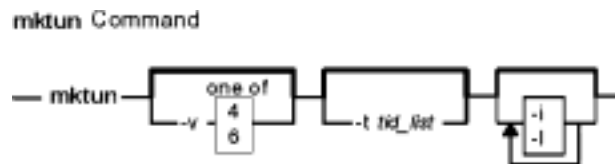
The SMIT Interface for TCP/IP in *AIX Version 4.3 System Management Guide: Communications and Networks*.

mktun Command

Purpose

Activates tunnel(s).

Syntax



```
mktun [-v 4|6] [-t tid_list] [-i] [-I]
```

Description

Use the **mktun** command to activate tunnel(s). For IBM tunnels, this command initiates the security protocol exchanges between the local and the destination host.

Flags

- i Initiation flag. If the **-i** flag is not used, all the tunnels in the tunnel database (or those listed with the **-t** flag) will be activated. If the **-i** flag is used, only the tunnels whose tunnel definitions in the tunnel database with the status of "active" will be activated.
- I If the **-I** flag is specified, the IBM tunnels will not be activated.
- t If the **-t** flag is specified, only the tunnel(s) that follows this flag will be activated. If the **-t** flag is not used, all tunnel(s) currently defined in the tunnel database will be activated. The *tid_list* can be a single tunnel ID or a sequence of tunnel IDs separated by "," or "-" (1, 3, 5-7).
- v The IP version of the tunnels to be activated. The value of **4** specifies IP version 4 tunnels. The value of **6** specifies IP version 6 tunnels. If the **-v** flag is not used, all tunnels for IP version 4 and IP version 6 will be activated.

Related Information

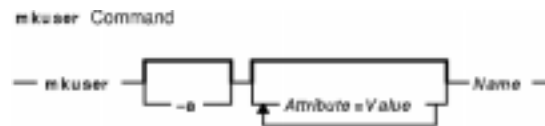
The **chtun** command, **exptun** command, **gentun** command, **imptun** command, **lstun** command, **rmtun** command.

mkuser Command

Purpose

Creates a new user account.

Syntax



mkuser [**-a**] [*Attribute=Value ...*] *Name*

Description

The **mkuser** command creates a new user account. The *Name* parameter must be a unique 8-byte or less string. You cannot use the **ALL** or **default** keywords in the user name. By default, the **mkuser** command creates a standard user account. To create an administrative user account, specify the **-a** flag.

The **mkuser** command does not create password information for a user. It initializes the **password** field with an * (asterisk). Later, this field is set with the **passwd** or **pwdadm** command. New accounts are disabled until the **passwd** or **pwdadm** commands are used to add authentication information to the **/etc/security/passwd** file.

You can use the Web-based System Manager Users application (**wsm users** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkuser** fast path to run this command.

Restrictions on Creating User Names

To prevent login inconsistencies, you should avoid composing user names entirely of uppercase alphabetic characters. While the **mkuser** command supports multi-byte user names, it is recommended that you restrict user names to characters with the POSIX portable filename character set.

To ensure that your user database remains uncorrupted, you must be careful when naming users. User names must not begin with a - (dash), + (plus sign), @ (at sign), or ~ (tilde). You cannot use the keywords **ALL** or **default** in a user name. Additionally, do not use any of the following characters within a user-name string:

- : Colon
- " Double quote
- # Pound sign
- , Comma
- = Equal sign
- \ Back slash
- / Slash
- ? Question mark
- ' Single quote

` Back quote

Finally, the *Name* parameter cannot contain any space, tab, or new-line characters.

Flags

-a Specifies that the user is an administrator. Only the root user can use this flag or alter the attributes of an administrative user.

Parameters

Attribute=Value Initializes a user attribute. Refer to the **chuser** command for the valid attributes and values.

Name Specifies a unique 8-byte or less string.

Security

Access Control: This command should grant execute (x) access only to the root user and members of the security group. This command should be installed as a program in the trusted computing base (TCB). The command should be owned by the root user with the **setuid** (SUID) bit set.

Files Accessed:

Mode	File
rw	/etc/passwd
rw	/etc/security/user
rw	/etc/security/user.roles
rw	/etc/security/limits
rw	/etc/security/environ
rw	/etc/group
rw	/etc/security/group
r	/usr/lib/security/mkuser.default
x	/usr/lib/security/mkuser.sys

Auditing Events:

Event	Information
USER_Create	user

Examples

1. To create the `davis` user account with the default values in the `/usr/lib/security/mkuser.default` file, enter:

```
mkuser davis
```

2. To create the `davis` account with `davis` as an administrator, enter:

```
mkuser -a davis
```

Only the root user or users with the UserAdmin authorization can create `davis` as an administrative user.

3. To create the `davis` user account and set the **su** attribute to a value of `false`, enter:

```
mkuser su=false davis
```

Files

/usr/bin/mkuser	Contains the mkuser command.
/usr/lib/security/mkuser.default	Contains the default values for new users.
/etc/passwd	Contains the basic attributes of users.
/etc/security/user	Contains the extended attributes of users.
/etc/security/user.roles	Contains the administrative role attributes of users.
/etc/security/passwd	Contains password information.
/etc/security/limits	Defines resource quotas and limits for each user.
/etc/security/environ	Contains the environment attributes of users.
/etc/group	Contains the basic attributes of groups.
/etc/security/group	Contains the extended attributes of groups.
/etc/security.ids	Contains standard and administrative user IDs and group IDs.

Related Information

The **chfn** command, **chgroup** command, **chgrpmem** command, **chsh** command, **chuser** command, **lsgroup** command, **lsuser** command, **mkggroup** command, **mkuser.sys** command, **passwd** command, **pwdadm** command, **rmgroup** command, **rmuser** command, **setgroups** command, **setseiv** command.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to *Security Administration in AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

For more information about administrative roles, refer to *Administrative Roles Overview in AIX Version 4.3 System Management Concepts: Operating System and Devices*.

mkuser.sys Command

Purpose

Customizes a new user account.

Syntax

```
mkuser.sys Command
— mkuser.sys — Directory — User — Group —
```

mkuser.sys*Directory User Group*

Description

The **mkuser.sys** command customizes the new user account specified by the *User* parameter. The **mkuser** command calls the **mkuser.sys** command after it has created and initialized the new account.

The program as shipped creates the home directory specified by the *Directory* parameter, with the owner specified by the *User* parameter, the primary group specified by the *Group* parameter, and a copy of the appropriate profile for the user's shell. The shipped program can be replaced at installation by another program to customize local new-user creation. The installation-specific program should adhere to the error conventions of the supplied program.

Security

Access Control: This command should grant read (r), write (w), and execute (x) access for the root user and members of the security group so the **mkuser** command can execute the program.

Files Accessed:

Mode	File
r	/etc/passwd
r	/etc/security/user

Files

/usr/lib/security/mkuser.sys Contains the **mkuser.sys** command.

Related Information

The **mkuser** command.

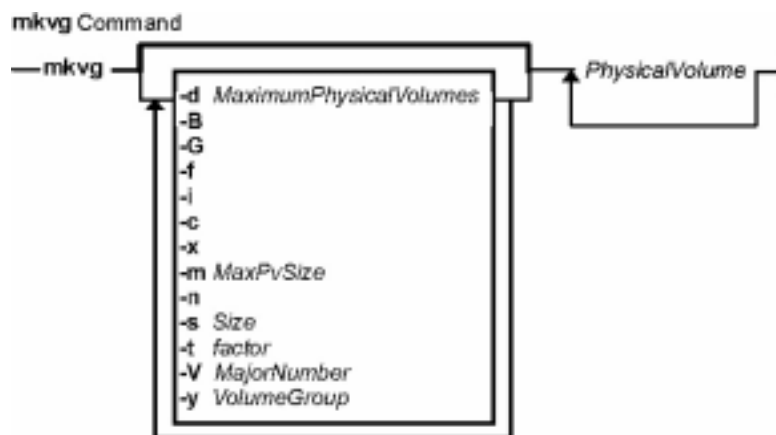
Security Administration in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

mkvg Command

Purpose

Creates a volume group.

Syntax



```

mkvg [ -d MaximumPhysicalVolumes ] [ -B ] [ -G ] [ -f ] [ -i ] [ -c ] [ -x ] [ -m MaxPvSize ] [ -n ] [ -s
Size ] [ -t factor ] [ -V MajorNumber ] [ -y VolumeGroup ] PhysicalVolume ...
  
```

Description

The **mkvg** command creates a new volume group, using the physical volumes represented by the *PhysicalVolume* parameter. After creating the volume group, the **mkvg** command automatically varies on the new volume group using the **varyonvg** command. The exception to this fact is when the volume group is created with the **-c** option. When the volume group is successfully created, the volume group will not be varied on automatically. Instead, the user must manually **varyon** the volume group.

The **mkvg** command by default creates a volume group which can accommodate 255 logical volumes and 32 physical volumes (disks). These limits can be extended to 512 logical volumes and 128 physical volumes by specifying the **-B** flag.

MAXPVS 32 (128 if **-B** flag is used)

Warning: If a big volume is created with the **-B** option, it cannot be imported into AIX 4.3.1 or lower versions.

Notes:

1. The physical volume is checked to verify that it is not already in another volume group. If the system believes the physical volume belongs to a volume group that is varied on, it exits. But if the system detects a description area from a volume group that is not varied on, it prompts the user for confirmation in continuing with the command. The previous contents of the physical volume are lost, so the user must be cautious when using the override function.

2. To use this command, you must either have root user authority or be a member of the **system** group.
3. For disks greater than 4GB, make sure that the Physical Partition Size (**-s**) is set to a large enough value so that 1016 physical partitions per PV limit is not violated. The default value, 4MB, along with the default maximum number of physical partitions (1016), a disk up to 4GB can only be accommodated. Or use large enough factor value (**-t**) such that (*factor* x 1016) is greater than the number of partitions that would need to be created with given partition size and disk size. For example, a partition size of at least 16M would be needed to create a volume group with a 10G disk. Or with a factor size of 2, a smaller partition size of 8Meg can be used. However, this limits the total number of disks that can be added to the volume group. If a factor value is used, a maximum of MAXPVS/factor disks can be included in the volume group.
4. After AIX Version 4.1, whenever you create a volume group, the operating system automatically does a varyon. However if you create a volume group with the **-c** flag, the system will not autovaryon the volume group at the end of the Concurrent Capable volume group creation. Instead, the **mkvg** command notifies you to manually **varyonvg** the volume group in either non-concurrent or concurrent mode.

You can use the Web-based System Manager Volumes application (**wsm lvm** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkvg** fast path to run this command.

Flags

- | | |
|-----------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| -B | Creates a big vg format <i>volume group</i> . This can accommodate up to 128 physical volumes and 512 logical volumes. |
| -c | Creates a Concurrent Capable volume group. Only use the -c flag with the HACMP. It has no effect on volume groups and systems not using the HACMP product. This flag only applies to AIX Version 4.2 or later. |
| -d <i>MaximumPhysicalVolumes</i> | Estimates the maximum number of physical volumes contained in the volume group. The default is 32; a smaller number reduces physical volume space overhead. |
| -f | Forces the volume group to be created on the specified physical volume unless the physical volume is part of another volume group in the Device Configuration Database or a volume group that is active. |
| -G | Similar to -B flag except that disk space that can accommodate up to 1024 physical volumes will be reserved at the beginning of the disk. Use this flag if this volume group may ever need be expanded to include more than 128 physical volumes. |
| -i | Reads the <i>PhysicalVolume</i> parameter from standard input. |
| -m <i>MaxPvSize</i> | Specifies the maximum size of the physical volume. When this flag is used, the number of physical partitions is calculated based on the size of the physical volume. If this flag is not specified, then 1016 physical partitions are assumed. |
| -n | Specifies that the volume group is not automatically available during a system restart. The default value activates the volume group automatically. |
| -s <i>Size</i> | Sets the number of megabytes in each physical partition, where the <i>Size</i> variable is expressed in units of megabytes from 1 through 1024. The <i>Size</i> variable must be equal to a power of 2 (example 1, 2, 4, 8). The default value is 4 megabytes. |
| -t [<i>factor</i>] | Changes the limit of the number of physical partitions per physical volume, specified by <i>factor</i> . <i>factor</i> should be between 1 and 16 for 32 disk volume |

groups and 1 and 64 for 128 disk volume groups.

If *factor* is not supplied, it is set to the lowest value such that the number of physical partitions of the largest disk in volume group is less than *factor* x 1016.

If *factor* is specified, the maximum number of physical partitions per physical volume for this volume group changes to *factor* x 1016.

Notes:

1. If the volume group is created in AIX 3.2/4.1.2 in violation of 1016 physical partitions per physical volume limit, this flag can be used to convert the volume group to a supported state. This will ensure proper stale/fresh marking of partitions.
2. *factor* cannot be changed if there are any stale physical partitions in the volume group.
3. Once volume group is converted, it cannot be imported into AIX 4.3.0 or lower versions.
4. This flag cannot be used if the volume group is varied on in concurrent mode.
5. The maximum number of physical volumes that can be included in this volume group will be reduced to (MAXPVS/factor).
6. Change of the volume group may require the modification of the LVM meta data. In this situation the volume group will be varied off in management mode to ensure the integrity of the Volume group, needing the closure of all open logical volumes in this volume group. Since logical volumes in rootvg cannot be closed, rootvg cannot be converted if it needs modification of the meta-data as part of the **chvg -t** operation.

-V *MajorNumber*

Specifies the major number of the volume group that is created.

-x

Specifies to varyon automatically in Concurrent mode a Concurrent Capable volume group set to varyon automatically during a system restart. This flag has no meaning on systems which do not have the HACMP product installed. This flag only applies to AIX Version 4.2 or later.

In order for this auto-varyon into concurrency of the volume group to take effect, you must enter the following line into the **/etc/inittab** file:

```
rc_clvmv:2:wait:/usr/sbin/clvm_cfg 2>&1
```

Attention: This entry must be added after the entry used to initiate **srmstr**.

-y *VolumeGroup*

Specifies the volume group name rather than having the name generated automatically. Volume group names must be unique systemwide and can range from 1 to 15 characters. The name cannot begin with a prefix already defined in the **PdDv** class in the Device Configuration database for other devices. The volume group name created is sent to standard output.

The volume group name can only contain the following characters: "A" through "Z," "a" through "z," "0" through "9," or "_" (the underscore), "-"

(the minus sign), or "." (the period). All other characters are considered invalid.

Examples

To create a volume group that contains three physical volumes with partition size set to 1 megabyte, enter:

```
mkvg -s 1 hdisk3 hdisk5 hdisk6
```

The volume group is created with an automatically generated name, which is displayed and available at system restart time.

```
mkvg -s 2 -t 2 -y newvg hdisk1
```

The volume group `newvg` is created with a physical partition size of 2Meg and maximum number of physical partitions per physical volume of 2032. The above configuration means that the size of `hdisk1` could not be larger than 4064Meg (2032*2)

Files

/etc Directory where the **mkvg** command resides.

/tmp Directory where the temporary files are stored while the command is running.

/dev Directory where the character device entry for the volume group is created.

Related Information

The **chvg** command, **lsvg** command, **varyonvg** command.

The Logical Volume Storage Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

The System Management Interface Tool (SMIT) Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

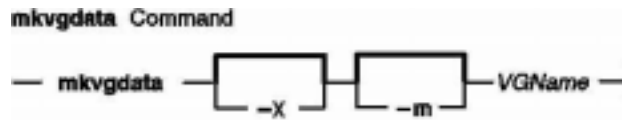
AIX HACMP/6000 Concepts and Facilities.

mkvgdata Command

Purpose

Creates a file containing information about a volume group for use by the **savevg** and **restvg** commands.

Syntax



mkvgdata [-X] [-m] *VGName*

Description

The **mkvgdata** command creates a file containing information about a volume group for use by the **savevg** and **restvg** commands. The information includes the list of logical volumes, file systems and their sizes, and the volume group name. One of the following files is created, depending on the type of volume group:

- /image.data** Created for information about the root volume group (**rootvg**). The **savevg** command uses this file to create a backup image that can be used by the **bosinstall** routine to reinstall the volume group to the current system or to a new system. The **mkvgdata** command overwrites this file if it already exists. The **/image.data** file is located in the / directory.
- vgname.data** Created for information about a user volume group. The *vgname* variable reflects the name of the volume group. The **savevg** command uses this file to create a backup image that can be used by the **restvg** command to reinstall the user volume group. The **mkvgdata** command overwrites this file if it already exists. The **vgname.data** file is located in the **/tmp/vgdata/vgname** directory, where *vgname* is the volume group name.

The information in either of these files can be edited by the user before issuing the **savevg** command.

Flag

- m** Creates map files that specify the mapping of the logical-to-physical partitions for each logical volume in the volume group. This mapping can be used to allocate the same logical-to-physical mapping when the image is restored. The map file locations are stored in the MAPFILE field in the **/image.data** file for each logical volume. Sufficient space would exist in the **/tmp** file system for map creation because the installation routines place the maps in the **/tmp** file system before issuing the **mklv** command.

For example, for the **hd7** logical volume, the location of the map file is **/tmp/vgdata/rootvg/hd7.map**. The MAPFILE field in the **/image.data** file for the **hd7** logical volume is under the entry **MAPFILE=/tmp/vgdata/rootvg/hd7.map**.

The map files in the backup image are copied after the **image.data** or **vgname.data** files.

- X** Expands **/tmp** if needed.
- vgname* Name of volume group to backup.

Files

- /image.data** Created when the volume group is **rootvg**.
- /tmp/vgdata/vgname/vgname.data** Created when the volume group is not **rootvg** and where *vgname* is the name of the volume group.

Related Information

The **mkszfile** command, **restvg** command, **savevg** command.

mkvirprt Command

Purpose

Makes a virtual printer.

Syntax

```

mkvirprt Command
-----
mkvirprt [-A AttachmentType] -d QueueDevice -n Device -q PrintQueue -s DataStream -t PrinterType -T
mkvirprt -A AttachmentType

```

mkvirprt [*-A AttachmentType*] *-d QueueDevice* *-n Device* *-q PrintQueue* *-s DataStream* *-t PrinterType* *-T*

mkvirprt *-A AttachmentType*

Description

The **mkvirprt** command creates a virtual printer definition and assigns it to the specified print queue and queue device. A virtual printer definition is a set of attribute values that describe a particular data stream for a particular printer. Before a print job can be queued with the **enq** command, **qprt** command, **lp** command, or **lpr** command, a virtual printer definition must be created for the printer's print queue and queue device.

Printers that support only one printer data stream, such as the 4201-3 Proprinter III, need only one virtual printer defined. Printers that support multiple printer data streams, such as the IBM 4216-31 Page Printer II, need a virtual printer defined for each data stream.

To create a virtual printer definition for a printer attached to an ASCII terminal, use the **-T** flag with the **mkvirprt** command.

After a virtual printer definition is created, its attribute values can be displayed with the **lsvirprt** command and changed with the **chvirprt** command.

The **mkvirprt** command becomes interactive if only the **-A** flag is specified with the command. Prompts are issued requesting the necessary parameter values. Prerequisite spooler queues and spooler queue devices are generated automatically, and all virtual printer definitions needed for the printer are defined with a single invocation of the **mkvirprt** command for the specified attachment type.

When the first prompt asks for a device name, if the device name entered is not that of a printer, or if an * (asterisk) precedes the device name, a list of printers is displayed. Otherwise, the printer type is assumed to be the same as that of the device.

Also, when a prompt asks for a print queue name, the queue name entered may optionally be followed by a colon and a queue device name. If no queue device name is provided, the queue device name is assumed to be the same as the device name.

Note: Queue and device names must begin with an alphabetic character.

You can use the Web-based System Manager Printer Queues application (**wsm printers** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mkvirprt** fast path to run this command.

Flags

-A AttachmentType Specifies the type of printer attachment. The most common values for the *AttachmentType* variable value are:

Attachment Type	Represents
local	Locally connected printers
remote	Remote print queues
xstation	Printers connected to an Xstation
ascii	Printers attached to an ASCII terminal
file	Print output redirected to a regular file.

This flag is optional, and if the **-A** flag is not specified the default attachment type is **file**. If the **-A** flag is the only flag specified on the command line, the **mkvirprt** command goes into interactive mode and executes steps specified in the corresponding **.config** file.

-d QueueDeviceName Specifies the name of an existing queue device to which the virtual printer is assigned.

-n DeviceName Specifies the name of the printer device. Device names include **lp0** for printer 0, **lp1** for printer 1, and so on.

-q PrintQueueName Specifies the special file name of an existing print queue to which the virtual printer is to be assigned. Note that you do not have to specify the path name to the file, such as the **/dev/lp0** file, you just need to specify **lp0**.

-s DataStreamType Specifies the printer data stream type. Data stream types include:

Type	Description
asc	Extended ASCII
ps	PostScript
pcl	Hewlett-Packard PCL
630	Diablo 630
855	Texas Instruments 855
gl	Hewlett-Packard GL
kji	Kanji

-t PrinterType Specifies the printer type. Printer types include 4201-3, ti2115, and so on. For more information on available printer types, see "Printer Support Provided" and "Printer Specific Information" in *AIX Version 4.3 Guide to Printers and Printing*.

-T Specifies that the printer is attached to an ASCII terminal.

Examples

1. To make a virtual printer for the **asc** printer data stream for the 4029 printer attached locally, enter:

```
mkvirprt -A local -d mypro -n lp0 -q proq -s asc -t 4019
```
2. To make a virtual printer for a printer connected to an ENA 4033 network adapter, and to be prompted for the parameter values, enter:

```
mkvirprt -A ena
```

Files

/usr/sbin/mkvirprt	Contains the mkvirprt command.
/etc/qconfig	Contains configuration files.
/usr/lib/lpd/pio/predef/*	Contains predefined printer attribute files.
/var/spool/lpd/pio/@local/custom/*	Contains customized virtual printer attribute files.
/usr/lib/lpd/pio/etc/*.attach	Contains attachment type files.
/usr/lib/lpd/pio/etc/*.config	Contains the configuration file for the printer.
/var/spool/lpd/pio/@local/ddi*	Contains digested virtual printer attribute files.

Related Information

The **chvirprt** command, **lp** command, **lpr** command, **lsvirprt** command, **mkque** command, **mkqueuedev** command, **qprt** command, **rmvirprt** command.

The **/etc/qconfig** file.

Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

Printer Overview for System Management in *AIX Version 4.3 Guide to Printers and Printing*.

Spooler Overview for System Management in *AIX Version 4.3 Guide to Printers and Printing*.

Adding Support for Configuring a Network-Attached Printer in *AIX Version 4.3 Guide to Printers and Printing*.

Printer Specific Information in *AIX Version 4.3 Guide to Printers and Printing*.

Printer Support in *AIX Version 4.3 Guide to Printers and Printing*.

Virtual Printer Definitions and Attributes in *AIX Version 4.3 Guide to Printers and Printing*.

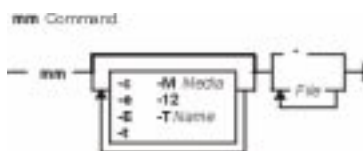
Printer Addition Management Subsystem: Programming Overview in *AIX Kernel Extensions and Device Support Programming Concepts*.

mm Command

Purpose

Prints documents formatted with memorandum macros.

Syntax



```
mm [ -MMedia ] [ -c ] [ -e ] [ -E ] [ -t ] [ -12 ] [ -TName ] { File ... | - }
```

Description

The **mm** command formats documents that use the **nroff** command and the **mm** macro package. The **mm** command has flags that specify preprocessing by the **tbl** and **neqn** commands and postprocessing by various terminal-oriented output filters. The proper pipelines and the required flags for the **nroff** command are generated depending on the flags that are selected.

Notes:

1. Use the **-oList** flag of the **nroff** command to specify ranges of output pages. Remember that if the **mm** command is called with the **-e**, **-t**, or **-** (minus sign) flags together with the **-oList** flag, and if the last page of the document is not specified by the *List* variable, you may receive a `broken pipe` message. This message is not an indication of any problem and can be ignored.
2. The **mm** command calls the **nroff** command with the **-h** flag. With this flag, the **nroff** command assumes that the workstation has tabs set every 8 character positions.
3. If you use the **-s** flag of the **nroff** command (to stop between pages of output), use a linefeed (rather than the Enter key or a newline character) to restart the output. The **-s** flag of the **nroff** command does not work with the **-c** flag of the **mm** command or if the **mm** command automatically calls the **col** command.
4. Providing inaccurate information to the **mm** command about the kind of workstation its output is to be printed on will produce unsatisfactory results. However, if you are redirecting output to a file, use the **-T37** flag. Then, use the appropriate workstation filter when you print the file.

To obtain a list of **mm** command flags, enter the command name with no parameters. The flags can occur in any order, but they must come before the *File* parameter. Any other flags (for instance, **-rANumber**) are passed to the **nroff** command.

Flags

-MMedia Specifies a paper size in order to determine the amount of imageable area on the paper. Valid values for the *Media* variable are:

- | | |
|-------------|------------------------------------------------------------------|
| A4 | Specifies a paper size of 8.27 X 11.69 inches (210 X 297 mm). |
| B5 | Specifies a paper size of 6.93 X 9.84 inches (176 X 250 mm). |
| EXEC | Specifies a paper size of 7.25 X 10.5 inches (184.2 X 266.7 mm). |

LEGAL Specifies a paper size of 8.5 X 14 inches (215.9 X 355.6 mm).

LETTER Specifies a paper size of 8.5 X 11 inches (215.9 X 279.4 mm). This is the default value.

Note: The *Media* variable is not case sensitive.

- c Calls the **col** command. Note that the **col** command is called automatically by the **mm** command for the following terminal names. The following devices can be specified by the **-TName** flag, the **\$TERM** shell variable, or by using the default:
 - **ppds**
 - **lp**
 - **2631**
 - **8510**
- e Calls the **neqn** command; also causes the **neqn** command to read the **/usr/share/lib/pub/eqnchar** file. See the **eqnchar** file format.
- E Calls the **-e** flag of the **nroff** command.
- t Calls the **tbl** command.
- 12 Uses 12-pitch font. Use this when the **\$TERM** shell variable is set to 300, 300s, 450, or 1620. (The pitch switch on the DASI 300 and 300s workstations must be manually set to 12 if this flag is used.)
- TName Uses the workstation type specified by the *Name* variable.

By default, the **mm** command uses the value of the **\$TERM** shell variable from the environment as the value of the *Name* variable. If the **\$TERM** shell variable is not set, the **mm** command uses **lp** (the generic name for printers that can underline and tab). If several workstation types are specified, the last one listed applies.

- Forces input to be read from standard input.

Parameters

File Specifies the file that the **mm** command formats.

Examples

1. When the **\$TERM** shell variable is set in the environment to the **hplj** command, the following two command lines are equivalent:


```
mm -t -rC3 File
tbl File | nroff -mm -Thplj -h -rC3
```
2. The **mm** command reads the standard input when you specify a **-** (minus sign) flag instead of a value for the *File* variable. This option allows you to use the **mm** command as a filter, as follows:


```
cat File | mm -
```

Note: Using other files together with a **-** (minus sign) flag leads to undesired results.

Environment Variables

\$TERM Specifies the terminal names.

Files

/usr/share/lib/pub/eqnchar Contains special character definitions for the **eqn** command and the **neqn** command.

Related Information

The **col** command, **env** command, **eqn** command, **greek** command, **hplj** command, **mmt** command, **neqn** command, **nroff** command, **tbl** command.

The **eqnchar** file, **profile** file.

The **nterm** file format describes terminal driving tables for the **nroff** command.

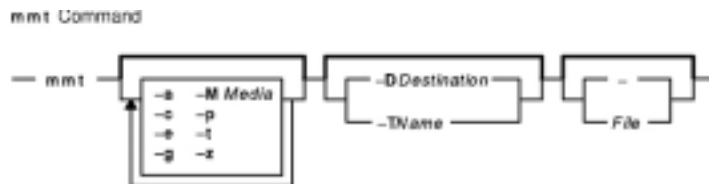
The article "mm Macro Package for the mm, mmt, nroff, and troff Commands" in the **troff** Command.

mmt Command

Purpose

Typesets documents.

Syntax



```
mmt [ -MMedia ] [-a] [-c] [-e] [-g] [-p] [-t] [-z] [ -TName | -DDestination ] [ File | - ]
```

Description

Similar to the **mm** command, the **mmt** command typesets its input using the **troff** command, rather than formatting it with the **nroff** command. The **mmt** command uses the **mm** macro package. There are flags to specify preprocessing by the **tbl**, **pic**, **eqn**, and **grap** commands. The proper pipelines, required parameters, and flags for the **troff** command and the **mm** macro package are generated, depending on the flags selected.

There are several flags that are specific to the **mmt** command. Any other parameters or flags (for instance, **-rANumber** or **-a**) that you give the **mmt** command are passed to the **troff** command. You can put flags in any order, but they must be listed before any input files. *File* specifies the file that the **mmt** command formats. If you do not give *File* parameters or other flag variables, the **mmt** command prints a list of its flags.

The **mmt** command, unlike the **troff** command, automatically pipes its output to a postprocessor, unless specifically requested not to do so. The user should not specify a postprocessor when using the **mmt** command. The precedence is as follows:

1. The **-z** flag; no postprocessor is used.
2. The **-TName** flag.
3. The **TYPESETTER** environment variable is read.
4. The default is set to **ibm3816**.

The **mmt** command reads standard input when you specify a **-** (minus sign) instead of any *File* parameters.

Use the **-oList** flag of the **troff** command to specify ranges of pages to be output.

Note: If you call the **mmt** command with one or more of the **-e**, **-c**, **-t**, **-p**, **-g**, and **-** (minus sign) flags together with the **-oList** flag of the **troff** command, you may receive a **broken pipe** message if the last page of the document is not specified by the *List* variable. This broken pipe message is not an indication of any problem and can be ignored.

Flags

-MMedia Specifies a paper size in order to determine the amount of imageable area on the paper. Valid values for the *Media* variable are:

A4 Specifies a paper size of 8.27 X 11.69 inches (210 X 297 mm).

- A5** Specifies a paper size of 5.83 X 8.27 inches (148 X 210 mm).
- B5** Specifies a paper size of 6.93 X 9.84 inches (176 X 250 mm).
- EXEC** Specifies a paper size of 7.25 X 10.5 inches (184.2 X 266.7 mm).
- LEGAL** Specifies a paper size of 8.5 X 14 inches (215.9 X 355.6 mm).
- LETTER** Specifies a paper size of 8.5 X 11 inches (215.9 X 279.4 mm). This is the default value.

Note: The *Media* variable is not case sensitive.

- a** Displays readable **troff** output to the terminal.
- c** Preprocesses the input files with the **cw** command.
- e** Calls the **eqn** command; also causes the **eqn** command to read the **/usr/share/lib/pub/eqnchar** file (see the **eqnchar** file format).
- g** Calls the **grap** command, which in turn calls the **pic** command.
- p** Calls the **pic** command.
- t** Calls the **tbl** command.
- z** Starts no output filter to process or redirect the output of the **troff** command.
- DDestination** Directs the output to a device specified by the *Destination* variable. Supported destination devices for English-language output is 4014, which is the Tektronix 4014 terminal by way of the **tc** command.
- TName** Creates output for a **troff** device as specified by the *Name* variable. The output is sent through the appropriate postprocessor.. The default value is **ibm3816**. Possible Name variables are:
 - ibm3812** 3812 Pageprinter II.
 - ibm3816** 3816 Pageprinter.
 - hplj** Hewlett-Packard LaserJet II.
 - ibm5587G** 5587-G01 Kanji Printer multi-byte language support.
 - psc** PostScript printer.
 - X100** AIXwindows display.
- Forces input to be read from standard input.

Related Information

The **cw** command, **eqn** command, **grap** command, **mm** command, **mvt** command, **pic** command, **tbl** command, **tc** command, **troff** command.

The **eqnchar** file format contains special character definitions for the **eqn** and **neqn** commands.

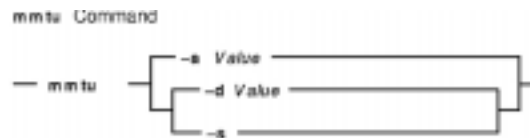
The article "mm Macro Package for the mm, mmt, nroff, and troff Commands" in the **troff** Command.

mmtu Command

Purpose

Displaying, adding, and deleting maximum transfer unit (MTU) values used for path MTU discovery. This command only applies to AIX Version 4.2.1 or later.

Syntax



```
mmtu { -aValue|-dValue | -s }
```

Description

Use the **mmtu** command to display, add, and delete maximum transfer unit (MTU) values to the list of potential path MTU values. Path MTU discovery uses the list of potential path MTU values to detect the path MTU. The list of potential path MTU values is only used when there are routers in the path that do not comply with RFC 1191. The user must have administrative authority to add or delete MTU values.

Flags

- a Value** Adds the new MTU to the list of potential path MTU values.
- d Value** Deletes the value from the list of potential path MTU values.
- s** Displays the current list of potential path MTU values.

Examples

1. To add a value to the list of potential path MTU values, enter:

```
mmtu -a mtu-value
```
2. To delete a value from the list of potential path MTU values, enter:

```
mmtu -d mtu-value
```
3. To display the contents of the list of potential path MTU values, enter:

```
mmtu -s
```

Files

/usr/sbin/mmtu Contains the **mmtu** command.

Related Information

The **netstat** command, **no** command.

mon-cxma Command

Purpose

Monitor status of 128-port asynchronous subsystem and attached devices.

Syntax

To Display All 128-Port Adapters:

```
mon-cxma Command
Displays All 128-Port Adapters:
-- mon-cxma --
```

mon-cxma

To Display Syntax or Slots and Bus Information:

```
mon-cxma Command
Displays Syntax or Slots and Bus Information:
-- mon-cxma [-h|-x] --
```

mon-cxma{ -h|-x }

To Display Specific Slots and Bus Information:

```
mon-cxma Command
Displays Specific Slots and Bus Information:
-- mon-cxma [-l LogFile] [-f DeviceFile] [-s SlotNumber] [-b BusNumber] --
```

mon-cxma { [-l[LogFile] [-f[DeviceFile]] [-s[SlotNumber]] [-b[BusNumber]] }

Description

The **mon-cxma** command is a software tool which provides a means to monitor the status of serial devices and remote async nodes (RAN) attached to the IBM 128-port asynchronous adapter. It is used for subsystem problem determination and can be accessed locally and remotely via modem. The only restriction on modem access is that the modem can not be physically attached to the 128-port adapter being monitored.

When the user enters the **mon-cxma** command at the command line, it automatically detects and displays all available 128-port adapters in the system. The bus and slot location within the system is displayed for each adapter and the user can select adapter to monitor.

You can use the Web-based System Manager Software application (**wsm software** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit 128psync** fast path to advance directly to the "128-Port Asynchronous Adapter" menu. When run from SMIT, the **mon-cxma** command automatically displays all available 128-port adapters in the system. Refer to "Running the Monitor from SMIT" in *AIX Versions 3.2 and 4 Asynchronous Communications Guide* for

more information.

Flags

- b** [*BusNumber*] Specifies the bus number of the device. Valid values for *BusNumber* are 0 to (n-1), where n is the number of buses the system has.
- f** [*DeviceFile*] Specifies the device special file. Use this file to look at a specific device driver without having to make a selection. The default device special file is **/dev/cxma0**.
- h** Shows syntax information.
- l** [*LogFile*] (Lowercase L) Specifies the file to be used as the log. Use this file to store information from the screen when the IMAGE key is pressed. The default log file is **/tmp/mon-cxma.log**.
- s** [*SlotNumber*] Specifies the slot number of the device. Valid values for *SlotNumber* are 0 to (n-1), where n is the number of slots the system has.
- x** Shows the POS (Programmable Select Option) register values for all the slots and buses.

Note: **-x** and **-h** ignore other options.

Security

Access Control: Root authority required to run this command.

Auditing Events: N/A

Examples

1. To run the `mon-cxma` command using the SMITfastpath, enter:

```
smit 128psync
```
2. To display all 128-port adapters, enter:

```
/usr/sbin/tty/mon-cxma
```

Files

/usr/sbin/tty/mon-cxma Contains the **mon-cxma** command.

/tmp/mon-cxma.log Contains the log file.

Related Topics

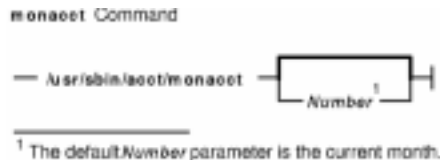
Setting up and running Web-based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

monacct Command

Purpose

Performs monthly or periodic accounting.

Syntax



`/usr/sbin/acct/monacct [Number]`

Description

The **monacct** command performs monthly or periodic accounting. The intervals are set in the **crontab** file. You can set the **cron** daemon to run the **monacct** command once each month or at some other specified time period. The **monacct** example shows how to set up this command for use with the **cron** daemon. See the **crontab** command for more information about setting up **cron** files.

The *Number* parameter indicates which month or other accounting period to process. The default value of the *Number* parameter is the current month. The **monacct** command creates summary files in the `/var/adm/acct/fiscal` file and restarts summary files in the `/var/adm/acct/sum` file, the cumulative summary to which daily reports are appended.

Note: You should not share accounting files among nodes in a distributed environment. Each node should have its own copy of the various accounting files.

Security

Access Control: This command should grant execute (x) access only to members of the administrative group.

Example

To produce automatically a monthly accounting report, add the following to the `/var/spool/cron/crontabs/root` file:

```
15 5 1 * * /usr/sbin/acct/monacct
```

This example shows the instructions that the **cron** daemon will read and act upon. The **monacct** command will run at 5:15 (15 5) the first day of each month (1). This command is only one of the accounting instructions normally given to the **cron** daemon. See "Setting Up an Accounting System" in *AIX Version 4.3 System Management Guide: Operating System and Devices* for more information on typical **cron** accounting entries.

Files

<code>/usr/sbin/acct</code>	Contains the accounting commands.
<code>/var/adm/acct/fiscal</code>	Contains accounting data files.

/var/adm/acct/sum Cumulative daily accounting records.

/var/spool/cron/crontabs Contains the commands to be run by the **cron** daemon at regularly scheduled intervals.

Related Information

The **acctems** command, **prtacct** command, **acctmerg** command, **crontab** command.

The **cron** daemon.

For more information about the Accounting System, the preparation of daily and monthly reports, and the accounting files, see the Accounting Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

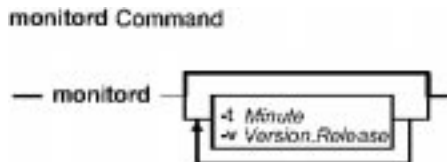
Setting Up an Accounting System in *AIX Version 4.3 System Management Guide: Operating System and Devices* explains the steps you must take to establish an accounting system.

monitord Daemon

Purpose

Communicates with the License Use Management server and requests an AIX Version 4 concurrent-use license for each countable login.

Syntax



monitord [*-tMinutes*] [*-vVersion.Release*]

Description

The AIX Version 4 BOS has multiple ways to access the system, and each of them has a different behavior upon exit. The **monitord** daemon provides a common interface to the License Use Management **netltd**. **monitord** communicates with the License Use Management server and requests an AIX Version 4 concurrent-use license for each countable login.

Note: The License Use Management licensing mechanism is used only if the system has the *floating license mode* enabled.

After user logout, **monitord** requests **netltd** to release the specific AIX Version 4 license the user was using, in order to make it available for further logins.

monitord is started when the **chlicense -f on** command is used to enable the *floating license mode*. When the *floating license mode* is enabled, **monitord** is started upon system startup via an entry in **/etc/inittab**. The default (invoked without *-t* option) is an interval of fifteen minutes.

The entry in **/etc/inittab** looks like the following:

```
monitord:2:once:/usr/sbin/monitord >/dev/console 2>&1
```

Flags

- t Minutes* Sets the value in minutes of the heartbeat interval. A value of 0 sets an infinite interval. The default is fifteen minutes.
- vVersion.Release* Enables the *floating license mode* for a license of the specified *Version* and *Release*. For example, *-v 4.2* enables a 4.2 license.

moo Command

Purpose

Starts the number-guessing game.

Syntax

```
moo Command  
— moo —
```

moo

Description

The **moo** command picks a combination of four random, non-repeating numbers. You guess four numbers at the `your guess?` prompt. Each correct number in an incorrect position in the four number combination scores "cow." Each correct number in the correct position in the four number combination scores a "bull." For example:

```
your guess?  
1470  
bulls = 0 cows = 1  
your guess?
```

In this example, one of the four numbers (1, 4, 7, and 0) is correct but in the incorrect position. None of the numbers are correct and in the correct position.

To quit the game, press the Interrupt (Ctrl-C) or End Of File (Ctrl-D) key sequence.

File

`/usr/games` Contains the system's games.

Related Information

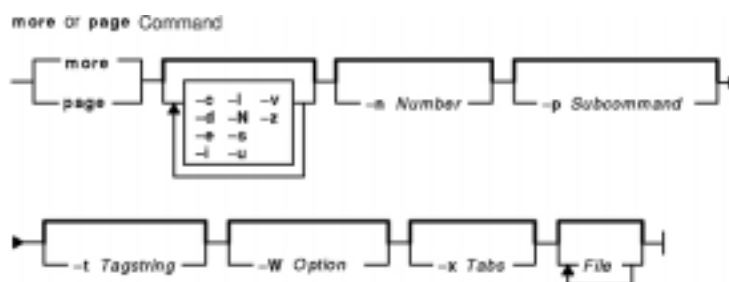
The **arithmetic** command, **back** command, **bj** command, **craps** command, **fish** command, **fortune** command, **hangman** command, **number** command, **quiz** command, **ttt** command, **turnoff** command, **turnon** command, **wump** command.

more or page Command

Purpose

Displays the contents of files one screen at a time.

Syntax



```
{ more | page } [ -c ] [ -d ] [ -e ] [ -i ] [ -l ] [ -N ] [ -s ] [ -u ] [ -v ] [ -z ] [ -n Number ] [ -p Subcommand ] [ -t Tagstring ] [ -W Option ] [ -x Tabs ] [ File ... ]
```

Description

The **more** and **page** commands are nearly identical. The **more** command scrolls each new screen, and the **page** command clears each screen before displaying a new one. Although the balance of this document mentions only the **more** command, nearly all information applies equally to the **page** command. The exceptions are descriptions of moving through a file: the **more** command scrolls and the **page** command jumps.

Note: On some terminal models, the **more** command clears the screen, instead of scrolling.

The **more** command reads files and displays the text one screen at a time. The command pauses after each screen and prints the word **MORE** at the bottom of the screen. If you then press a carriage return, the **more** command displays an additional line. If you press the space bar, the **more** command displays another full screen of text.

Instead of naming files to read, you can either redirect or pipe standard output, such as a long directory listing, to the **more** command. The command adds a % (percent sign) to its prompt when reading from a file rather than a pipe. This provides the percentage of the file (in characters, not lines) that the **more** command has read.

Environment Variables

Environment variables affect the way the **more** command works. You can set some environment characteristics in the `/etc/environment` file and system profile files, such as the `.ksh`, `.csh`, and `.profile` files. Refer to "User Environment and System Information Overview" in *AIX Version 4.3 System User's Guide: Operating System and Devices* for discussions about determining and configuring your system environment.

The **more** command uses the **TERM** variable to determine terminal characteristics. If this variable is **NULL** or not set, the command uses the default terminal type. The `/usr/share/lib/terminfo` directory contains definitions for terminal characteristics.

By default, the **more** command window size is 2 lines less than what the system terminal is capable of. The

command sets the default window size based on the **LINES** variable. Also, you can easily adjust the window size for each run of the command by adding the **-n** flag.

Use the **MORE** variable to customize the **more** command with your preferred configuration each time the system starts. This variable accepts **more** command flags.

Flags

- c** Prevents the screen from scrolling, which makes text easier to read as the **more** command writes to the screen. The system ignores the **-c** flag if the terminal cannot clear to the end of a line.
- d** Prints a message, appended to the **More** prompt at the bottom of the screen, about which keys continue, quit, and provide help for the **more** command.
- e** Exits automatically after displaying the last line of the last file.
- i** Searches for patterns without considering uppercase and lowercase.
- l** Pauses after detecting a page break in the input.
- N** Suppresses line numbering. The default display, with line numbers, can slow the **more** command's performance on very large input files. The line numbering feature displays the line number in the = subcommand and passes the line number to the editor (if it is the **vi** editor).
- nNumber** Configures the **more** command to display the specified number of lines in the window. Without the **-n** flag, the **more** command defaults to two lines less than what the terminal is capable of. For example, on a 24-line terminal, the default is 22 lines.
- pSubcommand** Starts the **more** command and specified subcommand for each *File* operand. For example, **more-p50jtext1text2** displays the **text1** file at the fiftieth line; then does the same for the **text2** file when you finish the first. See "Subcommands" for descriptions of **more** subcommands.
- s** Reduces multiple blank lines in the output to only one blank line. The **-s** flag is particularly helpful in viewing output from the **nroff** command.
- tTagstring** Displays the portion of the file that contains the specified tag. This flag works only on files containing tags created with the **ctags** command.
- u** Prevents the **more** command from underlining or creating reverse video text for underlined information in a source file. The **-u** flag also forces the **more** command to recognize a carriage-return character, if it exists, at the end of a line.
- v** Suppresses the graphical translation of nonprinting characters. Without the **-v** flag, the **more** command graphically interprets all non-ASCII and most control characters, except Tab, Backspace, and Return. For example, if you do not use the **-v** flag, the **more** command displays the non-ASCII characters Ctrl-x as ^X and x as M-x.
- WOption** Provides the specified *Option* to the **more** command as an extension:
 - notite** Prevents the **more** command from sending the terminal initialization string (either the **titermcap** or the **smcupterminfo** capability) before displaying the file. This option also prevents the **more** command from sending the terminal de-initialization string (either the **teetermcap** or the **rmcupterminfo** capability) before exiting.
 - tite** Causes the **more** command to send the initialization and de-initialization strings. This is the default.

These options control whether the **more** command sends the initialization strings described, which, for certain terminals (such as some xterms), cause the **more** command to switch to an alternative screen. The effect of switching screens is to erase the display of the file you were viewing.

- xTabs** Sets tab stops at the specified *Tabs* position. The default tab setting is 8 columns.
- z** Graphically displays the Tab, Backspace, and Return control characters. With the **-z** flag,

the **more** command translates the Backspace character as ^H, Return as ^M, and Tab as ^I.

Subcommands

The **more** command accepts subcommands when the command pauses and as parameters for the **-p** flag. Many subcommands take an optional integer, symbolized here by *K*, which you must enter before the subcommand, with no space between. The **more** command, in the paused state, processes subcommands immediately and does not require you to press the Enter key.

The **more** command uses the following subcommands:

h	Displays a help screen that describes the more subcommands.
v	Starts the vi editor, editing the current file.
r or ^L	Refreshes the display.
R	Refreshes the display and removes buffered input.
[K](Spacebar)	Moves forward <i>K</i> lines when you press the spacebar. If you do not give a value for <i>K</i> , pressing the spacebar displays the next full screen by default. This spacebar subcommand is the same as [K]f or [K]^F or [K]z .
[K]f or [K]^F or [K]z	Moves forward <i>K</i> lines, or one full screen if you do not give a value for <i>K</i> .
[K]b or [K]^B	Moves backward <i>K</i> lines, or one full screen if you do not give a value for <i>K</i> .
[K]d or [K]^D	Moves forward <i>K</i> lines, or half a screen if you do not give a value for <i>K</i> . If you give a value for <i>K</i> , the more command sets the d and u scroll size to <i>K</i> lines for the session.
[K]u or [K]^U	Moves backward <i>K</i> lines, or half a screen if you do not give a value for <i>K</i> . If you give a value for <i>K</i> , the more command sets the d and u scroll size to <i>K</i> lines for the session.
[K]j or [K](Enter) or [K]^E	Moves forward <i>K</i> lines, or one line if you do not give a value for <i>K</i> .
[K]k or [K]^Y	Moves backward <i>K</i> lines, or one line if you do not give a value for <i>K</i> .
[K]g	Moves to the beginning of the file, unless you give a line number for <i>K</i> . The default for <i>K</i> is line number 1.
[K]G	Moves to the last line in the file, unless you give a line number for <i>K</i> . The default for <i>K</i> is the last line in the file.
[K]p or [K]%	Moves to the point in the file that is <i>K</i> percent of the total file. The default for <i>K</i> is one percent, or the first line in the file.
ma-z	Marks the current position in the file with the specified letter.
'a-z	(Single quote) Moves to the position marked with the specified letter.
"	(Two single quotes) Returns to the position from which the last large movement (moving more than a page) command was run. If no such movements have been made, returns to the beginning of the file.
[K]/pattern	(Slash) Searches forward, from the current position, for the specified occurrence of the specified pattern of characters. The default value for <i>K</i> is the first occurrence.
[K]!/pattern	(Slash, exclamation mark) Searches forward, from the current position, for the specified occurrence of a line that does not contain the specified pattern of characters. The default value for <i>K</i> is the first occurrence.
[K]?pattern	(Question mark) Searches backward, from the current position, for the specified occurrence of the specified pattern of characters. The default value for <i>K</i> is the first occurrence.
[K]?!pattern	(Question mark, exclamation mark) Searches backward, from the current position, for the specified occurrence of a line that does not contain the specified pattern of characters. The default value for <i>K</i> is the first occurrence.

[K]n	Repeats the last search, specifying an occurrence of the pattern (or an occurrence <i>not</i> containing the pattern if the search subcommand included !). The default value for <i>K</i> is the first occurrence.
:a	Lists the file or files you named in the more command line.
:f or ^G or =	Displays information about the current file: <ul style="list-style-type: none"> • file name • order of the file in the list of files • current line number • current position in the file, given as a percentage • current byte number and total bytes to display.
:e[File] or E[File]	Examines the specified file, provided you named it in the more command line.
[K]:n or [K]N	Examines either the next file (if you do not give a value for <i>K</i>) or the file <i>K</i> number of positions forward in the list of files you named in the more command line.
[K]:p or [K]P	Examines either the previous file (if you do not give a value for <i>K</i>) or the file <i>K</i> number of positions backward in the list of files you named in the more command line.
:tTagstring	Displays the portion of the file that contains the specified tag. This subcommand works only on files containing tags created with the ctags command. The :t subcommand is the interactive version of the -t flag.
:q or q or Q	Exits the more command.
!:command or !command	Starts the specified command in a new shell.

Exit Status

This command returns the following exit values:

- 0** Successful completion.
- >0** An error occurred.

Examples

- To view a file named `myfile`, enter:

```
more myfile
```

- To view output from the **nroff** command, enter:

```
ls -l | more
```

- To view each file starting at its last screen, enter:

```
more -p G file1 file2
```

- To view each file with the 100th line at the current position, enter:

```
more -p 100 file1 file2
```

Typically, the current position in a **more** command display is the third line on the screen. In this example, the first line on the screen is the 98th line in the file.

- To view each file starting with the first line that contains the `foo` string, enter:

```
more -p foo file1 file2
```

The **more** command displays the line in the current position, the third line on the screen.

Files

/usr/share/lib/terminfo Indicates the terminal information database.

Related Information

The **cat** command, **cs** command, **ctags** command, **ksh** command, **msgs** command, **pg** command, **script** command.

The **environment** file, **terminfo** file.

User Environment and System Information Overview in the *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Understanding Locale Environment Variables in the *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

Shells Overview in the *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Input and Output Redirection Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Files Overview in the *AIX Version 4.3 System User's Guide: Operating System and Devices*.

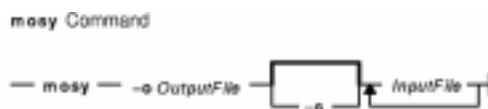
File and Directory Access Modes in the *AIX Version 4.3 System Management Guide: Operating System and Devices*.

mosy Command

Purpose

Converts the ASN.1 definitions of Structure and Identification of Management Information (SMI) and Management Information Base (MIB) modules into objects definition files for the **snmpinfo** command.

Syntax



mosy **-o***OutputFile* [**-s**] *InputFile* ...

Description

The **mosy** command reads in the ASN.1 definitions of SMI and MIB modules and produces objects definition files in specific formats. The resulting objects definition files are used by the **snmpinfo** command.

The *InputFile* parameter files are required to be in the **smi.my** or **mibII.my** format. Sample files are the **/usr/samples/snmpd/smi.my** and **/usr/samples/snmpd/mibII.my** files. See the **smi.my** and the **mibII.my** files for information on the required format of the file specified by the *InputFile* parameter.

The **mosy -o** command is used to create the objects definition file specified by the *OutputFile* parameter for the **snmpinfo** command. This file is normally the **/etc/mib.defs** file.

The objects definition file can be created with one pass of the **mosy** compiler if the **smi.my** and **mibII.my** files are both specified as *InputFile* parameters. The **smi.my** file must precede the **mibII.my** file on the command line.

The **mosy -o** command can also be used to create subfiles. If subfiles are created separately from the SMI and MIB modules, you must concatenate the various subfiles before the **snmpinfo** command can successfully use the resultant **mib.defs** file. The SMI subfile must be at the top of the final objects definition file.

You can add objects definitions for experimental MIB modules or private–enterprise–specific MIB modules to the **/etc/mib.defs** file, but you must first obtain the private MIB module from the vendor that supports those MIB variables.

To update the **/etc/mib.defs** file to incorporate a vendor's private or experimental MIB objects definitions, create a subfile and then concatenate that subfile to the existing MIB II **/etc/mib.defs** file. See example 3.

Flags

- o***OutputFile* Defines the path and file name of the MIB objects definition file for the **snmpinfo** command. There is no default path and file name for this flag. If this flag is not specified, the objects definition file is not created.
- s** Suppresses the conversion verification messages. If this flag is not specified, the conversion verification messages are printed to standard output.

Parameters

InputFile Defines the ASN.1 object definitions module for input to the **mosy** compiler. This file can be formatted according to either the **smi.my** or **mibII.my** file format.

Examples

1. To create an objects definition file for use by the **snmpinfo** command with one pass of the **mosy** command, enter:

```
mosy -o /etc/mib.defs /usr/samples/snmpd/smi.my
      /usr/samples/snmpd/mibII.my
```

In this example, **/usr/samples/snmpd/smi.my** and **/usr/samples/snmpd/mibII.my** are both specified as input files and the resultant objects definition file is the **/etc/mib.defs** file.

2. To create objects definition subfiles, enter:

```
mosy -o /tmp/smi.obj /usr/samples/snmpd/smi.my
mosy -o /tmp/mibII.obj /usr/samples/snmpd/mibII.my
cat /tmp/smi.obj /tmp/mibII.obj > /etc/mib.defs
```

In this example, the first command creates an SMI objects file, **/tmp/smi.obj**, from the **/usr/samples/snmpd/smi.my** file. The second command creates the MIB objects definition file, **/tmp/mibII.obj**, from the **/usr/samples/snmpd/mibII.my** file. The final command concatenates the subfiles, placing the SMI objects definition file first in the resultant **/etc/mib.defs** file.

3. To add private enterprise specific MIB objects definitions to an existing **/etc/mib.defs** file for use by the **snmpinfo** command, enter:

```
mosy -o /tmp/private.obj /tmp/private.my
cat /etc/mib.defs /tmp/private.obj > /tmp/mib.defs
mv /tmp/mib.defs /etc/mib.defs
```

In this example, the first command creates the **/tmp/private.obj** objects definition file. The second command concatenates the **/etc/mib.defs** MIB objects definition file with the **/tmp/private.obj** private MIB file and places the concatenated contents into the **/tmp/mib.defs** temporary MIB objects definition file. The final command moves the temporary file to the **/etc/mib.defs** file for use by the **snmpinfo** command.

Files

/etc/mib.defs	Defines the Management Information Base (MIB) variables the SNMP agent should recognize and handle. The format of the /etc/mib.defs file is required by the snmpinfo command.
/usr/samples/snmpd/smi.my	Defines the ASN.1 definitions by which the SMI is defined as in RFC 1155.
/usr/samples/snmpd/mibII.my	Defines the ASN.1 definitions for the MIB II variables as defined in RFC 1213.

Related Information

The **snmpinfo** command.

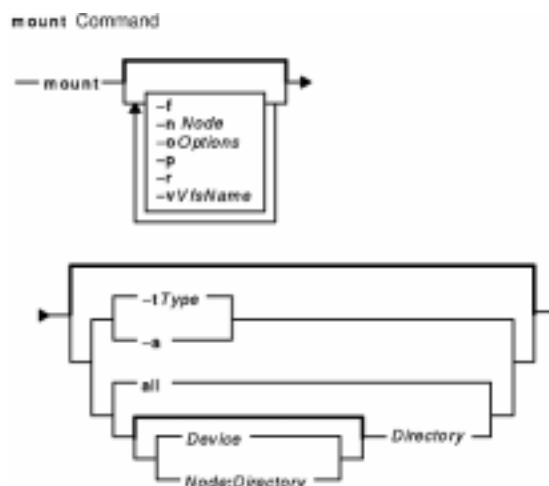
Understanding the Management Information Base (MIB), Understanding Terminology Related to Management Information Base (MIB) Variables in *AIX Communications Programming Concepts*.

mount Command

Purpose

Makes a file system available for use.

Syntax



```
mount [ -f ] [ -n Node ] [ -o Options ] [ -p ] [ -r ] [ -v VfsName ] [ -t Type ] [ Device | Node:Directory ]
Directory | all | -a ] [-V [generic_options] special_mount_points ]
```

Description

The **mount** command instructs the operating system to make a file system available for use at a specified location (the mount point). In addition, you can use the **mount** command to build other file trees made up of directory and file mounts. The **mount** command mounts a file system expressed as a device using the *Device* or *Node:Directory* parameter on the directory specified by the *Directory* parameter. After the **mount** command has finished, the directory specified becomes the root directory of the newly mounted file system.

Only users with root authority or are members of the system group and have write access to the mount point can issue file or directory mounts. The file or directory may be a symbolic link. The **mount** command uses the real user ID, not the effective user ID, to determine if the user has appropriate access. System group members can issue device mounts, provided they have write access to the mount point and those mounts specified in the */etc/filesystems* file. Users with root user authority can issue any **mount** command.

Users can mount a device provided they belong to the system group and have appropriate access. When mounting a device, the **mount** command uses the *Device* parameter as the name of the block device and the *Directory* parameter as the directory on which to mount the file system.

If you enter the **mount** command without flags, the command displays the following information for the mounted file systems:

- the node (if the mount is remote)
- the object mounted
- the mount point
- the virtual-file-system type

- the time mounted
- any mount options

If you specify only the *Directory* parameter, the **mount** command takes it to be the name of the directory or file on which a file system, directory, or file is usually mounted (as defined in the */etc/filesystems* file). The **mount** command looks up the associated device, directory, or file and mounts it. This is the most convenient way of using the **mount** command, because it does not require you to remember what is normally mounted on a directory or file. You can also specify only the device. In this case, the command obtains the mount point from the */etc/filesystems* file.

The */etc/filesystems* file should include a stanza for each mountable file system, directory, or file. This stanza should specify at least the name of the file system and either the device on which it resides or the directory name. If the stanza includes a mount attribute, the **mount** command uses the associated values. It recognizes five values for the mount attributes: **automatic**, **true**, **false**, **removable**, and **readonly**.

The **mount all** command causes all file systems with the **mount=true** attribute to be mounted in their normal places. This command is typically used during system initialization, and the corresponding mounts are referred to as automatic mounts.

CacheFS mount Specific

The CacheFS-specific version of the **mount** command mounts a cached file system; if necessary, it NFS-mounts its back file system. It also provides a number of CacheFS-specific options for controlling the caching process.

To mount a CacheFS file system, use the mount command with the **-V** flag followed by the argument. The following **mount** flags are available:

The following arguments to the **-o** flag are specifically for CacheFS mounts. Use commas to separate multiple options.

Note: The **backfstype** argument must be specified.

backfstype= <i>file_system_type</i>	The file system type of the back file system (for example, <i>nfs</i>).
backpath= <i>path</i>	Specifies where the back file system is already mounted. If this argument is not supplied, CacheFS determines a mount point for the back file system. The back file system must be read-only.
cachedir= <i>directory</i>	The name of the cache directory.
cacheid= <i>ID</i>	<i>ID</i> is a string specifying a particular instance of a cache. If you do not specify a cache <i>ID</i> , CacheFS will construct one.
write-around non-shared	Write modes for CacheFS. The write-around mode (the default) handles writes the same as NFS does; that is, writes are made to the back file system, and the affected file is purged from the cache. You can use the non-shared mode when you are sure that no one else will be writing to the cached file system.
noconst	Disables cache consistency checking. By default, periodic consistency checking is enabled. Specify noconst only when you know that the back file system will not be modified. Trying to perform cache consistency check using cfadmin-s will result in error. demandconst and noconst are mutually exclusive.
local_access	Causes the front file system to interpret the mode bits used for access checking instead of having the back file system verify access permissions. Do not use this argument with secure NFS.
purge	Purge any cached information for the specified file system.

rw ro	Read–write (default) or read–only.
suid nosuid	Allow (default) or disallow set–uid execution
acregmin=<i>n</i>	Specifies that cached attributes are held for at least <i>n</i> seconds after file modification. After <i>n</i> seconds, CacheFS checks to see if the file modification time on the back file system has changed. If it has, all information about the file is purged from the cache and new data is retrieved from the back file system. The default value is 30 seconds.
acregmax=<i>n</i>	Specifies that cached attributes are held for no more than <i>n</i> seconds after file modification. After <i>n</i> seconds, all file information is purged from the cache. The default value is 30 seconds.
acdirmin=<i>n</i>	Specifies that cached attributes are held for at least <i>n</i> seconds after directory update. After <i>n</i> seconds, CacheFS checks to see if the directory modification time on the back file system has changed. If it has, all information about the directory is purged from the cache and new data is retrieved from the back file system. The default value is 30 seconds.
actimeo=<i>n</i>	Sets acregmin , acregmax , acdirmin , and acdirmax to <i>n</i> .

You can use the Web–based System Manager File Systems application (**wsm fs** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit mount** fast path to run this command.

Note: If the **mount** command encounters a Journaled File System which was not unmounted before reboot, a replay of any JFS log records is attempted. In order to move a compatible JFS filesystem to a system running an earlier release of the AIX operating system, the filesystem must always be unmounted cleanly prior to its movement. Failure to unmount first may result in an incompatible JFS log device. If the movement results in an unknown log device, the filesystem should be returned to the system running the latter operating system release, and **fsck** should be run on the filesystem.

Flags

- a** Mounts all file systems in the **/etc/filesystems** file with stanzas that contain the **true** mount attribute.
- all** Same as the **–a** flag.
- f** Requests a forced mount during system initialization to enable mounting over the root file system.
- n Node** Specifies the remote node that holds the directory to be mounted.

File System Specific Options:

- o Options** Specifies options. Options you enter on the command line should be separated only by a comma, not a comma and a space. The following file–system–specific options do not apply to all virtual–file–system types:
 - bsy** Prevents the mount operation if the directory to be mounted over is the current working directory of a process.
 - log=LVName** Specifies the full path name of the filesystem logging logical volume name where the following file–system operations are logged.
 - nodev** Specifies that you cannot open devices from this mount. This option returns a value of **ENXIO** if a failure occurs.
 - nosuid** Specifies that execution of **setuid** and **setgid** programs by way of this mount is not allowed. This option returns a value of **EPERM** if a failure occurs.
 - ro** Specifies that the mounted file is read–only. The default value is **rw**.
 - rw** Specifies that the mounted file is read/write accessible. **rw** is the default value.

NFS Specific Options

- o Options** Specifies options.
- bg** Attempts mount in background if first attempt is unsuccessful. The default value is **fg**.
- fg** Attempts mount in foreground if first attempt is unsuccessful. **fg** is the default value.
- vers=[2|3]** Specifies NFS version. The default is the version of NFS protocol used between the client and server and is the highest one available on both systems. If the NFS server does not support NFS Version 3, the NFS mount will use NFS Version 2. Use the **vers=[2|3]** option to select the NFS version. This option only applies to AIX Version 4.2.1 or later.
- proto=[udp|tcp]** Specifies the transport protocol. The default transport protocol used for AIX Version 4.2.1 NFS mounts is **udp** if available on the server. For AIX Versions 4.3.0 and later the default is **tcp**. Use the **proto=[udp|tcp]** option to override the default. This option only applies to AIX Version 4.2.1 or later.
- retry=*n*** Sets the number of times the mount is attempted to *n*; the default value is 1000. When the retry value is 0, the system makes 10,000 attempts.
- rsize=*n*** Sets the read buffer size to *n* bytes. The default value is 8192. For AIX Version 4.2.1 only, the default value is 32768 when using Version 3 of the NFS protocol.
- wsize=*n*** Sets the write buffer size to *n* bytes. The default value is 8192. For AIX Version 4.2.1 only, the default value is 32768 when using Version 3 of the NFS protocol.
- llock** Requests that files lock locally at the NFS client. NFS network file locking requests are not sent to the NFS server if the **llock** option is used. This option only applies to AIX Version 4.2.1 or later.
- timeo=*n*** Sets the Network File System (NFS) time-out period to *n* tenths of a second. The default value is 7.
- retrans=*n*** Sets the number of NFS transmissions to *n*. The default value is 3.
- port=*n*** Sets server Internet Protocol (IP) port number to *n*. The default value is the **NFS_PORT** (a system-specified constant).
- soft** Returns an error if the server does not respond. The default value is **hard**.
- hard** Retries a request until server responds. The option is the default value.
- intr** Allows keyboard interrupts on hard mounts.
- nointr** Specifies no keyboard interrupts allowed on hard mounts. This option only applies to AIX Version 4.2.1 or later.
- posix** Requests that pathconf information be exchanged and made available on an NFS Version 2 mount. Requires a mount Version 2 **rpc.mountd** at the NFS server.
- This option only applies to AIX Version 4.2.1 or later.
- secure** Specifies that the **mount** command uses Data Encryption Standard (DES) for NFS transactions.
- grpuid** Directs any file or directory created on the file system to inherit the group ID of the parent directory.
- noacl** Specifies not to use the AIX Access Control List RPC program for this NFS mount request. The default is **noacl**. This option only applies to AIX Version 4.2.1 or later.
- acl** Requests using the AIX Access Control List RPC program for this NFS mount. If the **acl** option is used, the ACL RPC program is used only if the

NFS server provides it. The default is **noacl**. This option only applies to AIX Version 4.2.1 or later.

- noac** Specifies that the **mount** command performs no attribute or directory caching. If you do not specify this option, the attributes (including permissions, size, and timestamps) for files and directories are cached to reduce the need to perform over-the-wire **NFSPROC_GETATTR** Remote Procedure Calls (RPCs). The **NFSPROC_GETATTR** RPC enables a client to prompt the server for file and directory attributes. The **acregmin**, **acregmax**, **acdirmin**, and **acdirmax** options control the length of time for which the cached values are retained.
- shortdev** Specifies that you are mounting a file system from a host that does not support 32-bit device special files. This option does not apply to AIX Version 4.2.1 or later.
- actimeo=*n*** Sets minimum and maximum times for regular files and directories to *n* seconds. If this option is set, it overrides any settings for the **acregmin**, **acregmax**, **acdirmin**, and **acdirmax** options.
- acregmin=*n*** Holds cached attributes for at least *n* seconds after file modification. The default is 3 seconds.
- acregmax=*n*** Holds cached attributes for no longer that *n* seconds after file modification. The default is 60 seconds.
- acdirmin=*n*** Holds cached attributes for at least *n* seconds after directory update. The default is 30 seconds.
- acdirmax=*n*** Holds cached attributes for no more than *n* seconds after directory update. The default is 60 seconds.
- p** Mounts a file system as a removable file system. While open files are on it, a removably mounted file system behaves the same as a normally mounted file system. However, when no files are open (and no process has a current directory on the file system), all of the file system disk buffers in the file system are written to the medium, and the operating system forgets the structure of the file system.
- r** Mounts a file system as a read-only file system, regardless of its previous specification in the **/etc/filesystems** file.
- t *Type*** Mounts all stanzas in the **/etc/filesystems** file that contain the **type=*Type*** attribute and are not mounted. The *Type* parameter specifies the name of the group.
- v *VfsName*** Specifies that the file system is defined by the *VfsName* parameter in the **/etc/vfs** file.

Examples

1. To list the mounted file systems, enter:

```
mount
```

This command produces output similar to the following:

node	mounted	mounted	vfs	date	options	over
----	-----	-----	---	-----	-----	-----
	/dev/hd0	/	jfs	Dec 17 08:04	rw, log	=/dev/hd8
	/dev/hd3	/tmp	jfs	Dec 17 08:04	rw, log	=/dev/hd8
	/dev/hd1	/home	jfs	Dec 17 08:06	rw, log	=/dev/hd8
	/dev/hd2	/usr	jfs	Dec 17 08:06	rw, log	=/dev/hd8
sue	/home/local/src	/usr/code	nfs	Dec 17 08:06	ro, log	=/dev/hd8

For each file system, the **mount** command lists the node name, the device name, the name under which it is mounted, the virtual-file-system type, the date and time it was mounted, and its options.

2. To mount all default file systems, enter:

```
mount all
```

This command sequence mounts all standard file systems in the `/etc/filesystems` file marked by the **mount=true** attribute.

3. To mount a remote directory, enter:

```
mount -n nodeA /home/tom.remote /home/tom.local
```

This command sequence mounts the `/home/tom.remote` directory located on `nodeA` onto the local `/home/tom.local` directory. It assumes the default `VfsName` parameter=**remote**, which must be defined in the `/etc/vfs` file.

4. To mount a file or directory from the `/etc/filesystems` file with a specific type, enter:

```
mount -t remote
```

This command sequence mounts all files or directories in the `/etc/filesystems` file that have a stanza that contains the **type=remote** attribute.

5. To CacheFS—mount the file system which is already NFS—mounted on `/usr/abc`, enter:

```
mount -V cachefs -o backfstype=nfs,backpath=/usr/abc,
cachedir=/cache1 server1:/user2 /xyz
```

The lines similar to the following appear in the `/etc/mnttab` file after the mount command is executed:

```
server1:/user2 /usr/abc nfs
/usr/abc /cache1/xyz cachefs backfstype=nfs
```

Files

`/etc/filesystems` Lists the known file systems and defines their characteristics.

`/etc/vfs` Contains descriptions of virtual—file—system types.

Related Information

The **nfso** command, **umount** command.

The **mntctl** subroutine, **mount** subroutine, **umount** subroutine.

The **filesystems** file, **vfs** file.

Setting up and running Web—based System Manager in *AIX Version 4.3 System Management Guide: Operating System and Devices*.

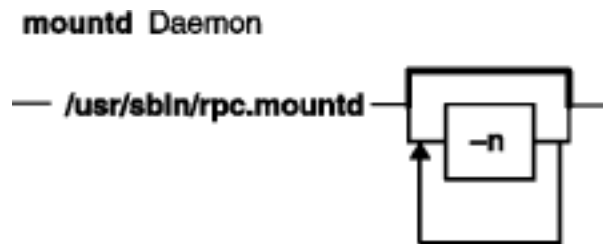
Mounting Overview and System Management Interface Tool (SMIT): Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

mountd Daemon

Purpose

Answers requests from clients for file system mounts.

Syntax



`/usr/sbin/rpc.mountd [-n]`

Description

The **mountd** daemon is a Remote Procedure Call (RPC) that answers a client request to mount a file system. The **mountd** daemon finds out which file systems are available by reading the **/etc/xtab** file.

In addition, the **mountd** daemon provides a list of currently mounted file systems and the clients on which they are mounted. You can display this list by using the **showmount** command.

Examples

The **mountd** daemon is started from the **/etc/rc.nfs** file. The **mountd** daemon can be started and stopped by the following System Resource Controller (SRC) commands:

```
startsrc -s rpc.mountd
stopsrc -s rpc.mountd
```

To change the parameters passed to the **mountd** daemon, use the **chssys** command. For example:

```
chssys -s rpc.mountd -a Argument
```

The change will not take effect until the daemon is restarted.

Flag

-n Allows clients that use older versions of NFS to mount file systems. This option makes the system slightly less secure.

Files

/etc/exports Lists the directories that the server can export.

/etc/inetd.conf Defines how the **inetd** daemon handles Internet service requests.

/etc/xtab Lists currently exported directories.

Related Information

The **chssys** command, **mount** command, **showmount** command.

The **nfsd** daemon, **portmap** daemon.

Network File System (NFS) Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

System Resource Controller Overview in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

How to Mount a NFS File System Explicitly and How to Mount a File System Using Secure NFS in *AIX Version 4.3 System Management Guide: Communications and Networks*.

List of NFS Commands.

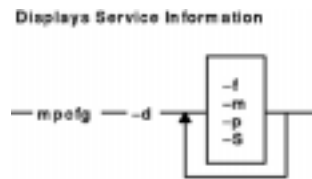
mpcfg Command

Purpose

Manages remote maintenance service information.

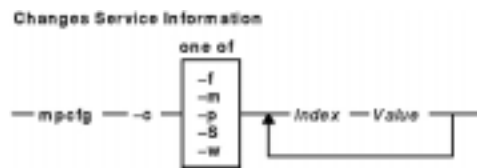
Syntax

Display Service Information



`mpcfg -d { -f-m-p-S }`

Change Service Information



`mpcfg -c { -f | -m | -p-S-w } Index Value...`

Save or Restore Service Information



`mpcfg { -r | -s }`

Description

The **mpcfg** command enables a user with root authority to manage service information consisting of the service support and diagnostic flags (**-S** and **-f** flags), the modem and site configuration (**-m** flag), and the remote support phone numbers (**-p** flag).

The **mpcfg** command works only on multiprocessor systems with Micro Channel I/O. For IBM systems, this includes the IBM 7012 Model G Series, the IBM 7013 Model J Series, and the IBM 7015 Model R Series

You can perform the following actions:

- Display (**-d** flag) the service information
- Change (**-c** flag) the service information
- Save (**-s** flag) the service information in the `/etc/lpp/diagnostics/data/bump` file
- Restore (**-r** flag) the service information to values read in the `/etc/lpp/diagnostics/data/bump` file.

Note: Generally the **mpcfg** command is not used directly but through the

diag command.

Flags

- c** Changes values of service information. The values that you want to modify are identified first by the flag **-f**, **-m**, **-p** or **-S**, and then by their index (*Index* parameter) within this category. The new value to assign (*Value* parameter) directly follows this index in the command. You can specify only one flag among **-f**, **-m**, **-p**, **-S** but several pairs "*Index Value*". The flag **-w** allows to change maintenance passwords.
- d** Displays the values of service information according to the **-f**, **-m**, **-p** and **-S** flags set in the command. These values are displayed associated with their corresponding indexes and names.
- r** Reads the service information in the `/etc/lpp/diagnostics/data/bump` file, and restores it in the non volatile memory (NVRAM).
- s** Saves the service information in the `/etc/lpp/diagnostics/data/bump` file.
- f** Indicates that the action (display or change) will be applied to the diagnostic flags.
- m** Indicates that the action (display or change) will be applied to the modem and site configuration.
- p** Indicates that the action (display or change) will be applied to the remote support phone numbers.
- S** Indicates that the action (display or change) will be applied to the service support flags.
- w** Indicates that the change will be applied to a password.

Security

Access Control: only the root user can run this command.

Examples

1. To display the modem and site configuration, enter the following command:

```
mpcfg -dm
```

This produces output similar to the following:

Index	Name	Value
1	Modem Parameters File Name	/usr/share/modems/plextel
2	Service Line Speed	2400
3	Protocol Inter Data Block Delay	15
4	Protocol Time Out	30
5	Retry Number	2
6	Customer ID	xyz
7	Login ID	abcd
8	Password ID	%qw!as

2. To assign the new value 22114433 to the first remote support phone number, enter the following command:

```
>mpcfg -c -p 1 22114433
```
3. To save the service information in the `/etc/lpp/diagnostics/data/bump` file, enter the following command:

```
mpcfg -s
```
4. To restore the service information from the `/etc/lpp/diagnostics/data/bump` file to NVRAM, enter the following command:

```
mpcfg -r
```

Files

- /usr/sbin/mpcfg** Contains the **mpcfg** command.
- /etc/lpp/diagnostics/data/bump** Contains the service support and diagnostic flags, remote support phone numbers, and modem and site configuration.

Related Information

The AIX Version 4.3 Problem Solving Guide and Reference.

mouted Daemon

Purpose

Forwards a multicast datagram. This daemon only applies to AIX Version 4.2.1 or later.

Syntax



```
/usr/sbin/mouted [ -p ] [ -c Config_File ] [ -d [ Debug_Level ] ]
```

Description

mouted is an implementation of the Distance Vector Multicast Routing Protocol (DVMRP), an earlier version of which is specified in RFC 1075. It maintains topological knowledge using a distance vector routing protocol (like RIP, described in RFC 1058), on which it implements a multicast datagram forwarding algorithm called Reverse Path Multicasting.

mouted forwards a multicast datagram along a shortest (reverse) path tree rooted at the subnet on which the datagram originates. The multicast delivery tree may be thought of as a broadcast delivery tree that has been pruned back so that it does not extend beyond those subnetworks that have members of the destination group. Hence, datagrams are not forwarded along those branches that have no listeners of the multicast group. The IP time-to-live of a multicast datagram can be used to limit the range of multicast datagrams.

To support multicasting among subnets that are separated by (unicast) routers that do not support IP multicasting, **mouted** includes support for tunnels, which are virtual point-to-point links between pairs of **mouted**s located anywhere in an Internet. IP multicast packets are encapsulated for transmission through tunnels, so that they look like normal unicast datagrams to intervening routers and subnets. The encapsulation is added on entry to a tunnel, and stripped off on exit from a tunnel. By default, the packets are encapsulated using the IP-in-IP protocol (IP protocol number 4). Older versions of **mouted** tunnel use IP source routing, which puts a heavy load on some types of routers. This version does not support IP source-route tunneling.

The tunneling mechanism allows **mouted** to establish a virtual Internet, for the purpose of multicasting only, which is independent of the physical Internet and which may span multiple Autonomous Systems. This capability is intended for experimental support of Internet multicasting only, pending widespread support for multicast routing by the regular (unicast) routers. **mouted** suffers from the well-known scaling problems of any distance-vector routing protocol and does not support hierarchical multicast routing.

mouted automatically configures itself to forward on all multicast-capable interfaces (that is, interfaces that have the IFF_MULTICAST flag set, excluding the loopback interface), and it finds other **mouted**s directly reachable using those interfaces.

mouted will not initiate execution if it has fewer than two enabled virtual interfaces (vifs), where a vif is either a physical multicast-capable interface or a tunnel. It will log a warning if all of its vifs are tunnels; such an **mouted** configuration would be better replaced by more direct tunnels.

mouted handles multicast routing only; there may or may not be unicast-routing software running on the same machine as **mouted**. With the use of tunnels, it is not necessary for **mouted** to have access to more

than one physical subnet to perform multicast forwarding.

Flags

-c *Config_File* Starts the **mROUTED** command using an alternate configuration file specified by the *Config_File* variable.

There are five types of configuration entries:

```
phyint local-addr [disable] [metric m] [threshold t] [rate_limit b]
[boundary (boundary-name|scoped-addr/mask-len)] [altnet
network/mask-len]
```

```
tunnel local-addr remote-addr
[
metric m
] [
threshold t
] [
rate_limit b
]
```

```
[
boundary
(
boundary-name
|
scoped-addr
/
mask-len
)]
```

```
cache_lifetime ct
```

```
pruning off
|
on
```

```
name boundary-name scoped-addr
/
mask-len
```

See *mROUTED.conf File in AIX Version 4.3 Files Reference*.

-d Sets the debug level. If no **-d** option is given, or if the debug level is specified as 0, **mROUTED** detaches from the invoking terminal. Otherwise, it remains attached to the invoking terminal and responsive to signals from that terminal. If **-d** is given with no argument, the debug level defaults to 2. Regardless of the debug level, **mROUTED** always writes warning and error messages to the system log demon. Non-zero debug levels have the following effects:

level 1 All syslog'ed messages are also printed to **stderr**.

level 2 All level 1 messages plus notifications of significant events are printed to **stderr**.

level 3 All level 2 messages plus notifications of all packet arrivals and departures are printed to **stderr**.

Upon startup, **mROUTED** writes its pid to the file */etc/mROUTED.pid*.

-p Turns off pruning. Default is pruning enabled.

Signals

The following signals can be sent to **mROUTED**:

- HUP** Restarts **mROUTED**. The configuration file is reread every time this signal is evoked.
- INT** Terminates execution gracefully (that is, by sending good-bye messages to all neighboring routers).
- TERM** Same as **INT**.
- USR1** Dumps the internal routing tables to **/usr/tmp/mROUTED.dump**.
- USR2** Dumps the internal cache tables to **/usr/tmp/mROUTED.cache**.
- QUIT** Dumps the internal routing tables to **stderr** (if **mROUTED** was invoked with a nonzero debug level).

For convenience in sending signals, **mROUTED** writes its pid to **/etc/mROUTED.pid** on startup.

Examples

1. To display routing table information, enter:

```
kill -USR1 *cat /etc/mROUTED.pid*
```

This produces the following output:

```
Virtual Interface Table
Vif Local-Address      Metric  Thresh  Flags
0 36.2.0.8      subnet: 36.2          1      1      querier
                  groups: 224.0.2.1
                  224.0.0.4
                  pkts in: 3456
                  pkts out: 2322323
1 36.11.0.1     subnet: 36.11         1      1      querier
                  groups: 224.0.2.1
                  224.0.1.0
                  224.0.0.4
                  pkts in: 345
                  pkts out: 3456
2 36.2.0.8      tunnel: 36.8.0.77     3      1
                  peers: 36.8.0.77 (2.2)
                  boundaries: 239.0.1
                  : 239.1.2
                  pkts in: 34545433
                  pkts out: 234342
3 36.2.0.8      tunnel: 36.6.8.23     3      16

Multicast Routing Table (1136 entries)
Origin-Subnet  From-Gateway  Metric Tmr In-Vif Out-Vifs
36.2           36.8.0.77     1     45  0     1* 2 3*
36.8           36.8.0.77     4     15  2     0* 1* 3*
36.11          .             1     20  1     0* 2 3*
.
.
.
```

In this example, there are four vifs connecting to two subnets and two tunnels. The vif 3 tunnel is not in use (no peer address). The vif 0 and vif 1 subnets have some groups present; tunnels never have any groups. This instance of **mROUTED** is the one responsible for sending periodic group membership queries on the vif 0 and vif 1 subnets, as indicated by the "querier" flags. The list of boundaries indicate the scoped addresses on that interface. A count of the no. of incoming and outgoing packets is also shown at each interface.

Associated with each subnet from which a multicast datagram can originate is the address of the previous hop router (unless the subnet is directly connected), the metric of the path back to the origin, the amount of time since an update for this subnet was last received, the incoming vif for multicasts from that origin, and a list of outgoing vifs. The asterisk (*) means that the outgoing vif is connected to a leaf of the broadcast tree rooted at the origin, and a multicast datagram from that origin will be forwarded on that outgoing vif only if there are members of the destination group on that leaf.

mrouted also maintains a copy of the kernel forwarding cache table. Entries are created and deleted by **mrouted**.

2. To display cache table information, enter:

```
kill -USR2 *cat /etc/mrouted.pid*
```

This produces the following output:

```
Multicast Routing Cache Table (147 entries)
Origin          Mcast-group      CTmr   Age   Ptmr   IVif   Forwvifs
13.2.116/22     224.2.127.255    3m     2m    -      0      1
>13.2.116.19
>13.2.116.196
138.96.48/21   224.2.127.255    5m     2m    -      0      1
>138.96.48.108
128.9.160/20   224.2.127.255    3m     2m    -      0      1
>128.9.160.45
198.106.194/24 224.2.135.190    9m     28s   9m     0P
>198.106.194.22
```

Each entry is characterized by the origin subnet number and mask and the destination multicast group. The CTmr field indicates the lifetime of the entry. The entry is deleted from the cache table when the timer decrements to zero. The Age field is the time since this cache entry was originally created. Since cache entries get refreshed if traffic is flowing, routing entries can grow very old. The Ptmr field is simply a dash if no prune was sent upstream or the amount of time until the upstream prune will time out. The Ivif field indicates the incoming vif for multicast packets from that origin. Each router also maintains a record of the number of prunes received from neighboring routers for a particular source and group. If there are no members of a multicast group on any downward link of the multicast tree for a subnet, a prune message is sent to the upstream router. They are indicated by a P after the vif number. The Forwvifs field shows the interfaces along which datagrams belonging to the source group are forwarded. A p indicates that no datagrams are being forwarded along that interface. An unlisted interface is a leaf subnet with are no members of the particular group on that subnet. A b on an interface indicates that it is a boundary interface, that is, traffic will not be forwarded on the scoped address on that interface. An additional line with a greater-than symbol (>) as the first character is printed for each source on the subnet. Note that there can be many sources in one subnet.

Files

/etc/mrouted.conf Contains the configuration information for the **mrouted** daemon.
/usr/tmp/mrouted.dump Contains the internal routing tables for the **mrouted** daemon.
/etc/mrouted.pid Contains the process ID for the **mrouted** daemon.
/usr/tmp/mrouted.cache Contains the internal cache tables for the **mrouted** daemon.

Related Information

/etc/mrouted.conf File in *AIX Version 4.3 Files Reference*.

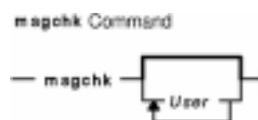
DVMRP is described, along with other multicast routing algorithms, in the paper "Multicast Routing in Internetworks and Extended LANs" by S. Deering in *Proceedings of the ACM SIGCOMM '88 Conference*.

msgchk Command

Purpose

Checks for messages.

Syntax



msgchk [*User* ...]

Description

The **msgchk** command checks mail drops for messages. The **msgchk** command reports whether the mail drop for the specified user contains messages and indicates if the user has already seen these messages. By default, the **msgchk** command checks the mail drop for the current user.

Flags

-help Lists the command syntax, available switches (toggles), and version information.

Note: For the Message Handler (MH), the name of this flag must be fully spelled out.

Examples

1. To check to see if you have any new messages, enter:

```
msgchk
```

If you have new messages, the system responds with a message similar to the following:

```
You have new Internet mail waiting
```

If you have no messages, the system responds with a message similar to the following:

```
You don't have any mail waiting
```

2. To check to see if user karen on your local system has any new messages, enter:

```
msgchk karen
```

In this example, if user karen on your local system has new messages, the system responds with a message similar to the following:

```
karen has new Internet mail waiting
```

If user karen on your local system has no messages, the system responds with a message similar to the following:

```
karen doesn't have any mail waiting
```

Files

\$HOME/.mh_profile Contains the user's MH profile.
/etc/mh/mtstailor Contains the MH tailor file.
/var/spool/Mail/\$USER Defines the location of the mail drop.
/usr/bin/msgchk Contains the **msgchk** command.

Related Information

The **inc** command.

The **mh_alias** file format, **mh_profile** file format.

Mail Overview in *AIX Version 4.3 System User's Guide: Communications and Networks*.

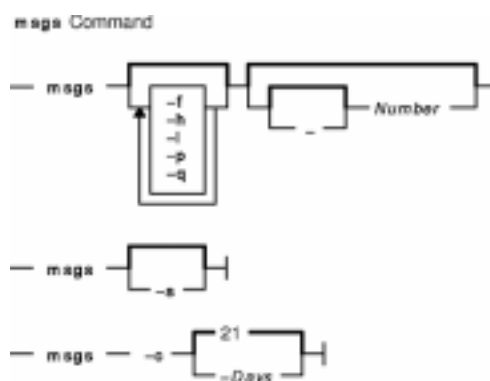
Peek, Jerry. *MH and xmh: E-mail for Users and Programmers*. Sebastopol, CA: O'Reilly & Associates, 1992.

msgs Command

Purpose

Reads system messages.

Syntax



msgs [**-f**] [**-h**] [**-l**] [**-p**] [**-q**] [[**-**] *Number*]

msgs [**-s**]

msgs -c [*-Days*]

Description

The **msgs** command reads system messages that are read once by most users of the system. Similar to bulletins, these messages are short pieces of information sent to the user name **msgs** using the **mail** command.

If you put the **msgs** command in either the **\$HOME/.login** or **\$HOME/.profile** file, you are prompted with the source and subject of each new message each time you log in to the system. If there is no subject line, the first few nonblank lines of the message are displayed. If the message is longer than a few lines, you are told how long the message is and asked if you wish to see the rest of the message. The possible responses are:

- Number* Starts the **msgs** command at the message specified by the *Number* parameter, rather than at the next message indicated by your **\$HOME/.msgsrc** file.
- Displays the previous message.
- Enter** Displays the rest of the message.
- m** or **m-** Places a copy of the specified message in a temporary mailbox and starts the **mail** command on that mailbox. (Accepts a numeric argument in place of the **-**.)
- n** or **N** Skips the current message and moves to the next message.
- q** or **Q** Ends the **msgs** program.
- s** or **s-File** Appends the current message to the default **Messages** file in the current directory. The **s-** option saves the previously displayed message. An **s** or **s-** option followed by the *File* variable specifies the file to receive the message.
- x** or **X** Exits without flushing the message.
- y** or **Y** Displays the rest of the message.

The **msgs** command keeps track of the next message with a number in the **\$HOME/.msgsrc** file. The **/var/msgs** directory keeps a set of files whose names are the sequential numbers of the messages they represent. The **/var/msgs/bounds** file shows the low and high number of the messages in the directory so the **msgs** command can quickly determine if there are no messages for you. If the contents of the **/var/msgs/bounds** file is incorrect, remove it. The **msgs** command will make a new bounds file the next time it is run.

Note: Messages can contain multibyte characters.

Flags

- Number** Displays the message that is the difference between the number of messages in the **\$HOME/.msgsrc** file and the number specified by the **-Number** parameter. For example, if you want to display the second message out of five that reside in the **\$HOME/.msgsrc** file, enter a **-3** as the **-Number** parameter.
- c** Performs cleanup on the **/var/msgs** file. An entry with the **-c** flag should be placed in the **/var/spool/cron/crontabs** directory to run every night. The **-c** flag removes all messages over 21 days old. A different expiration may be specified on the command line to override the default.
- f** Prevents display of the message: `No new messages.`
- h** Causes the **msgs** command to display only the first part of the messages.
- l** Causes only locally originated messages to be reported. The locally originated messages are created by local users instead of NIS (YP) clients.
- p** Pipes long messages through the **more** command.
- q** Queries whether messages exist. Any new messages are displayed. The **msgs -q** command is often used in login scripts.
- s** Causes a message to be posted.

Examples

1. To display the first part of all messages, enter:

```
msgs -h 1
```

The first part of the message is displayed. The posting of messages is now enabled.

2. To display a specific message, enter:

```
msgs 4
```

In this example, message 4 is displayed.

3. To determine if you have new messages, enter:

```
msgs -q
```

If you have new messages, the following statement is displayed:

```
There are new messages.
```

4. To enable the posting of messages, enter the following line in your **/etc/aliases** file:

```
msgs: | /usr/bin/msgs -s
```

Files

- /etc/aliases** Enables posting of messages.
- /var/msgs** Contains directory of message files.
- /var/msgs/bounds** Shows the low and high number of messages in the directory.

\$HOME/.msgsrc Contains number of next message to be presented.

/usr/bin/msg Contains the **msg** command.

Related Information

Mail Overview in *AIX Version 4.3 System User's Guide: Communications and Networks*.

Mail Overview for System Management in *AIX Version 4.3 System Management Guide: Communications and Networks*.

The **crontab** command, **mail** command, **more** command.

`showproc`: Specifies the program used to show messages.

Examples

1. To start an **msh** shell, enter:

```
msh
```

If the **msgbox** file exists in the current directory, the system responds with a message similar to the following:

```
Reading ./msgbox, currently at message 1 of 10
```

Then, the system prompt appears as follows:

```
(msh)
```

In this example, the current message is message 1 in the **msgbox** file. You can now enter a modified subset of MH commands.

2. To start an **msh** shell to manipulate the messages stored in the **meetings** file, enter:

```
msh meetings
```

Files

\$HOME/.mh_profile Specifies the user's MH profile.

/etc/mh/mtstailor Contains the MH tailor file.

/usr/bin/msh Contains the **msh** command.

Related Information

The **ali** command, **burst** command, **comp** command, **dist** command, **folder** command, **forw** command, **inc** command, **mark** command, **mhmail** command, **msgchk** command, **next** command, **packf** command, **pick** command, **prev** command, **refile** command, **repl** command, **rmm** command, **scan** command, **send** command, **show** command, **sortm** command, **vmh** command, **whatnow** command, **whom** command.

The **mh_alias** file format, **mh_profile** file format.

Mail Overview in *AIX Version 4.3 System User's Guide: Communications and Networks*.

Peek, Jerry. *MH and xmh: E-mail for Users and Programmers*. Sebastopol, CA: O'Reilly & Associates, 1992.

mt Command (BSD)

Purpose

Gives subcommands to streaming tape device.

Syntax



```
mt [ -f TapeName ] Subcommand [ Count ]
```

Description

The **mt** command gives subcommands to a streaming tape device. If you do not specify the **-f** flag with the *TapeName* parameter, the **TAPE** environment variable is used. If the environment variable does not exist, the **mt** command uses the **/dev/rmt0.1** device. The *TapeName* parameter must be a raw (not block) tape device. You can specify more than one operation with the *Count* parameter.

Subcommands

eof, weof	Writes the number of end-of-file markers specified by the <i>Count</i> parameter at the current position on the tape.
fsf	Moves the tape forward the number of files specified by the <i>Count</i> parameter.
bsf	Moves the tape backwards the number of files specified by the <i>Count</i> parameter. If using the bsf subcommand would cause the tape head to move back past the beginning of the tape, then the tape will be rewound, and the mt command will return EIO .
fsr	Moves the tape forward the number of records specified by the <i>Count</i> parameter.
bsr	Moves the tape backwards the number of records specified by the <i>Count</i> parameter.
rewoff1, rewind	Rewinds the tape. The <i>Count</i> parameter is ignored.
status	Prints status information about the specified tape device. The output of the status command may change in future implementations.

Flag

-f*TapeName* Specifies the *TapeName* parameter.

Examples

1. To rewind the `rmt1` tape device, enter:

```
mt -f /dev/rmt1 rewind
```

2. To move forward two files on the default tape device, enter:

```
mt fsf 2
```

3. To write two end-of-file markers on the tape in the `/dev/rmt0.6` file, enter:

```
mt -f /dev/rmt0.6 weof 2
```

Exit Status

0 Indicates a successful completion.

>0 Indicates an error occurred.

Files

/dev/rmt/n.n Specifies the raw streaming tape interface.

/usr/bin/mt Contains the **mt** command file.

Related Information

The **tctl** command.

The **environment** file, **rmt** special file.

The **ioctl** subroutine.

Tape Drives in *AIX Version 4.3 System Management Concepts: Operating System and Devices*.

mv or move Command

Purpose

Moves files.

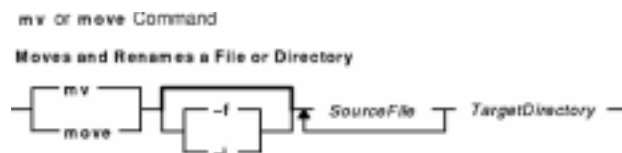
Syntax

To Move Files to a Directory Maintaining Original File Names



{ **mv** | **move** } [**-i** | **-f**] *SourceFile* *TargetFile*

To Move and Rename a File or Directory



{ **mv** | **move** } [**-i** | **-f**] *SourceFile* ... *TargetDirectory*

Description

Attention: The **mv** (**move**) command can overwrite many existing files unless you specify the **-i** flag. The **-i** flag prompts you to confirm before it overwrites a file. If both the **-f** and **-i** flags are specified in combination, the last flag specified takes precedence.

The **mv** command moves files and directories from one directory to another, or renames a file or directory. If you move a file or directory to a new directory, it retains the base file name. When you move a file, all links to other files remain intact, except when you move it to a different file system. When you move a directory into an existing directory, the directory and its contents are added under the existing directory.

When you use the **mv** command to rename a file or directory, the *TargetDirectory* parameter can specify either a new file name or a new directory path name.

If moving the file would overwrite an existing file that does not have write-permission set and if standard input is a workstation, the **mv** command displays the file-permission code and reads a line from standard input. If that line begins with a *y*, or the locale's equivalent of a *y*, the **mv** command moves the file. If the response is anything other than a *y*, the **mv** command does nothing to that file and continues with the next specified file.

You can use the **mv** command to move files within the same file system or between file systems. Whether you are working in one file system or across file systems, the **mv** command copies the file to the target and deletes the original file. The **mv** command preserves in the new file the time of the most recent data modification, the time of the most recent access, the user ID, the group ID, and the file mode of the original file.

The **mv** command will modify either the source file or the destination path if the command is prematurely terminated.

Note: The **mv** command supports the `--` (dash, dash) parameter as a delimiter that indicates the end of the flags.

Flags

Attention: The **mv** command can overwrite many existing files unless you specify the `-i` flag. The `-i` flag prompts you to confirm before it overwrites a file. If both the `-f` and `-i` flags are specified in combination, the last flag specified takes precedence.

`-f` Does not prompt you before overwriting an existing file.

`-i` Prompts you before moving a file or directory to an existing path name by displaying the name of the file followed by a question mark. If you answer with a line starting with `y` or the locale's equivalent of a `y`, the move continues. Any other reply prevents the move from occurring.

Examples

1. To rename a file, enter:

```
mv appendix apndx.a
```

This command renames `appendix` to `apndx.a`. If a file named `apndx.a` already exists, its old contents are replaced with those of `appendix`.

2. To move a directory, enter:

```
mv book manual
```

This command moves all files and directories under `book` to the directory named `manual`, if `manual` exists. Otherwise, the directory `book` is renamed `manual`.

3. To move a file to another directory and give it a new name, enter:

```
mv intro manual/chap1
```

This command moves `intro` to `manual/chap1`. The name `intro` is removed from the current directory, and the same file appears as `chap1` in the directory `manual`.

4. To move a file to another directory, keeping the same name, enter:

```
mv chap3 manual
```

This command moves `chap3` to `manual/chap3`

Note: Examples 1 and 3 name two files, example 2 names two existing directories, and example 4 names a file and a directory.

5. To move several files into another directory, enter:

```
mv chap4 jim/chap5 /home/manual
```

This command moves the `chap4` file to the `/home/manual/chap4` file directory and the `jim/chap5` file to the `/home/manual/chap5` file.

6. To use the **mv** command with pattern-matching characters, enter:

```
mv manual/* .
```

This command moves all files in the `manual` directory into the current directory `.` (period), retaining the names they had in `manual`. This move also empties `manual`. You must type a space between the asterisk and the period.

Note: Pattern-matching characters expand names of existing files only. For example, the command `mv intro man*/chap1` does not work if the file `manual/chap1` does not exist.

Exit Status

- 0** All input files were moved successfully.
- >0** An error occurred.

Files

- `/usr/bin/mv` Contains the **mv** command.
- `/usr/bin/move` Contains the **move** command.

Related Information

The **chmod** command, **ln** command, **rm** command.

The **rename** subroutine.

Files Overview in the *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Directory Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

Input and Output Redirection Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

mmdir Command

Purpose

Moves (renames) a directory.

Syntax

```
mmdir Command  
— mmdir — Directory1 — Directory2 —
```

mmdir *Directory1* *Directory2*

Description

Note: This command has been made obsolete by the **mv** command.

The **mmdir** command renames directories within a file system. To use the **mmdir** command, you must have write permission to *Directory1* and *Directory2* as well as in the parent directories.

The *Directory1* parameter must name an existing directory. If *Directory2* does not exist, *Directory1* is moved to *Directory2*. If *Directory2* exists, *Directory1* becomes a subdirectory of *Directory2*. Neither directory can be a subset of the other.

The **mmdir** Command can also be used to move or rename files. If the *Directory1* parameter is an existing file name and the *Directory2* parameter is an existing directory name, the file specified by *Directory1* is moved to the directory specified by *Directory2*. If the *Directory1* parameter is an existing file name and the *Directory2* parameter does not yet exist, *Directory2* replaces the file name *Directory1*. If both are existing file names, the file specified by *Directory1* is renamed *Directory2*, and the existing *Directory2* is removed.

Example

To rename or move a directory to another location, enter:

```
mmdir appendixes manual
```

If `manual` does not exist, this renames the `appendixes` directory to `manual`.

If a directory named `manual` already exists, this moves `appendixes` and its contents to `manual/appendixes`. In other words, `appendixes` becomes a subdirectory of `manual`.

Files

`/usr/sbin/mmdir` Contains the **mmdir** command.

Related Information

The **mkdir** command, **mv** command.

The **rename** subroutine.

Directory Overview in *AIX Version 4.3 System User's Guide: Operating System and Devices*.

File and Directory Access Modes in the *AIX Version 4.3 System User's Guide: Operating System and Devices* introduces file ownership and permissions to access files and directories.

mvfilt Command

Purpose

Moves a filter rule.

Syntax

mvfilt Command

```

mvfilt [one of -v4 -v6] -p p_fid -n n_fid

```

```
mvfilt -v 4|6 -p p_fid -n n_fid
```

Description

Use the **mvfilt** command to change the position of a filter rule in the filter rule table.

Flags

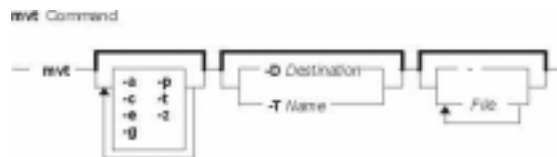
- v IP version of the filter rule. The value **4** specifies IP version 4 and the value **6** specifies IP version 6.
- p Filter rule ID. It specifies the previous position of the rule in the filter rule table. For IP version 4, the value of **1** is invalid since the first filter rule is unmoveable.
- n Filter rule ID. It specifies the new position of the rule in the filter rule table after the move. For IP version 4, the value of **1** is invalid since the first filter rule is reserved and thus is unmoveable.

mvt Command

Purpose

Typesets English-language view graphs and slides.

Syntax



```
mvt [-a ] [-c ] [-e ] [ -g ] [-p ] [ -t ] [ -z ] [-TName | -DDestination ] [ File ... | - ]
```

Description

The **mvt** command typesets its input with the **mv** macro package for view graphs and slides in a manner similar to the **mmt** command. The **mvt** command has flags to specify preprocessing by the **tbl**, **eqn**, **pic**, **cw**, and **grap** commands. The flags you select determine which pipelines, flags, and parameters are generated for the **troff** command and the macro package.

The **mvt** command, unlike the **troff** command, automatically pipes its output to a postprocessor, unless specifically requested not to do so. The user should not specify a postprocessor when using the **mvt** command. The path that the **mvt** command takes is as follows:

1. The **-z** flag (no postprocessor is used).
2. The **-TName** flag.
3. The **TYPESETTER** environment variable is read.
4. The default is set to **ibm3816**.

File specifies the file that the **mvt** command formats.

Flags

Flags can occur in any order, but they must be displayed before the *File* parameter. If no file is specified, the **mvt** command prints a list of its flags.

- a** Displays readable **troff** output to the terminal.
- c** Calls the **cw** command.
- e** Calls the **eqn** command; also causes the **eqn** command to read the **/usr/share/lib/pub/eqnchar** file.
- g** Calls the **grap** command, which in turn calls the **pic** command.
- p** Calls the **pic** command.
- t** Calls the **tbl** command.
- z** Calls no output filter (or postprocessor) to process or redirect the output of the **troff** command.
- DDestination** Directs the output to the specified device destination. Supported value for the *Destination* variable is **4014**, which is the Tektronix 4014 terminal by way of the **tc** command.

- TName** Creates output for the **troff** device as specified by the *Name* variable. The output is sent through the appropriate postprocessor. The default is **ibm3816**.
- Forces input to be read from standard input.

Any other parameters or flags that you give the **mvt** command (such as the **–a** flag) are passed to the **troff** command.

The **mvt** command reads standard input when you specify the **–** (minus) flag instead of the *File* parameter.

Use the **–oList** flag of the **troff** command to specify ranges of pages to be output.

Note: If you call the **mvt** command with one or more of the **–e**, **–c**, **–t**, **–p**, **–g**, or **–** flags, together with the **–oList** flag of the **troff** command, you may receive a broken pipe message. This occurs if you do not specify the last page of the document in the *List* variable. This broken pipe message is not an indication of any problem and can be ignored.

Environment Variables

TYPESETTER Contains information about a particular printing device.

Files

/usr/share/lib/pub/eqnchar Contains special character definitions.

Related Information

The **cw** command, **eqn** command, **grap** command, **mmt** command, **pic** command, **tbl** command, **tc** command, **troff** command.

The **eqnchar** file format.

The article "mv Macro Package for the mvt and troff Commands" in the **troff** Command.

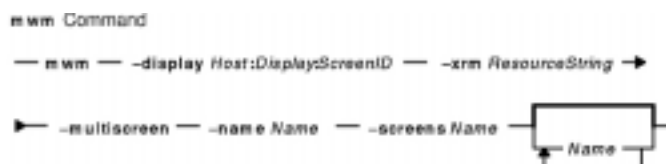
mwm Command

Purpose

Runs the AIXwindows Window Manager (MWM).

Syntax

```
mwm Command
  -mwm -display Host:Display:ScreenID -xrm ResourceString →
  ← -multiscreen -name Name -screens Name [ Name
  ]
```



```
mwm -display Host:Display:ScreenID -xrm ResourceString -multiscreen -name Name -screens Name [ Name
... ]
```

Description

The **mwm** command runs the AIXwindows Window Manager (MWM) and is often started by a display or session manager. The AIXwindows Window Manager (MWM) is an X Window System client that provides window management functionality and some session management functionality. It provides functions that facilitate control (by the user and the programmer) of elements of window states such as placement, size, icon or normal display, and input-focus ownership. It also provides session management functions such as stopping a client.

The appearance and behavior of the window manager can be altered by changing the configuration of specific resources. Resources are defined under X Defaults .

By default, the **mwm** command manages only the single screen specified by the **-display** option or the **DISPLAY** environment variable (by default, screen 0). If the **-multiscreen** option is specified or if the **multiScreen** resource is True, the **mwm** command tries to manage all the screens on the display.

When the **mwm** command is managing multiple screens, the **-screens** option can be used to give each screen a unique resource name. The names are separated by blanks, for example, **-screens mwm0 mwm1**. If there are more screens than names, resources for the remaining screens are retrieved using the first name. By default, the screen number is used for the screen name.

For information on windows, icons, resources, events, button and key bindings, menus, and variables, see the following sections:

- Windows
- Icons
- Icon Box
- Component Appearance Resources
- General Appearance and Behavior Resources
- Client-Specific Resources
- Window Manager Event Specification
- Button Bindings
- Key Bindings
- Menu Panes
- Environment

- Related Information

Flags

- display***Host:Display:ScreenID* Specifies the display to use. The **-display** option has the following parameters:
- Host* Specifies the host name of a valid system on the network. Depending on the situation, this could be the host name of the user or the host name of a remote system.
 - Display* Specifies the number (usually 0) of the display on the system on which the output is to be displayed.
 - ScreenID* Specifies the number of the screen where the output is to be displayed. This number is 0 for single-screen systems.
- xrmResourceString** Enables the named resources when starting the **mwm** command.
- multiscreen** Causes the **mwm** command to manage all screens on the display. The default is to manage only a single screen.
- nameName** Causes the **mwm** command to retrieve its resources using the specified name, as in *Name*Resource*.
- screensName [Name [...]]** Specifies the resource names to use for the screens managed by MWM. If MWM is managing a single screen, only the first name in the list is used. If multiple screens are being managed, the names are assigned to the screens in order, starting with screen 0. For example, screen 0 gets the first name and screen 1 gets the second name.

Windows

Default window manager window frames have the following distinct components with associated functions:

- title area** In addition to displaying the client's title, the title area is used to move the window. To move the window, place the pointer over the title area, press button 1 and drag the window to a new location. A wire frame is moved during the drag to indicate the new location. When the button is released, the window is moved to the new location.
- title bar** The title bar includes the title area, the **Minimize** button, the **Maximize** button, and the **Window Menu** button. In shaped windows, such as round windows, the title bar floats above the window.
- Minimize button** To turn the window into an icon, click button 1 on the **Minimize** button (the frame box with a small square in it).
- Maximize button** To make the window fill the screen (or enlarge to the largest size allowed by the configuration files), click button 1 on the **Maximize** button (the frame box with a large square in it).
- Window Menu button** The **Window Menu** button is the frame box with a horizontal bar in it. To pull down the window menu, press button 1. While pressing the button, drag the pointer on the menu to your selection and release the button when your selection is highlighted. Pressing button 3 in the title bar or resize border handles also posts the window menu. Alternately, you can click button 1 to pull down the menu and keep it posted; then position the pointer and select. You can also post the window menu by pressing the Shift-Esc or Alt-Space key sequence. Double-clicking button 1 with the pointer on the **Window Menu** button closes the window. The following table lists the contents of the window menu:

Default Window Menu		
Selection	Accelerator	Description

Restore	Alt+F5	Restores the window to its size before minimizing or maximizing.
Move	Alt+F7	Allows the window to be moved with keys or mouse.
Size	Alt+F8	Allows the window to be resized.
Minimize	Alt+F9	Turns the window into an icon.
Maximize	Alt+F10	Makes the window fill the screen.
Lower	Alt+F3	Moves window to bottom of window stack.
Close	Alt+F4	Causes client to stop.

resize border handles To change the size of a window, move the pointer over a resize border handle (the cursor changes), press button 1, and drag the window to a new size. When the button is released, the window is resized. While dragging is being done, a rubber-band outline is displayed to indicate the new window size.

matte An optional matte decoration can be added between the client area and the window frame. A matte is not actually part of the window frame. There is no functionality associated with a matte.

Icons

Icons are small graphic representations of windows. A window can be iconified (minimized) using the **Minimize** button on the window frame. Icons provide a way to reduce clutter on the screen.

Pressing mouse button 1 when the pointer is over an icon causes the icon's window menu to pop up. Releasing the button (press + release without moving mouse = click) causes the menu to stay posted. The menu contains the following selections:

Icon Window Menu		
Selection	Accelerator	Description
Restore	Alt+F5	Opens the associated window.
Move	Alt+F7	Allows the icon to be moved with keys.
Size	Alt+F8	Inactive (not an option for icons).
Minimize	Alt+F9	Inactive (not an option for icons).
Maximize	Alt+F10	Opens the associated window and makes it fill the screen.
Lower	Alt+F3	Moves icon to bottom of icon stack.
Close	Alt+F4	Removes client from window manager management.

Pressing button 3 over an icon also causes the icon's window menu to pop up. To make a menu selection, drag the pointer over the menu and release button 3 when the desired item is highlighted.

Double-clicking button 1 on an icon calls the **f.restore_and_raise** function and restores the icon's associated window to its previous state. For example, if a maximized window is iconified, double-clicking button 1 restores it to its maximized state. Double-clicking button 1 on the icon box's icon opens the icon box and allow access to the contained icons. (In general, double-clicking a mouse button is a quick way to perform a function.) Pressing the Shift-Esc key sequence or the popup Menu key causes the icon window menu of the currently selected icon to pop up.

Icon Box

When icons begin to clutter the screen, they can be packed into an icon box. (To use an icon box, the window manager must be started with the icon box configuration already set.) The icon box is a window manager window that holds client icons. It includes one or more scroll bars when there are more window icons than the icon box can show at the same time.

Icons in the icon box can be manipulated with the mouse. The following button action descriptions summarize the behavior of this interface. Button actions apply whenever the pointer is on any part of the icon. Double-clicking an icon in the icon box calls the **f.restore_and_raise** function.

Button Action	Description
Button 1 click	Selects the icon.
Button 1 double-click	Normalizes (opens) the associated window.
Button 1 double-click	Raises an already <i>open</i> window to the top of the stack.
Button 1 drag	Moves the icon.
Button 3 press	Causes the menu for that icon to pop up.
Button 3 drag	Highlights items as the pointer moves across the menu.

Pressing mouse button 3 when the pointer is over an icon causes the menu for that icon to pop up.

Icon Menu for the Icon Box		
Selection	Accelerator	Description
Restore	Alt+F5	Opens the associated window (if not already open).
Move	Alt+F7	Allows the icon to be moved with keys.
Size	Alt+F8	Inactive.
Minimize	Alt+F9	Inactive.
Maximize	Alt+F10	Opens the associated window (if not already open) and maximizes its size.
Lower	Alt+F3	Inactive.
Close	Alt+F4	Removes client from window manager management.

To pull down the window menu for the icon box itself, press button 1 with the pointer over the menu button for the icon box. The window menu of the icon box differs from the window menu of a client window: The **Close** selection is replaced with the **PackIcons** (Shift+Alt+F7) selection. When selected, the **PackIcons** option packs the icons in the box to achieve neat rows with no empty slots.

You can also post the window menu by pressing the Shift-Esc or Alt-Space key sequence. Pressing the popup Menu key causes the icon window menu of the currently selected icon to pop up.

Input Focus

The **mwm** command supports (by default) a keyboard input focus policy of *explicit selection*. This means when a window is selected to get keyboard input, it continues to get keyboard input until the window is withdrawn from window management, another window is explicitly selected to get keyboard input, or the window is iconified. Several resources control the input focus. The client window with the keyboard input focus has the active window appearance with a visually distinct window frame.

The following table and key action descriptions summarize the keyboard input focus selection behavior:

Button Action	Object	Function Description
Button 1 press	Window or window frame	Keyboard focus selection
Button 1 press	Icon	Keyboard focus selection

Key Action	Function Description
Alt–Tab	Moves the input focus to next window in the window stack.
Alt–Shift–Tab	Moves the input focus to the previous window in the window stack (available only in explicit focus mode).

Window Stacking

There are two types of window stacks: global window stacks and an application's local family window stack.

The global stacking order of windows may be changed as a result of setting the keyboard input focus, iconifying a window, or performing a window manager window stacking function. When keyboard focus policy is explicit the default value of the **focusAutoRaise** resource is True. This causes a window to be raised to the top of the stack when it receives input focus, for example, by pressing button 1 on the title bar. The key actions defined in the preceding list raises the window receiving focus to the top of the stack.

In pointer mode, the default value of the **focusAutoRaise** resource is False; that is, the window stacking order is not changed when a window receives keyboard input focus. The following key actions can be used to cycle through the global window stack:

Key Action	Function Description
Alt–Esc	Place top window on bottom of stack.
Alt–Shift–Esc	Place bottom window on top of stack.

By default, a window's icon is placed on the bottom of the stack when the window is iconified; however, the default can be changed by the **lowerOnIconify** resource.

Transient windows (secondary windows such as dialog boxes) stay above their parent windows by default. However, an application's local family stacking order may be changed to allow a transient window to be placed below its parent top–level window. The following parameter values show the modification of the stacking order for the **f.lower** function:

f.lower	Lowers the transient window within the family (staying above the parent) and lowers the family in the global window stack.
f.lower [within]	Lowers the transient window within the family (staying above the parent) but does not lower the family in the global window stack.
f.lower [freeFamily]	Lowers the window separate from its family stack (below the parent), but does not lower the family in the global window stack.

The **within** and **freeFamily** parameter values can also be used with the **f.raise** and **f.raise_lower** functions.

X Defaults

The **mwm** command is configured from its resource database. This database is built from the following sources. They are listed in order of precedence.

1. **mwm** command line options
2. **XENVIRONMENT** variable or **\$HOME/.Xdefaults–host**

3. **RESOURCE_MANAGER** root window property or **\$HOME/.Xdefaults**
4. **\$HOME/Mwm**
5. **/usr/lib/X11/app-defaults/Mwm**.

The **/usr/lib/X11/app-defaults/Mwm** and **\$HOME/Mwm** file names represent customary locations for these files. The actual location of the systemwide class resource file may depend on the **XFILESEARCHPATH** environment variable and the current language environment. The actual location of the user-specific class resource file may depend on the **XUSERFILESEARCHPATH** and **XAPPLRESDIR** environment variables and the current language environment.

Entries in the resource database may refer to other resource files for specific types of resources. These include files that contain bitmaps, fonts, and **mwm**-specific resources such as menus and behavior specifications (for example, button and key bindings).

Mwm is the resource class name of the **mwm** command and **mwm** is the resource name used by the **mwm** command to look up resources. (For looking up resources of multiple screens, the **-screens** command-line option specifies resource names such as **mwm_b+w** and **mwm_color**.) In the following discussion of resource specification, "Mwm" and "mwm" (and the aliased **mwm** resource names) can be used interchangeably, but "mwm" takes precedence over "Mwm". The **mwm** command uses the following types of resources:

component appearance resource set :	These resources specify appearance attributes of window manager user-interface components. They can be applied to the appearance of window manager menus, feedback windows (for example, the window reconfiguration feedback window), client window frames, and icons.
frame and icon component resource set :	This subset of component appearance resources specifies attributes that are specific to frame and icon components.
general appearance and behavior resource set :	These resources specify the mwm command appearance and behavior (for example, window management policies). They are not set separately for different mwm command user-interface components.
client-specific resource set :	These mwm resources can be set for a particular client window or class of client windows. They specify client-specific icon and client window frame appearance and behavior.

Resource identifiers can be either a resource name (for example, **foreground**) or a resource class (for example, **Foreground**). If the value of a resource is a file name and if the file name is prefixed by the **~/** (tilde followed by a slash) characters, it is relative to the path contained in the **HOME** environment variable (generally the user's home directory).

Component Appearance Resources

The syntax for specifying component appearance resources that apply to window manager icons, menus, and client window frames is as follows:

Mwm*ResourceID

For example, **Mwm*foreground** is used to specify the foreground color for the **mwm** command menus, icons, client window frames, and feedback dialogs.

The syntax for specifying component appearance resources that apply to a particular **mwm** component is as

follows:

Mwm*[Menu|Icon|Client|Feedback]*ResourceID

If *Menu* is specified, the resource is applied only to Mwm menus; if *Icon* is specified, the resource is applied to icons; and if *Client* is specified, the resource is applied to client window frames. For example, **Mwm*Icon*foreground** is used to specify the foreground color for the **mwm** command icons, **Mwm*Menu*foreground** specifies the foreground color for the **mwm** command menus, and **Mwm*Client*foreground** is used to specify the foreground color for the **mwm** command client window frames.

The appearance of the title area of a client window frame (including window management buttons) can be separately configured. The syntax for configuring the title area of a client window frame is as follows:

Mwm*Client*Title*ResourceID

For example, **Mwm*Client*Title*foreground** specifies the foreground color for the title area. Defaults for title area resources are based on the values of the corresponding client window frame resources.

The appearance of menus can be configured based on the name of the menu. The syntax for specifying menu appearance by name is as follows:

Mwm*Menu*MenuName*ResourceID

For example, **Mwm*Menu*MyMenu*foreground** specifies the foreground color for the menu named MyMenu.

The user can also specify resources for window manager menu components (the gadgets that comprise the menu). These may include, for example, a menu title, a title separator, one or more buttons, and separators. If a menu contains more than one instance of a class, such as multiple **PushButtonGadget** gadgets, the name of the first instance is **PushButtonGadget1**, the second is **PushButtonGadget2**, and so on. The following list identifies the naming conventions used for window manager menu components:

TitleName	Menu title LabelGadget
TitleSeparator	Menu title SeparatorGadget
CascadeButtonGadgetn	CascadeButtonGadget
PushButtonGadgetn	PushButtonGadget
SeparatorGadgetn	SeparatorGadget

The following component appearance resources that apply to all window manager parts can be specified.

Component Appearance Resource Set

Name	Class	Value Type	Default
background	Background	color	varies ¹
backgroundPixmap	BackgroundPixmap	string ²	varies ¹
bottomShadowColor	Foreground	color	varies ¹
bottomShadowPixmap	BottomShadowPixmap	string ²	varies ¹
fontList	FontList	string ³	"fixed"
foreground	Foreground	color	varies ¹

saveUnder	SaveUnder	True or False	False
topShadowColor	Background	color	varies ¹
topShadowPixmap	TopShadowPixmap	string ²	varies ¹
background	Background	color	varies ¹
backgroundPixmap	BackgroundPixmap	string ²	varies ¹
bottomShadowColor	Foreground	color	varies ¹
bottomShadowPixmap	BottomShadowPixmap	string ²	varies ¹
fontList	FontList	string ³	"fixed"
foreground	Foreground	color	varies ¹
saveUnder	SaveUnder	True or False	False
topShadowColor	Background	color	varies ¹
topShadowPixmap	TopShadowPixmap	string ²	varies ¹

1 The default is chosen based on the visual type of the screen.

2 Image name.

3 X Version 11 Release 4 (X11R4) font description.

background (class **Background**)

Specifies the background color. Any legal X color can be specified. The default value is chosen based on the visual type of the screen.

backgroundPixmap (class **BackgroundPixmap**)

Specifies the background pixmap of the **mwm** decoration when the window is inactive (does not have the keyboard focus). The default value is chosen based on the visual type of the screen.

bottomShadowColor (class **Foreground**)

Specifies the bottom shadow color. This color is used for the lower and right bevels of the window manager decoration. Any legal X color can be specified. The default value is chosen based on the visual type of the screen.

bottomShadowPixmap (class **BottomShadowPixmap**)

Specifies the bottom shadow pixmap. This pixmap is used for the lower and right bevels of the window manager decoration. The default is chosen based on the visual type of the screen.

fontList (class **FontList**)

Specifies the font used in the window manager decoration. The character encoding of the font needs to match the character encoding of the strings that are used. The default is the fixed value.

foreground (class **Foreground**)

Specifies the foreground color. The default is chosen based on the visual type of the screen.

saveUnder (class **SaveUnder**)

Controls the repainting of windows that are uncovered after being obscured. This resource indicates whether *save unders* are used for **mwm** components. For this to have any effect,

save unders must be implemented by the X server. If save unders are implemented, the X server saves the contents of windows obscured by windows that have the save under attribute set. If the **saveUnder** resource is True, the **mwm** command sets the save under attribute on the window manager frame of any client that has it set. If the **saveUnder** resource is False, save unders is not used on any window manager frames. The default value is False.

topShadowColor (class **Background**)

Specifies the top shadow color. This color is used for the upper and left bevels of the window manager decoration. The default is chosen based on the visual type of the screen.

topShadowPixmap (class **TopShadowPixmap**)

Specifies the top shadow pixmap. This pixmap is used for the upper and left bevels of the window manager decoration. The default is chosen based on the visual type of the screen.

Frame and Icon Component Resource Set

Note: Hyphens in the following table are for readability purposes only. Do not include hyphens within names in programs.

Name	Class	Value Type	Default
activeBackground	Background	color	varies ¹
activeBackground-Pixmap	BackgroundPixmap	string ²	varies ¹
activeBottomShadow-Color	Foreground	color	varies ¹
activeBottomShadow-Pixmap	BottomShadow-Pixmap	string ²	varies ¹
activeForeground	Foreground	color	varies ¹
activeTopShadowColor	Background	color	varies ¹
activeTopShadowPixmap	TopShadowPixmap	string ²	varies ¹
activeBackground	Background	color	varies ¹
activeBackgroundPixmap	BackgroundPixmap	string ²	varies ¹
activeBottomShadowColor	Foreground	color	varies ¹
activeBottomShadowPixmap	BottomShadowPixmap	string ²	varies ¹
activeForeground	Foreground	color	varies ¹
activeTopShadowColor	Background	color	varies ¹
activeTopShadowPixmap	TopShadowPixmap	string ²	varies ¹

¹ The default is chosen based on the visual type of the screen.

² Image name.

activeBackground (class **Background**)

Specifies the background color of the

- activeBackgroundPixmap** (class **BackgroundPixmap**) mwm decoration when the window is active (has the keyboard focus). The default is chosen based on the visual type of the screen.
- activeBottomShadowColor** (class **Foreground**) Specifies the background pixmap of the mwm decoration when the window is active (has the keyboard focus). The default is chosen based on the visual type of the screen.
- activeBottomShadowPixmap** (class **BottomShadowPixmap**) Specifies the bottom shadow color of the mwm decoration when the window is active (has the keyboard focus). The default is chosen based on the visual type of the screen.
- activeForeground** (class **Foreground**) Specifies the bottom shadow pixmap of the mwm decoration when the window is active (has the keyboard focus). The default is chosen based on the visual type of the screen.
- activeTopShadowColor** (class **Background**) Specifies the foreground color of the mwm decoration when the window is active (has the keyboard focus). The default is chosen based on the visual type of the screen.
- activeTopShadowPixmap** (class **TopShadowPixmap**) Specifies the top shadow color of the mwm decoration when the window is active (has the keyboard focus). The default is chosen based on the visual type of the screen.

General Appearance and Behavior Resources

The syntax for specifying general appearance and behavior resources is as follows:

Mwm*ResourceID

For example, **Mwm*keyboardFocusPolicy** specifies the window manager policy for setting the keyboard focus to a particular client window.

General Appearance and Behavior Resource Set

Note: Hyphens in the following table are for readability purposes only. Do not include hyphens within names in programs.

Name	Class	Value Type	Default
autoKeyFocus	AutoKeyFocus	True or False	True
autoRaiseDelay	AutoRaiseDelay	millisec.	500
bitmapDirectory	BitmapDirectory	directory	/usr/include/X11/bitmaps
buttonBindings	ButtonBindings	string	"DefaultButton-Bindings"
cleanText	CleanText	True or False	True
clientAutoPlace	ClientAutoPlace	True or False	True

colormapFocusPolicy	ColormapFocus-Policy	string	keyboard
configFile	ConfigFile	file	.mwmrc
deiconifyKeyFocus	DeiconifyKeyFocus	True or False	True
doubleClickTime	DoubleClickTime	millisec.	multiclick time
enableWarp	enableWarp	True or False	True
enforceKeyFocus	EnforceKeyFocus	True or False	True
fadeNormalIcon	FadeNormalIcon	True or False	False
feedbackGeometry	FeedbackGeometry	string	center on screen
frameBorderWidth	FrameBorderWidth	pixels	varies
iconAutoPlace	IconAutoPlace	True or False	True
iconBoxGeometry	IconBoxGeometry	string	6x1+0-0
iconBoxName	IconBoxName	string	iconbox
iconBoxSBDisplayPolicy	IconBoxSBDisplayPolicy	string	all
iconBoxTitle	IconBoxTitle	XmString	Icons
iconClick	IconClick	True or False	True
iconDecoration	IconDecoration	string	varies
iconImage-Maximum	IconImage-Maximum	wxh	50x50
iconImageMinimum	IconImageMinimum	wxh	16x16
iconPlacement	IconPlacement	string	left bottom
iconPlacementMargin	IconPlacementMargin	pixels	varies
interactivePlacement	InteractivePlacement	True or False	False
keyBindings	KeyBindings	string	"DefaultKeyBindings"
keyboardFocusPolicy	KeyboardFocusPolicy	string	explicit
limitResize	LimitResize	True or False	True
lowerOnIconify	LowerOnIconify	True or False	True
maximumMaximuSize	MaximumMaximuSize	wxh (pixels)	2X screen w&h
moveOpaque	MoveOpaque	True or False	False
moveThreshold	MoveThreshold	pixels	4
multiScreen	MultiScreen	True or False	False
passButtons	PassButtons	True or False	False
PassSelectButton	PassSelectButton	True or False	True
positionIsFrame	PositionIsFrame	True or False	True
positionOnScreen	PositionOnScreen	True or False	True

quitTimeout	QuitTimeout	millisec.	1000
raiseKeyFocus	RaiseKeyFocus	True or False	False
resizeBorderWidth	ResizeBorder-Width	pixels	varies
resizeCursors	ResizeCursors	True or False	True
screens	Screens	string	varies
showFeedback	ShowFeedback	string	all
startupKeyFocus	StartupKeyFocus	True or False	True
transientDecoration	Transient-Decoration	string	menu title
transientFunctions	Transient-Functions	string	-minimize -maximize
useIconBox	UseIconBox	True or False	False
wMenuButtonClick	WMenuButtonClick	True or False	True
wMenuButtonClick2	WMenuButtonClick2	True or False	True
autoKeyFocus	AutoKeyFocus	True or False	True
autoRaiseDelay	AutoRaiseDelay	millisec.	500
bitmapDirectory	BitmapDirectory	directory	/usr/include/X11/bitmaps
buttonBindings	ButtonBindings	string	"DefaultButtonBindings"
cleanText	CleanText	True or False	True
clientAutoPlace	ClientAutoPlace	True or False	True
colormapFocusPolicy	ColormapFocusPolicy	string	keyboard
configFile	ConfigFile	file	.mwmrc
deiconifyKeyFocus	DeiconifyKeyFocus	True or False	True
doubleClickTime	DoubleClickTime	millisec.	multiclick time
enableWarp	enableWarp	True or False	True
enforceKeyFocus	EnforceKeyFocus	True or False	True
fadeNormalIcon	FadeNormalIcon	True or False	False
feedbackGeometry	FeedbackGeometry	string	center on screen
frameBorderWidth	FrameBorderWidth	pixels	varies
iconAutoPlace	IconAutoPlace	True or False	True
iconBoxGeometry	IconBoxGeometry	string	6x1+0-0
iconBoxName	IconBoxName	string	iconbox
iconBoxSBDisplayPolicy	IconBoxSBDisplayPolicy	string	all
iconBoxTitle	IconBoxTitle	XmString	Icons
iconClick	IconClick	True or False	True

iconDecoration	IconDecoration	string	varies
iconImageMaximum	IconImageMaximum	wxh	50x50
iconImageMinimum	IconImageMinimum	wxh	16x16
iconPlacement	IconPlacement	string	left bottom
iconPlacementMargin	IconPlacementMargin	pixels	varies
interactivePlacement	InteractivePlacement	True or False	False
keyBindings	KeyBindings	string	"DefaultKeyBindings"
keyboardFocusPolicy	KeyboardFocusPolicy	string	explicit
limitResize	LimitResize	True or False	True
lowerOnIconify	LowerOnIconify	True or False	True
maximumMaximumSize	MaximumMaximumSize	wxh (pixels)	2X screen w&h
moveOpaque	MoveOpaque	True or False	False
moveThreshold	MoveThreshold	pixels	4
multiScreen	MultiScreen	True or False	False
passButtons	PassButtons	True or False	False
PassSelectButton	PassSelectButton	True or False	True
positionIsFrame	PositionIsFrame	True or False	True
positionOnScreen	PositionOnScreen	True or False	True
quitTimeout	QuitTimeout	millisec.	1000
raiseKeyFocus	RaiseKeyFocus	True or False	False
resizeBorderWidth	ResizeBorderWidth	pixels	varies
resizeCursors	ResizeCursors	True or False	True
screens	Screens	string	varies
showFeedback	ShowFeedback	string	all
startupKeyFocus	StartupKeyFocus	True or False	True
transientDecoration	TransientDecoration	string	menu title
transientFunctions	TransientFunctions	string	–minimize –maximize
useIconBox	UseIconBox	True or False	False
wMenuButtonClick	WMenuButtonClick	True or False	True
wMenuButtonClick2	WMenuButtonClick2	True or False	True

w = width
h = height
millisec = milliseconds

autoKeyFocus (class **AutoKeyFocus**)

Controls whether the focus is set to the

- previous window that had the focus. If the **autoKeyFocus** resource is given a value of True and a window with the keyboard input focus is withdrawn from window management or is iconified, the focus is set to the previous window that had the focus. If the value given is False, there is no automatic setting of the keyboard input focus. It is recommended that both the **autoKeyFocus** resource and the **startupKeyFocus** resource be set to a value of True to work with tear-off menus. The default value is True. This resource is available only when the keyboard input focus policy is set to the explicit value.
- autoRaiseDelay** (class **AutoRaiseDelay**)
Specifies the amount of time in milliseconds (ms) that the **mwm** command waits before raising a window after it gets the keyboard focus. The default value of this resource is 500 (milliseconds). This resource is available only when the **focusAutoRaise** resource is True and the keyboard focus policy is the pointer value.
- bitmapDirectory** (class **BitmapDirectory**)
Identifies a directory to be searched for bitmaps referenced by **mwm** resources. This directory is searched if a bitmap is specified without an absolute path name. The default value for this resource is **/usr/include/X11/bitmaps**. The **/usr/include/X11/bitmaps** directory represents the customary locations for this directory. The actual location of this directory may vary on some systems. If the bitmap is not found in the specified directory, the **XBMLANGPATH** environment variable is searched.
- buttonBindings** (class **ButtonBindings**)
Identifies the set of button bindings for window management functions. The named set of button bindings is specified in the **mwm** resource description file. These button bindings are merged with the built-in default bindings. The default value for this resource is **DefaultButtonBindings**.
- cleanText** (class **CleanText**)
Controls the display of window manager text in the client title and feedback windows. If the default value of True is used, the text is drawn with a clear (no stipple) background. This makes text easier to read on monochrome systems where a **backgroundPixmap** is specified. Only the stippling in the area immediately around the text is cleared. If False, the text is drawn directly on top of the existing background.
- clientAutoPlace** (class **ClientAutoPlace**)
Determines the position of a window when the window does not have a user-specified position. With a value of True, windows are positioned with the top left corners of the

frames offset horizontally and vertically. A value of **False** causes the currently configured position of the window to be used. In either case, the **mwm** command attempts to place the windows totally on-screen. The default value is **True**.

colormapFocusPolicy (class **ColormapFocusPolicy**)

Indicates the colormap focus policy that is to be used. If the resource value is explicit, a colormap selection action is done on a client window to set the colormap focus to that window. If the value is **pointer**, the client window containing the pointer has the colormap focus. If the value is **keyboard**, the client window that has the keyboard input focus has the colormap focus. The default value for this resource is **keyboard**.

configFile (class **ConfigFile**)

Contains the path name for an **mwm** resource description file.

If the path name begins with the **~/** characters, the **mwm** command considers it to be relative to the user's home directory (as specified by the **HOME** environment variable). If the **LANG** environment variable is set, the **mwm** command looks for **\$HOME/\$LANG/configFile**. If that file does not exist or if **LANG** is not set, **mwm** looks for **\$HOME/configFile**.

If the **configFile** path name does not begin with the **~/** characters, **mwm** considers it to be relative to the current working directory.

If the **configFile** resource is not specified or if that file does not exist, the **mwm** command uses several default paths to find a configuration file. If the **LANG** environment variable is set, the **mwm** command looks for the configuration file first in the **\$HOME/\$LANG/.mwmrc** file. If that file does not exist or if the **LANG** environment variable is not set, the **mwm** command looks for the **\$HOME/.mwmrc** file. If the **\$HOME/.mwmrc** file does not exist and if the **LANG** environment variable is set, the **mwm** command next looks for the **/usr/lib/X11/\$LANG/system.mwmrc** file. If the **/usr/lib/X11/\$LANG/system.mwmrc** file does not exist or if the **LANG** environment variable is not set, the **mwm** command looks for **/usr/lib/X11/system.mwmrc**.

deiconifyKeyFocus (class **DeiconifyKeyFocus**)

Determines whether a window receives the keyboard input focus when it is de-iconified (normalized). The default value is **True**. This resource applies only when the keyboard input

doubleClickTime (class DoubleClickTime)	focus policy is set to the explicit value. Sets the maximum time (in ms) between the clicks (button presses) that make up a double-click. The default value of this resource is the display's multiclick time.
enableWarp (class EnableWarp)	Causes the mwm command to <i>warp</i> the pointer to the center of the selected window during keyboard-controlled resize and move operations. Setting the value to False causes the mwm command to leave the pointer at its original place on the screen unless the user explicitly moves it with the cursor keys or pointing device. The default value of this resource is True.
enforceKeyFocus (class EnforceKeyFocus)	Determines whether the keyboard input focus is always explicitly set to selected windows even if there is an indication that they are <i>globally active</i> input windows. (An example of a globally active window is a scroll bar that can be operated without setting the focus to that client.) If the resource is False, the keyboard input focus is not explicitly set to globally active windows. The default value is True.
fadeNormalIcon (class FadeNormalIcon)	Determines whether an icon is grayed-out whenever it is normalized (its window is opened). The default value is False.
feedbackGeometry (class FeedbackGeometry)	Sets the position of the move and resize feedback window. If this resource is not specified, the default is to place the feedback window at the center of the screen. The value of the resource is a standard window geometry string with the following syntax: [=][{+-}XOffset{+-}YOffset]
frameBorderWidth (class FrameBorderWidth)	Specifies the width in pixels of a client window frame border without resize handles. The border width includes the three-dimensional (3-D) shadows. The default value is based on the size and resolution of the screen.
iconAutoPlace (class IconAutoPlace)	Indicates whether the window manager arranges icons in a particular area of the screen or places each icon where the window was when it was iconified. The True value indicates that icons are arranged in a particular area of the screen determined by the iconPlacement resource. The False value indicates that an icon is placed at the location of the window when it is iconified. The default is True.
iconBoxGeometry (class IconBoxGeometry)	Indicates the initial position and size of the icon box. The value of the resource is a standard window geometry string with the following syntax:

[=][*WidthxHeight*][{+-}X*Offset*{+-}Y*Offset*]

If the offsets are not provided, the **iconPlacement** policy is used to determine the initial placement. The units for width and height are columns and rows.

The actual screen size of the icon box window depends on the **iconImageMaximum** (size) and **iconDecoration** resources. The default value for size is (6 times **iconWidth** + padding) wide by (1 times **iconHeight** + padding) high. The default value of the location is +0 -0.

iconBoxName (class **IconBoxName**)

Specifies the name that is used to look up icon box resources. The default name is **iconbox**.

iconBoxSBDisplayPolicy (class **IconBoxSBDisplayPolicy**)

Specifies the scroll bar display policy of the window manager in the icon box. The resource has the following three possible values: all, vertical, and horizontal. The default value, all, causes both vertical and horizontal scroll bars always to be displayed. The vertical value causes a single vertical scroll bar to be displayed in the icon box and sets the orientation of the icon box to horizontal (regardless of the **iconBoxGeometry** specification). The horizontal value causes a single horizontal scroll bar to be displayed in the icon box and sets the orientation of the icon box to vertical (regardless of the **iconBoxGeometry** specification).

iconBoxTitle (class **IconBoxTitle**)

Specifies the name that is used in the title area of the icon box frame. The default value is **Icons**.

iconClick (class **IconClick**)

Specifies whether the system menu is posted and remains posted when an icon is clicked. The default value is **True**.

iconDecoration (class **IconDecoration**)

Specifies the general icon decoration. The resource value is **label** (only the label part is displayed) or **image** (only the image part is displayed) or **label image** (both the label and image parts are displayed). A value of **activelabel** can also be specified to get a label (not truncated to the width of the icon) when the icon is selected. The default icon decoration for icon box icons is that each icon has a label part and an image part (label image). The default icon decoration for standalone icons is that each icon has an active label part, a label part, and an image part (activelabel, label, and image).

iconImageMaximum (class **IconImageMaximum**)

Specifies the maximum size of the icon image. The resource value is *Width x Height* (for

iconImageMinimum (class **IconImageMinimum**)

example, 64x64). The maximum supported size is 128x128. The default value of this resource is 50x50.

Specifies the minimum size of the icon image. The resource value is *Width x Height* (for example, 32x50). The minimum supported size is 16x16. The default value of this resource is 16x16.

iconPlacement (class **IconPlacement**)

Specifies the icon placement scheme to be used. The resource value has the following syntax:

PrimaryLayout SecondaryLayout [Tight]

The layout values are described as one of the following:

- top** Lays out the icons from top to bottom.
- bottom** Lays out the icons from bottom to top.
- left** Lays out the icons from left to right.
- right** Lays out the icons from right to left.

A horizontal (vertical) layout value must not be used for both the *PrimaryLayout* and the *SecondaryLayout* (for example, do not use top for the *PrimaryLayout* and bottom for the *SecondaryLayout*). The *PrimaryLayout* indicates at the time an icon placement is done whether the icon is placed in a row or a column and the direction of placement. The *SecondaryLayout* indicates where to place new rows or columns.

For example, the top right value indicates that icons should be placed top to bottom on the screen and that columns should be added from right to left on the screen. The default placement is the left bottom value (icons are placed from left to right on the screen, with the first row on the bottom of the screen, and new rows added from the bottom of the screen to the top of the screen). A tight value places icons with zero spacing between icons. This value is useful for aesthetic reasons, as well as for terminals with small screens.

Following is a list of options for **iconPlacement** values:

Icon Placement	Appropriate Scheme
From left to right across the top of the screen, new rows below	Left top

From right to left across the top of the screen, new rows below	Right top
From left to right across the bottom of the screen, new rows above	Left bottom
From right to left across the bottom of the screen, new rows above	Right bottom
From bottom to top along the left of the screen, new columns to right	Bottom left
From bottom to top along the right of the screen, new columns to left	Bottom right
From top to bottom along the left of the screen, new columns to right	Top left
From top to bottom along the right of the screen, new columns to left	Top right

iconPlacementMargin (class **IconPlacementMargin**)

Sets the distance between the edge of the screen and the icons that are placed along the edge of the screen. The value should be greater than or equal to 0. A default value is used if the value specified is invalid. The default value for this resource is equal to the space between icons as they are placed on the screen (this space is based on maximizing the number of icons in each row and column).

interactivePlacement (class **InteractivePlacement**)

Controls the initial placement of new windows on the screen. If the value is True, the pointer shape changes before a new window is placed on the screen to indicate to the user that a position needs to be selected for the upper-left corner of the window. If the value is False, windows are placed according to the initial window configuration attributes. The default value of this resource is False.

keyBindings (class **KeyBindings**)

Identifies the set of key bindings for window management functions. If specified, these key bindings replace the built-in default bindings. The named set of key bindings is specified in **mwm** resource description file. The default value for this resource is DefaultKeyBindings.

keyboardFocusPolicy (class **KeyboardFocusPolicy**)

Determines the keyboard focus policy. If set to the pointer value, the keyboard focus policy has the keyboard focus set to the client window that contains the pointer (the pointer could also be in the client window decoration that the **mwm** command adds). If set to the explicit

	value, the policy is to have the keyboard focus set to a client window when the user presses the left mouse button with the pointer on the client window or any part of the associated mwm decoration. The default value for this resource is explicit.
limitResize (class LimitResize)	Determines whether the user is allowed to resize a window to greater than the maximum size. If this resource is True, the user is not allowed to resize a window to greater than the maximum size. The default value for this resource is True.
lowerOnIconify (class LowerOnIconify)	Determines whether a window icon is displayed on the bottom of the window stack when the window is iconified (minimized). A value of False places the icon in the stacking order at the same place as its associated window. The default value of this resource is True.
maximumMaximumSize (class MaximumMaximumSize)	Limits the maximum size of a client window as set by the user or client. The resource value is <i>Width x Height</i> (for example, 1024x1024) where the width and height are in pixels. The default value of this resource is twice the screen width and height.
moveOpaque (class MoveOpaque)	Controls whether the actual window is moved or a rectangular outline of the window is moved. A default value of False displays a rectangular outline on move operations.
moveThreshold (class MoveThreshold)	Controls the sensitivity of dragging operations that move windows and icons. The value of this resource is the number of pixels that the locator is moved with a button down before the move operation is initiated. This is used to prevent window and icon movement when you click or double-click and there is unintentional pointer movement with the button down. The default value of this resource is 4 (pixels).
multiScreen (class MultiScreen)	Determines whether the mwm command manages all the screens on the display. If False, the mwm command manages only a single screen. The default value is False.
passButtons (class PassButtons)	Indicates whether button press events are passed to clients after they are used to do a window manager function in the client context. If the resource value is False, the button press is not passed to the client. If the value is True, the button press is passed to the client window. The window manager function is done in either case. The default value for this resource is False.
passSelectButton (class PassSelectButton)	Indicates whether to pass the select button press events to clients after they are used to do a window manager function in the client

positionIsFrame (class **PositionIsFrame**)

context. If the resource value is `False`, the button press is not passed to the client. If the value is `True`, the button press is passed to the client window. The window manager function is done in either case. The default value for this resource is `True`.

Indicates how client window position information (from the **WM_NORMAL_HINTS** property and from configuration requests) is to be interpreted. If the resource value is `True`, the information is interpreted as the position of the MWM client window frame. If the value is `False`, it is interpreted as being the position of the client area of the window. The default value of this resource is `True`.

positionOnScreen (class **PositionOnScreen**)

Indicates that windows should initially be placed (if possible) so that they are not clipped by the edge of the screen (if the resource value is `True`). If a window is larger than the size of the screen, at least the upper-left corner of the window is on-screen. If the resource value is `False`, windows are placed in the requested position even if totally off-screen. The default value of this resource is `True`.

quitTimeout (class **QuitTimeout**)

Specifies the amount of time in milliseconds that the **mwm** command waits for a client to update the **WM_COMMAND** property after the **mwm** command has sent the **WM_SAVE_YOURSELF** message. This protocol is used only for those clients that have a **WM_SAVE_YOURSELF** atom and no **WM_DELETE_WINDOW** atom in the **WM_PROTOCOLS** client window property. The default value of this resource is 1000 (milliseconds). See the **f.kill** function for additional information.

raiseKeyFocus (class **RaiseKeyFocus**)

Specifies whether a window raised by means of the **f.normalize_and_raise** function also receives the input focus. The default value of this resource is `False`. This resource is available only when the keyboard input focus policy is set to the explicit value.

resizeBorderWidth (class **ResizeBorderWidth**)

Specifies the width (in pixels) of a client window frame border with resize handles. The specified border width includes the 3-D shadows. The default value is based on the size and resolution of the screen.

resizeCursors (class **ResizeCursors**)

Indicates whether the resize cursors are always displayed when the pointer is in the window size border. If `True`, the cursors are shown; otherwise, the window manager cursor is shown. The default value is `True`.

screens (class **Screens**)

Specifies the resource names to use for the

showFeedback (class **ShowFeedback**)

screens managed by the **mwm** command. If the **mwm** command is managing a single screen, only the first name in the list is used. If the **mwm** command is managing multiple screens, the names are assigned to the screens in order, starting with screen 0. For example, screen 0 gets the first name and screen 1 gets the second name. Examples of default screen names are 0 and 1.

Controls when feedback information is displayed. It controls both window position and size feedback during move or resize operations and initial client placement. It also controls window manager message and dialog boxes.

The value for this resource is a list of names of the feedback options to be enabled or disabled; the names must be separated by a space. If an option is preceded by a minus sign, that option is excluded from the list. The sign of the first item in the list determines the initial set of options. If the sign of the first option is - (a minus sign), the **mwm** command assumes all options are present and starts subtracting from that set. If the sign of the first decoration is + (a plus sign) or is not specified, the **mwm** command starts with no options and builds up a list from the resource.

The names of the feedback options are as follows:

all	Shows all feedback (default value).
behavior	Confirms the behavior switch.
kill	Confirms on receipt of the KILL signal.
move	Shows position during the move.
none	Shows no feedback.
placement	Shows position and size during initial placement.
quit	Confirms quitting MWM.
resize	Shows size during resize.
restart	Confirms MWM restart.

The following command line illustrates the syntax for the **showFeedback** resource:

Mwm*showFeedback: placement resize behavior restart

This resource specification provides feedback for initial client placement and resize, and it

enables the dialog boxes to confirm the restart and set behavior functions. It disables feedback for the move function.

The default value for this resource is the all value.

startupKeyFocus (class **StartupKeyFocus**)

Determines whether a window gets the keyboard input focus when the window is mapped (that is, initially managed by the window manager). It is recommended that both the **autoKeyFocus** resource and the **startupKeyFocus** resource be set to a value of True to work with tear-off menus. The default value is True. This resource is available only when the keyboard input focus policy is set to the explicit value.

transientDecoration (class **TransientDecoration**)

Controls the amount of decoration that Mwm puts on transient windows. The decoration specification is exactly the same as for the **clientDecoration** (client-specific) resource. Transient windows are identified by the **WM_TRANSIENT_FOR** property, which is added by the client to indicate a relatively temporary window. The default value for this resource is the menu title value (that is, transient windows have resize borders and a title bar with a window menu button).

An application can also specify which decorations the window manager should apply to its windows. If it does so, the window manager applies only those decorations indicated by both the application and the **transientDecoration** resource. Otherwise, the window manager applies only the decorations indicated by the **transientDecoration** resource.

transientFunctions (class **TransientFunctions**)

Indicates which window management functions are applicable (or not applicable) to transient windows. The function specification is exactly the same as for the **clientFunctions** (client-specific) resource. The default value for this resource is **-minimize-maximize**.

An application can also specify which functions the window manager should apply to its windows. If it does so, the window manager applies only those functions indicated by both the application and the **transientFunctions** resource. Otherwise, the window manager applies only the functions indicated by the **transientFunctions** resource.

useIconBox (class **UseIconBox**)

Determines whether icons are placed in an icon box. If this resource is given a value of True, icons are placed in an icon box. When an icon

wMenuButtonClick (class **WMenuButtonClick**)

box is not used, the icons are placed on the root window (default value).

Indicates whether the window menu is posted and remains posted after a click of the mouse when the pointer is over the **Window Menu** button. If the value given this resource is True, the menu remains posted. True is the default value for this resource.

wMenuButtonClick2 (class **WMenuButtonClick2**)

Indicates whether a double-click action on the **Window Menu** button performs an **f.kill** function. When this resource is given the default value of True, a double-click action on the **Window Menu** button performs an **f.kill** function.

Client-Specific Resources

The syntax for specifying client-specific resources is as follows:

Mwm*ClientNameOrClass*ResourceID

For example, **Mwm*mterm>windowMenu** is used to specify the window menu to be used with **mterm** clients.

The syntax for specifying client-specific resources for all classes of clients is as follows:

Mwm*ResourceID

Specific client specifications take precedence over the specifications for all clients. For example, **Mwm>windowMenu** is used to specify the window menu to be used for all classes of clients that do not have a window menu specified.

The syntax for specifying resource values for windows that have an unknown name and class (that is, windows that do not have a **WM_CLASS** property associated with them) is as follows:

Mwm*defaults*ResourceID

For example, **Mwm*defaults*iconImage** is used to specify the icon image to be used for windows that have an unknown name and class.

Client-Specific Resource Set

Note: Hyphens in the following table are for readability purposes only. Do not include hyphens within names in programs.

Name	Class	Value Type	Default
clientDecoration	ClientDecoration	string	all
clientFunctions	ClientFunctions	string	all
focusAutoRaise	FocusAutoRaise	True or False	varies
iconImage	IconImage	pathname	(image)
iconImageBackground	Background	color	icon background

iconImageBottomShadowColor	Foreground	color	icon bottom shadow
iconImageBottomShadowPixmap	BottomShadowPixmap	color	icon bottom shadow pixmap
iconImageForeground	Foreground	color	varies
iconImageTopShadowColor	Background	color	icon top shadow color
iconImageTopShadoPixmap	TopShadowPixmap	color	icon top shadow pixmap
matteBackground	Background	color	background
matteBottomShadowColor	Foreground	color	bottom shadow color
matteBottomShadowPixmap	BottomShadowPixmap	color	bottom shadow pixmap
matteForeground	Foreground	color	foreground
matteTopShadowColor	Background	color	top shadow color
matteTopShadowPixmap	TopShadowPixmap	color	top shadow pixmap
matteWidth	MatteWidth	pixels	0
maximumClientSize	MaximumClientSize	wxh, vertical, horizontal	fill the screen
useClientIcon	UseClientIcon	True or False	F
usePPosition	UsePPosition	string	nonzero
windowMenu	WindowMenu	string	DefaultWindowMenu

clientDecoration (class **ClientDecoration**)

Controls the amount of window frame decoration. The resource is specified as a list of decorations to specify their inclusion in the frame. If a decoration is preceded by – (a minus sign), that decoration is excluded from the frame. The sign of the first item in the list determines the initial amount of decoration. If the sign of the first decoration is a minus sign, the **mwm** command assumes all decorations are present and starts subtracting from that set. If the sign of the first decoration is plus (or not specified), the **mwm** command starts with no decoration and builds up a list from the resource.

An application can also specify which decorations the **mwm** command should apply to its windows. If it does so, the **mwm** command applies only those decorations indicated by both the application and the

clientDecoration resource. Otherwise, the **mwm** command applies the decorations indicated by the **clientDecoration** resource. Following is a list of window frame decorations:

all	Specifies to include all decorations (default value).
border	Specifies the window border.
maximize	Specifies the Maximize button (includes title bar).
minimize	Specifies the Minimize button (includes title bar).
none	Specifies no decorations.
resizeh	Specifies the border resize handles (includes border).
menu	Specifies the Window Menu button (includes title bar).
title	Specifies the title bar (includes border).

Following are examples of window frame decoration commands:

```
Mwm*XClock.clientDecoration: -resizeh -t
```

This removes the resize handles and Maximize button from XClock windows.

```
Mwm*XClock.clientDecoration: menu minim
```

This removes the resize handles and Maximize button from XClock windows. Note that either `menu` or `minimize` implies `title`.

clientFunctions (class **ClientFunctions**)

Indicates which **mwm** functions are applicable (or not applicable) to the client window. The value for the resource is a list of functions. If the first function in the list has – (a minus sign) in front of it, the **mwm** command starts with all functions and subtracts from that set. If the first function in the list has + (a plus sign) in front of it, the **mwm** command starts with no functions and builds up a list. Each function in the list must be preceded by the appropriate + (plus) or – (minus) sign and separated from the next function by a space.

An application can also specify which functions the **mwm** command should

apply to its windows. If it does so, the **mwm** command applies only those functions indicated by both the application and the **clientFunctions** resource. Otherwise, the **mwm** command applies the functions indicated by the **clientFunctions** resource.

Following is a list of functions available for this resource:

- all** Specifies to include all functions (default value).
- none** Specifies no functions.
- resize** Specifies **f.resize**.
- move** Specifies **f.move**.
- minimize** Specifies **f.minimize**.
- maximize** Specifies **f.maximize**.
- close** Specifies **f.kill**.

focusAutoRaise (class **FocusAutoRaise**)

Determines whether clients are raised when they get the keyboard input focus. If the value is False, the stacking of windows on the display is not changed when a window gets the keyboard input focus. The default value is True when the **keyboardFocusPolicy** is the explicit value and False when the **keyboardFocusPolicy** is the pointer value.

iconImage (class **IconImage**)

Specifies an icon image for a client (for example, **Mwm*myclock*iconImage**). The resource value is a path name for a bitmap file. The value of the (client-specific) **useClientIcon** resource is used to determine whether user-supplied icon images are used instead of client-supplied icon images. The default value is to display a built-in window manager icon image.

iconImageBackground (class **Background**)

Specifies the background color of the icon image that is displayed in the image part of an icon. The default value of this resource is the icon background color (that is, specified by **Mwm*background** or **Mwm*icon*background**).

iconImageBottomShadowColor (class **Foreground**)

Specifies the bottom shadow color of the icon image that is displayed in the image part of an icon. The default value of this resource is the icon bottom shadow color (that is, specified by

iconImageBottomShadowPixmap (class BottomShadowPixmap)	Mwm*icon*bottomShadowColor). Specifies the bottom shadow pixmap of the icon image that is displayed in the image part of an icon. The default value of this resource is the icon bottom shadow pixmap (that is, specified by Mwm*icon*bottomShadowPixmap).
iconImageForeground (class Foreground)	Specifies the foreground color of the icon image that is displayed in the image part of an icon. The default value of this resource varies depending on the icon background.
iconImageTopShadowColor (class Background)	Specifies the top shadow color of the icon image that is displayed in the image part of an icon. The default value of this resource is the icon top shadow color (that is, specified by Mwm*icon*topShadowColor).
iconImageTopShadowPixmap (class TopShadowPixmap)	Specifies the top shadow pixmap of the icon image that is displayed in the image part of an icon. The default value of this resource is the icon top shadow pixmap (that is, specified by Mwm*icon*topShadowPixmap).
matteBackground (class Background)	Specifies the background color of the matte when the matteWidth resource is a positive value. The default value of this resource is the client background color (that is, specified by Mwm*background or Mwm*client*background).
matteBottomShadowColor (class Foreground)	Specifies the bottom shadow color of the matte when the matteWidth resource is a positive value. The default value of this resource is the client bottom shadow color (that is, specified by Mwm*bottomShadowColor or Mwm*client*bottomShadowColor).
matteBottomShadowPixmap (class BottomShadowPixmap)	Specifies the bottom shadow pixmap of the matte when the matteWidth resource is a positive value. The default value of this resource is the client bottom shadow pixmap (that is, specified by Mwm*bottomShadowPixmap or Mwm*client*bottomShadowPixmap).
matteForeground (class Foreground)	Specifies the foreground color of the matte when the matteWidth resource is a positive value. The default value of this resource is the client foreground color (that is, specified by Mwm*foreground or Mwm*client*foreground).

matteTopShadowColor (class Background)	Specifies the top shadow color of the matte when the matteWidth resource is a positive value. The default value of this resource is the client top shadow color (that is, specified by Mwm*topShadowColor or Mwm*client*topShadowColor).
matteTopShadowPixmap (class TopShadowPixmap)	Specifies the top shadow pixmap of the matte when the matteWidth resource is a positive value. The default value of this resource is the client top shadow pixmap (that is, specified by Mwm*topShadowPixmap or Mwm*client*topShadowPixmap).
matteWidth (class MatteWidth)	Specifies the width of the optional matte. The default value is 0, which effectively disables the matte.
maximumClientSize (class MaximumClientSize)	Indicates the client size to be used when an application is maximized. The resource value is specified <i>WidthxHeight</i> . The width and height are interpreted in the units that the client uses (for example, this is generally characters for terminal emulators). Alternately, the vertical or horizontal value can be specified to indicate the direction in which the client maximizes. If this resource is not specified, the maximum size from the WM_NORMAL_HINTS property is used if set. Otherwise, the default value is the size where the client window with window management borders fills the screen. When the maximum client size is not determined by the maximumClientSize resource, the maximumMaximumSize resource value is used as a constraint on the maximum size.
useClientIcon (class UseClientIcon)	Determines whether a client-supplied icon image takes precedence over a user-supplied icon image. The default value is False, giving the user-supplied icon image higher precedence than the client-supplied icon image.
usePPosition (class UsePPosition)	Specifies whether the window manager honors the program-specified position PPosition specified in the WM_NORMAL_HINTS property in the absence of a user-specified position. Setting this resource to On causes the mwm command to always honor the program-specified position. Setting this resource to Off causes the mwm command to always ignore the

program–specified position. Setting this resource to the default value of nonzero causes the **mwm** command to honor program–specified positions other than (0,0).

windowMenu (class **WindowMenu**)

Indicates the name of the menu pane that is posted when the window menu is popped up (usually by pressing button 1 on the Window Menu button on the client window frame). Menu panes are specified in the **mwm** resource description file. Window menus can be customized on a client class basis by specifying resources of the form **Mwm*ClientNameOrClass*windowMenu** (See **mwm Resource Description File Syntax** for more information.) The default value of this resource is **DefaultWindowMenu**.

Resource Description File

The **mwm** resource description file is a supplementary resource file that contains resource descriptions that are referred to by entries in the defaults files (**.Xdefaults**, **app–defaults/Mwm**). It contains descriptions of resources that are to be used by the **mwm** command and that cannot be easily encoded in the defaults files (a bitmap file is an analogous type of resource description file). A particular **mwm** resource description file can be selected using the **configFile** resource.

The following types of resources can be described in the **mwm** resource description file:

buttons Window manager functions can be bound (associated) with button events.

keys Window manager functions can be bound (associated) with key press events.

menus Menu panes can be used for the window menu and other menus posted with key bindings and button bindings.

mwm Resource Description File Syntax

The **mwm** resource description file is a standard text file that contains items of information separated by blanks, tabs, and new–line characters. Blank lines are ignored. Items or characters can be quoted to avoid special interpretation (for example, the # (comment character) can be quoted to prevent it from being interpreted as the comment character). A quoted item can be contained in " " (double quotes). Single characters can be quoted by preceding them with the \ (backslash). All text from an unquoted # (comment character) to the end of the line is regarded as a comment and is not interpreted as part of a resource description. If an ! (exclamation mark) is the first character in a line, the line is regarded as a comment. If a line ends in a \ (backslash), the next line is considered a continuation of that line.

Window manager functions can be accessed with button and key bindings and with window manager menus. Functions are indicated as part of the specifications for button and key binding sets and for menu panes. The function specification has the following syntax:

```
Function = FunctionName [FunctionArguments]
FunctionName = Window Manager Function
FunctionArguments = {QuotedItem | UnquotedItem}
```

The following functions are supported. If a function is specified that is not one of the supported functions, it

is interpreted by the **mwm** command as the **f.nop** function.

f.beep

Causes a beep.

f.circle_down [*Icon* | *Window*]

Causes the window or icon that is on the top of the window stack to be put on the bottom of the window stack (so that it no longer obscures any other window or icon). This function affects only those windows and icons that obscure other windows and icons or that are obscured by other windows and icons. Secondary windows (that is, transient windows) are restacked with their associated primary window. Secondary windows always stay on top of the associated primary window and there can be no other primary windows between the secondary windows and their primary window. If an *Icon* function argument is specified, the function applies only to icons. If a *Window* function argument is specified, the function applies only to windows.

f.circle_up [*Icon* | *Window*]

Raises the window or icon on the bottom of the window stack (so that it is not obscured by any other windows). This function affects only those windows and icons that obscure other windows and icons or that are obscured by other windows and icons. Secondary windows (that is, transient windows) are restacked with their associated primary window. If an *Icon* function argument is specified, the function applies only to icons. If a *Window* function argument is specified, the function applies only to windows.

f.exec or **!**

Causes the command to be run (using the value of the **MWMSHELL** environment variable if it is set; otherwise, the value of the **SHELL** environment variable if it is set; otherwise, **/usr/bin/sh** is used). The **!** notation can be used in place of the **f.exec** function name.

f.focus_color

Sets the colormap focus to a client window. If this function is done in a root context, the default colormap (set up by the X Window System client for the screen where MWM is running) is installed and there is no specific client window colormap focus. This function is treated as **f.nop** if **colormapFocusPolicy** is not set to the explicit value.

f.focus_key

Sets the keyboard input focus to a client window or icon. This function is treated as **f.nop** if **keyboardFocusPolicy** is not set to the explicit value or the function is run in a root context.

f.kill

Stops a client. If the **WM_DELETE_WINDOW** protocol is set up, the client is sent a client message event indicating that the client window needs to be deleted. If the **WM_SAVE_YOURSELF** protocol is set up and the **WM_DELETE_WINDOW** protocol is not set up, the client is sent a client message event indicating that the client needs to prepare to be stopped. If the client does not have the **WM_DELETE_WINDOW** or **WM_SAVE_YOURSELF** protocol set up, this function causes a client's X connection to be stopped (usually resulting in the end of the client).

See the description of the **quitTimeout** resource.

f.lower [*-Client* | **within** | **freeFamily**]

Lowers a client window to the bottom of the window stack

	(where it obscures no other window). Secondary windows (that is, transient windows) are restacked with their associated primary window. The <i>Client</i> argument indicates the name or class of a client to lower. If the <i>Client</i> argument is not specified, the context, in which the function was started, indicates the window or icon to lower.
f.maximize	Causes a client window to be displayed with its maximum size.
f.menu	Associates a cascading (pull-right) menu with a menu pane entry or a menu with a button or key binding. The menu_name function argument identifies the menu to be used.
f.minimize	Causes a client window to be iconified (minimized). When a window is minimized and no icon box is used, its icon is placed on the bottom of the window stack (so that it obscures no other windows). If an icon box is used, the client's icon changes to its iconified form inside the icon box. Secondary windows (that is, transient windows) are minimized with their associated primary window. There is only one icon for a primary window and all its secondary windows.
f.move	Causes a client window to be interactively moved.
f.next_cmap	Installs the next colormap in the list of colormaps for the window with the colormap focus.
f.next_key [<i>Icon</i> <i>Window</i> <i>Transient</i>]	Sets the keyboard input focus to the next window or icon in the set of windows and icons managed by the window manager (the ordering of this set is based on the stacking of windows on the screen). This function is treated as f.nop if keyboardFocusPolicy is not the explicit value. The keyboard input focus is moved only to windows that do not have an associated secondary window that is application-modal. If the <i>Transient</i> argument is specified, transient (secondary) windows are crossed (otherwise, if only the <i>Window</i> argument is specified, traversal is done only to the last focused window in a transient group). If an <i>Icon</i> function argument is specified, the function applies only to icons. If a <i>Window</i> function argument is specified, the function applies only to windows.
f.nop	Does nothing. If a function is specified in a type of resource where it is not supported or is started in a context that does not apply, the function is treated as f.nop .
f.normalize	Causes a client window to be displayed with its normal size. Secondary windows (that is, transient windows) are placed in their normal state along with their associated primary window.
f.normalize_and_raise	Causes the corresponding client window to be displayed with its normal size and raised to the top of the window stack. Secondary windows (that is, transient windows) are placed in their normal state along with their associated primary window.
f.pack_icons	Causes icons to be packed into the icon grid. This function is used to relay out icons (based on the layout policy being used) on the root window or in the icon box.
f.pass_keys	Enables or disables (toggles) processing of key bindings for

	<p>window manager functions. When it disables key binding processing, all keys are passed on to the window with the keyboard input focus and no window manager functions are started. If the f.pass_keys function is started with a key binding to disable key-binding processing, the same key binding can be used to enable key-binding processing.</p>
f.post_wmenu	<p>Posts the window menu. If a key is used to post the window menu and the Window Menu button is present, the window menu is automatically placed with its top-left corner at the bottom-left corner of the Window Menu button for the client window. If no Window Menu button is present, the window menu is placed at the top-left corner of the client window.</p>
f.prev_cmap	<p>Installs the previous colormap in the list of colormaps for the window with the colormap focus.</p>
f.prev_key [<i>Icon</i> <i>Window</i> <i>Transient</i>]	<p>Sets the keyboard input focus to the previous window or icon in the set of windows and icons managed by the window manager (the ordering of this set is based on the stacking of windows on the screen). This function is treated as f.nop if keyboardFocusPolicy is not the explicit value. The keyboard input focus is moved only to windows that do not have an associated secondary window that is application-modal. If the <i>Transient</i> argument is specified, transient (secondary) windows are crossed (otherwise, if only window is specified, traversal is done only to the last focused window in a transient group). If an <i>Icon</i> function argument is specified, the function applies only to icons. If a <i>Window</i> function argument is specified, the function applies only to windows.</p>
f.quit_mwm	<p>Stops the mwm command (but <i>not</i> the X Window System client).</p>
f.raise [<i>-Client</i> within freeFamily]	<p>Raises a client window to the top of the window stack (where it is obscured by no other window). Raises the secondary window (transient window or dialog box) within the client family. The arguments to this function are mutually exclusive. The <i>Client</i> argument indicates the name or class of a client to raise. If the <i>Client</i> argument is not specified, the context in which the function was started indicates the window or icon to raise. Specifying within raises the secondary window within the family but does not raise the client family in the global window stack. Specifying freeFamily raises the window to the top of its local family stack and raises the family to the top of the global window stack.</p>
f.raise_lower [within freeFamily]	<p>Raises a primary window to the top of the window stack if it is partially obscured by another window; otherwise, it lowers the window to the bottom of the window stack. The arguments to this function are mutually exclusive.</p> <p>Specifying within raises a secondary window within the family (staying above the parent window), if it is partially obscured by another window in the application's family; otherwise, it lowers the window to the bottom of the family stack. It has no effect on the global stacking order.</p>

Specifying **freeFamily** raises the window to the top of its local family stack, if obscured by another window, and raises the family to the top of the global window stack; otherwise, it lowers the window to the bottom of its local family stack and lowers the family to the bottom of the global window stack.

f.refresh	Causes all windows to be redrawn.
f.refresh_win	Causes a client window to be redrawn.
f.resize	Causes a client window to be interactively resized.
f.restart	Causes the mwm command to be restarted (effectively stopped and restarted).
f.restore	Restores the previous state of an icon's associated window. If a maximized window is iconified, the f.restore function restores it to its maximized state. If a normalized window is iconified, the f.restore function restores it to its normalized state.
f.restore_and_raise	Restores the previous state of an icon's associated window and raises the window to the top of the window stack. If a maximized window is iconified, the f.restore_and_raise function restores it to its maximized state and raises it to the top of the window stack. If a normalized window is iconified, the f.restore_and_raise function restores it to its normalized state and raises it to the top of the window stack.
f.screen [next prev back <i>ScreenNumber</i>]	Causes the pointer to warp to a specific screen number or to the next, previous, or last visited screen. The arguments to this function are mutually exclusive. The following arguments are available: <i>ScreenNumber</i> Indicates the screen number to which the pointer is warped. Screens are numbered starting from screen 0. next Warps the pointer to the next managed screen (skipping over any unmanaged screens). prev Warps the pointer to the previous managed screen (skipping over any unmanaged screens). back Warps the pointer to the last visited screen.
f.send_msg <i>MessageNumber</i>	Sends a client message of the _MOTIF_WM_MESSAGES type with the <i>MessageType</i> indicated by the <i>MessageNumber</i> function argument. The client message is sent only if <i>MessageNumber</i> is included in the client's _MOTIF_WM_MESSAGES property. A menu item label is grayed-out if the menu item is used to perform the f.send_msg function of a message that is not included in the client's _MOTIF_WM_MESSAGES property.
f.separator	Causes a menu separator to be put in the menu pane at the specified location (the label is ignored).
f.set_behavior	Causes the window manager to restart with the default behavior (if a custom behavior is configured) or revert to the custom behavior. By default this is bound to the Shift-Ctrl-Meta-! key sequence.

The Meta–Shift–Ctrl–! key sequence switches (that is, toggles) between the default and custom behaviors. When the user switches to the default MWM behavior, a number of **mwm** resources assume their default values and the **mwm** command restarts. When the user switches back to the custom behavior, the resource values that were changed to default values are reset with the custom values and the **mwm** command restarts.

When an **f.set_behavior** function is performed, the following user interaction occurs:

1. A system–modal dialog box is displayed prompting the user for confirmation of the **f.set_behavior** action.
2. The user can cancel the action at this point.
3. The window manager restarts.
4. The window manager applies the new (custom or default) configuration values.
5. Window manager components are mapped.

When the default MWM behavior is being set, default resource values are applied and, if specified, client properties that control window manager behavior are applied. This includes the **_MOTIF_WM_HINTS** and **_MOTIF_WM_MENU** properties. These properties may alter default MWM behavior, but it is done in a way that is consistent for all users.

f.title

Inserts a title in the menu pane at the specified location.

Function Contexts

Each function may be constrained as to which resource types can specify the function (for example, menu pane) and also what context the function can be used in (for example, the function is done to the selected client window). The following are the function contexts:

root No client window or icon is selected as an object for the function.

window A client window is selected as an object for the function. This includes the window's title bar and frame. Some functions are applied only when the window is in its normalized state (for example, **f.maximize**) or its maximized state (for example, **f.normalize**).

icon An icon is selected as an object for the function.

If a function's context is specified as **icon|window** and the function is started in an icon box, the function applies to the icon box, not to the icons inside.

If a function is specified in a type of resource where it is not supported or is started in a context that does not apply, the function is treated as **f.nop**. The following table indicates the resource types and function contexts in which window manager functions apply:

Function	Contexts	Resources
f.beep	root, icon, window	button, key, menu
f.circle_down	root, icon, window	button, key, menu

f.circle_up	root, icon, window	button, key, menu
f.exec	root, icon, window	button, key, menu
f.focus_color	root, icon, window	button, key, menu
f.focus_key	root, icon, window	button, key, menu
f.kill	icon, window	button, key, menu
f.lower	icon, window	button, key, menu
f.maximize	icon, window (normal)	button, key, menu
f.menu	root, icon, window	button, key, menu
f.minimize	window	button, key, menu
f.move	icon, window	button, key, menu
f.next_cmap	root, icon, window	button, key, menu
f.next_key	root, icon, window	button, key, menu
f.nop	root, icon, window	button, key, menu
f.normalize	icon, window (maximized)	button, key, menu
f.normalize_and_raise	icon, window	button, key, menu
f.pack_icons	root, icon, window	button, key, menu
f.pass_keys	root, icon, window	button, key, menu
f.post_wmenu	root, icon, window	button, key
f.prev_cmap	root, icon, window	button, key, menu
f.prev_key	root, icon, window	button, key, menu
f.quit_mwm	root, icon, window	button, key, menu (root only)
f.raise	icon, window	button, key, menu
f.raise_lower	icon, window	button, key, menu
f.refresh	root, icon, window	button, key, menu
f.refresh_win	window	button, key, menu
f.resize	window	button, key, menu
f.restart	root, icon, window	button, key, menu
f.restore	icon, window	button, key, menu
f.restore_and_raise	icon, window	button, key, menu
f.screen	root, icon, window	button, key, menu
f.send_msg	icon, window	button, key, menu
f.separator	root, icon, window	menu
f.set_behavior	root, icon, window	button, key, menu

f.title	root, icon, window	menu
----------------	--------------------	------

Window Manager Event Specification

Events are indicated as part of the specifications for button and key-binding sets and for menu panes.

Button events have the following syntax:

```
Button = [ModifierList]<ButtonEventName>
ModifierList = Modifier Name {ModifierName}
```

All modifiers specified are interpreted as being exclusive (this means that only the specified modifiers can be present when the button event occurs). Following is a list that indicates the values that can be used for the *ModifierName* parameter. The Alt key is frequently labeled Extend or Meta. Alt and Meta can be used interchangeably in event specification.

Modifier Description

Ctrl	Control key
Shift	Shift key
Alt	Alt or Meta key
Meta	Meta or Alt key
Lock	Lock key
Mod1	Modifier1
Mod2	Modifier2
Mod3	Modifier3
Mod4	Modifier4
Mod5	Modifier5

Following is a list that indicates the values that can be used for the *ButtonEventName* parameter.

Button	Description
Btn1Down	Button 1 press
Btn1Up	Button 1 release
Btn1Click	Button 1 press and release
Btn1Click2	Button 1 double click
Btn2Down	Button 2 press
Btn2Up	Button 2 release
Btn2Click	Button 2 press and release
Btn2Click2	Button 2 double click
Btn3Down	Button 3 press
Btn3Up	Button 3 release
Btn3Click	Button 3 press and release
Btn3Click2	Button 3 double click
Btn4Down	Button 4 press
Btn4Up	Button 4 release
Btn4Click	Button 4 press and release
Btn4Click2	Button 4 double click
Btn5Down	Button 5 press
Btn5Up	Button 5 release

Btn5Click Button 5 press and release

Btn5Click2 Button 5 double click.

Key events that are used by the window manager for menu mnemonics and for binding to window manager functions are single key presses; key releases are ignored. Key events have the following syntax:

```
Key = [ModifierList] <Key> KeyName
ModifierList = ModifierName {ModifierName}
```

All modifiers specified are interpreted as being exclusive (this means that only the specified modifiers can be present when the key event occurs). Modifiers for keys are the same as those that apply to buttons. The *KeyName* parameter is an X11 keysym name. Key symbol names can be found in the **keysymdef.h** file (remove the *XK_* prefix).

The key symbol names will be resolved to a single specific key code by the Window Manager during startup and will not change unless the Window Manager is restarted.

Button Bindings

The **buttonBindings** resource value is the name of a set of button bindings that are used to configure window manager behavior. A window manager function can be used when a button press occurs with the pointer over a framed client window, an icon, or the root window. The context for indicating where the button press applies is also the context for starting the window manager function when the button press is done (significant for functions that are context-sensitive).

Following is the button binding syntax:

```
Buttons BindingsSetName
{
  Button Context Function
  Button Context Function
  .
  .
  Button Context Function
}
```

Following is the syntax for the context specification:

```
Context = Object[|Context]
Object = root | icon | window | title | frame | border | app
```

>The *Context* specification indicates where the pointer must be for the button binding to be effective. For example, a context of **window** indicates that the pointer must be over a client window or window management frame for the button binding to be effective. The **frame** context is for the window management frame around a client window (including the border and title bar), the **border** context is for the border part of the window management frame (not including the title bar), the **title** context is for the title area of the window management frame, and the **app** context is for the application window (not including the window management frame).

If an **f.nop** function is specified for a button binding, the button binding is not done.

Key Bindings

The **keyBindings** resource value is the name of a set of key bindings that are used to configure window manager behavior. A window manager function can be done when a particular key is pressed. The context in which the key binding applies is indicated in the key binding specification. The valid contexts are the same as those that apply to button bindings.

Following is the key binding syntax:

```
Keys BindingsSetName
{
Key Context Function
Key Context Function
      .
      .
Key Context Function
}
```

If an **f.nop** function is specified for a key binding, the key binding is not done. If an **f.post_wmenu** or **f.menu** function is bound to a key, the **mwm** command automatically uses the same key for removing the menu from the screen after it is popped up.

The *Context* specification syntax is the same as for button bindings. For key bindings, the **frame**, **title**, **border**, and **app** contexts are equivalent to the **window** context. The context for a key event is the window or icon that has the keyboard input focus (**root** if no window or icon has the keyboard input focus).

Menu Panes

Menus can be popped up using the **f.post_wmenu** and **f.menu** window manager functions. The context for window manager functions that are done from a menu is **root**, **icon**, or **window**, depending on how the menu is popped up. In the case of the window menu or menus popped up with a key binding, the location of the keyboard input focus indicates the context. For menus popped up using a button binding, the context of the button binding is the context of the menu.

Following is the menu pane specification syntax:

```
Menu MenuName
{
Label [Mnemonic] [Accelerator] Function
Label [Mnemonic] [Accelerator] Function
      .
      .
Label [Mnemonic] [Accelerator] Function
}
```

Each line in the *Menu* specification identifies the label for a menu item and the function to be completed if the menu item is selected. Optionally, a menu button mnemonic and a menu button keyboard accelerator can be specified. Mnemonics are functional only when the menu is posted and keyboard traversal applies.

The label can be a string or a bitmap file. The *Label* specification has the following syntax:

```
Label = Text | BitmapFile
BitmapFile = @FileName
Text = QuotedItem | UnquotedItem
```

The string encoding for labels must be compatible with the menu font that is used. Labels are grayed-out for menu items that use the **f.nop** function, an invalid function, or a function that does not apply in the current context.

A *Mnemonic* specification has the following syntax:

```
Mnemonic = _Character
```

The first matching *Character* in the label is underlined. If there is no matching *Character* in the label, no mnemonic is registered with the window manager for that label. Although the *Character* must exactly match a character in the label, the mnemonic does not perform if any modifier (such as the Shift key) is pressed with

the character key.

The *Accelerator* specification is a key event specification with the same syntax that is used for key bindings to window manager functions.

Environment

The **mwm** command does the following:

- Uses the **HOME** environment variable to specify the user's home directory.
- Uses the **LANG** environment variable to specify the user's choice of language for the **mwm** message catalog and the **mwm** resource description file.
- Uses the **XFILESEARCHPATH**, **XUSERFILESEARCHPATH**, **XAPPLRESDIR**, **XENVIRONMENT**, **LANG**, and **HOME** environment variables to determine search paths for resource defaults files. The **mwm** command can also use the **XBMLANGPATH** environment variable to search for bitmap files.
- Reads the **\$HOME/.motifbind** file, if it exists, to install a virtual key bindings property on the root window.
- Uses the **MWMSHELL** environment variable (or **SHELL** if **MWMSHELL** is not set) to specify the shell to use when running commands through the **f.exec** function.

Exit Status

This command returns the following exit values:

- 0** Indicates successful completion.
- >1** Indicates an error occurred.

Files

/usr/lib/X11/\$LANG/system.mwmrc

/usr/lib/X11/system.mwmrc

/usr/lib/X11/app-defaults/Mwm

\$HOME/Mwm

\$HOME/.Xdefaults

\$HOME/\$LANG/.mwmrc

\$HOME/.mwmrc

\$HOME/.motifbind

Related Information

The **X** command in *AIX Version 4.3 Commands Reference*.

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PLACE BAR CODE IN LOWER
LEFT CORNER



Utiliser les marques de découpe pour obtenir les étiquettes.
Use the cut marks to get the labels.



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