Atari System V

Developer's Guide

1991 Atari Computer Corporation Sunnyvale, CA 94089-1302

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Contents

Overview	1
Atari System V Release Package	. , ii
How This Guide Is Arranged	. , ii
Using This Guide	, iii
Adding a New Disk Drive	, iii
Font Conventions And Symbols	, iii
Chapter 1 Installation	
Unpacking	1-1
Required Hardware	1 - 1
Hardware Installation	1-2
System Installation	
References	
	- 0
Chapter 2 Interacting with the Atari System V Graphical Interface	
Logging-In to the System	2-1
WISh2 Windowing Shell	2-1
Mouse Buttons	2-1
Getting Help , ,	2-2
Changing Your Password	2-2
Language Applications	2-3
Changing Console Settings	2-4
Console Configuration Window	2-4
Screen Saver	
Keyboard Adjustments	
Bell	2-5
Mouse	2-5
Key Click	
Button Panel	2-6
Menu Bar	
References	
Chapter 3 Administrative Tasks	
Overview .	3-1
Accounts and Groups	
System Accounts	
System Groups	
Superuser Account	

Contents, continued

User Accounts		3-3
Setting Account Passwor	rds	3-5
Security		3-6
System Backups	,	3-6
Before Backup		3-6
Backup Commands		3-7
System Environment		. 3-10
Setting the Date and Tim	e	3-11
System Processes		3-11
Run Levels		3-11
Localization and Internat	tionalization	. 3-13
Installing a New Applica	ation	. 3-13
Installing a New Icon		. 3-14
X Window System Session	on Management	, 3-15
Command Shells	,	. 3-15
File Systems		. 3-16
Maintaining File Systems	S	3-19
Peripheral Devices		. 3-21
Serial Port Configuration	1.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	. 3-22
Serial Port Management		. 3-22
	uration	
Serial Port Printer Config	guration	. 3-24
	ection and UUCP System Support	
	Method to a Remote Machine	
	Type	
	e	
	rence	
	ference	
pter 4 Application Deve		
Overview		., 4-1
	at Libraries	

Contents, continued

Tools	4-
Programming notes	4-:
Internationalized Application Development	
Adding a Language to the System Environment	
Application Implementation Guidelines	4-1
Atari Library	4-1
Atari Library Routines	4-!
Application Packaging	4-10
Device Drivers	4-1
Adding a Device Driver	4-12
Porting TOS/GEM Applications	4-13
Porting By Means Of XFaceMaker 2	4-13
Forms and Windows	4-13
Main Loop	4-14
References	4-1:
Appendix 1 Atari-Specific Manual Pages	
Changes	
Additions	A-1
Omissions	A-2
Appendix B Boot Text	B-1
Boot Text Output to the Console	
Appendix C References	C-1
Appendix D GEM/Xlib Equivalents	D-1
Amendix F Atari Enhancements to Internationalization	Standards F-1

List of Figures

Figure 2-1	WISh2 Shell 2	-2
Figure 2-2	Console Settings Window	-4
Figure 3-1	Product Installation Window	14
Figure 3-2	Progress Window	14
Figure 3-3	File Tree Structure 3-	17
Figure 3-4	File System Administration Window	19
Figure 3-5	UFS File System Options 3-	19
Figure 3-6	NFS File System Options 3-	19
Figure 3-7	File System Check Window	21
Figure 3-8	Kernel Configuration Window	34
Figure 3-9	Modules Window	35
Figure 3-10		36
Figure 3-11		37
	List of Tables	
Table 2-1	Mouse Buttons and Activities	-2
Table 3-2	System Groups	
Table 3-3	Active System Processes	12
Table 3-5	Peripheral Devices 3-:	22
Table 3-6	UCCP Database Files	25
Table 4-1	Atari System V Libraries	-2
Table 4-2	Environment File Locales	
Table 4-3	Atari System V Device Drivers	

Overview

This is the documentation for the prerelease Atari System V to selected developers and user sites. It is intended as an installation guide, a system administrator's guide, a users' guide, and a programmer's manual.

Whether you're a software application developer or a system administrator—or both—this guide introduces you to Atari System V and helps you set up, maintain, and use the software system.

As a developer or administrator, you probably have the necessary familiarity with UNIX, C programming language, and shared libraries. You'll find recommendations for supplemental reading at the end of each chapter.

All information specific to Atari System V is included in the four chapters of this guide. The appendixes contain references you may find helpful while getting acquainted with and using Atari System V.

ATARI SYSTEM V RELEASE PACKAGE

You may have purchased the Atari System V for yourself as a standalone system or you may be responsible for installing it on a networked system. In any case, the package you receive includes the following:

- Atari System V Operating System
- X Window System Version 11, Release 4 for Atari System V
- OSF/Motif for the X Window System
- WISh2 (a graphical shell)
- Wx2 (a text editor)
- GNU C compiler, C++ compiler, and GNU debugger
- XFaceMaker 2 (an interactive graphical interface builder)
- Atari Applications Library

HOW THIS GUIDE IS ARRANGED

This guide is designed for experienced users, system administrators, and developers, whether you simply want to know how to get started on Atari System V as an applications user, or whether you expect to use the advanced features to develop your own applications. The guide includes the following:

- Chapter 1 "Installation" gives you unpacking tips, lists hardware requirements, and leads you through the steps for installing the software.
- Chapter 2 "Interacting with the Atari System V Graphical Interface" explains how to log in, introduces the WISh2 shell, gives you instructions on setting up your password, and tells you how to customize your working environment.
- Chapter 3 "Administrative Tasks" describes system processes and accounts, user accounts and applications, Atari tools, peripheral devices, file systems, and system reconfiguration.
- Chapter 4 "Application Development" tells how to develop an application, write a device driver, or port a GEM/TOS application to the Atari System V.

The appendixes contain useful reference material:

- Appendix A "Atari-Specific Manual Pages" is a list of the manual pages found on-line with Atari System V. The manual pages that were changed or omitted are also listed in order to indicate the differences between Atari System V and the AT&T System V, Release 4, 3B2 version.
- Appendix B "Boot Text" provides some sample listings of the text that appears on the system console when you boot the system.
- Appendix C "References" contains a list of the materials referenced in the guide.

Atari System V is based on Motorola 68000 hardware, but no UNIX System V documentation specific to this hardware interface is available. Instead, we have referenced the AT&T 3B2 documentation throughout this guide.

However, some portions of the AT&T documentation do not apply, and those cases have been noted in the margins.

Appendix D "GEM—Xlib Equivalents" is a table to help you find Xlib functions that are equivalent to GEM functions when you port

GEM/TOS applications to Atari System V.

Appendix E "Atari Enhancements to Internationalization Standards" contains a table of Atari System V functions and the corresponding XPG3

function.

Index

USING THIS GUIDE

You needn't read the chapter contents in a particular order. Following is an illustration that shows a typical structure for describing a process.

Major topic ———	ADDING A NEW DISK DRIVE
	After installing a new external disk drive you should prepare it to store information by initializing it; that is, organizing its storage space and creating file systems.
Note pertaining to topic	Most of the following commands are Atari-specific. Refer to the on-line manual pages for detailed descriptions of commands.
Step-by-step instructions for performing task	Turn on your system and verify that the new disk is installed.
	Watch the boot text. If you don't see an additional SCSI device entry, check the hardware and reboot.
	2. Format the new disk with the format command
Comment on or explanation of a step	A disk partition is derived using the formula cXdYsZ, where
	X = controller = SCSIID Y = drive = SCSILUN (always 0) Z = slice = partition number (in hex: 0-f) where f refers to all partitions
	cXd0 refers to the whole disk and is equivalent to cXd0sf.
Example of topic ——	Example:
	format -f /dev/rdsk/c3d0sf
	In this example, the SCSI ID of the disk being formatted is 3 (refer to the format(1M) manual page).

FONT CONVENTIONS AND SYMBOLS

The following font conventions and symbols are used throughout this guide.

bold The text used for the steps in a process appear in bold.

italics Names of directories and files appear in italics.

constant width System output, such as screen messages, appears in

constant width.

User input, such as commands, options, and arguments

appear in bold type, constant width.

<Return> Input that does not appear on the screen when typed, such

as passwords, tabs, or a carriage return, appears between

angle brackets.

<file name> The words between angle brackets in examples of

command lines explain what should be included when you use the command; i.e., your name, a file name, the date, etc.

command(number) A command name followed by a number in parentheses

refers to the part of a system reference manual in which that

command is documented.

The rotated box symbol calls your attention to a

special note.

The diamond symbol indicates a choice of tasks or

procedures.

Caution Read the message following this warning carefully

before proceeding.