

# *Atari System V*

## *Developer's Guide*

1991

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## *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
- WISb2 (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 WISb2 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.*



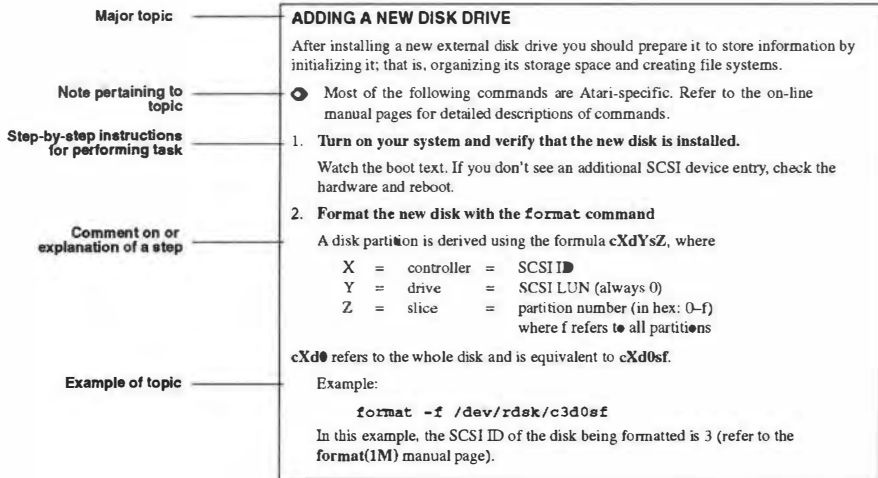
Appendix D "GEM—Xlib Equivalents" is a table to help you find Xlib functions that are equivalent to GEM functions when you port GEM/TOS applications to Atari System V.

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

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## 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.



## FONT CONVENTIONS AND SYMBOLS

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

<b>bold</b>	The text used for the steps in a process appear in <b>bold</b> .
<i>italics</i>	Names of directories and files appear in <i>italics</i> .
constant width	System output, such as screen messages, appears in constant width.
	User input, such as commands, options, and arguments appear in <b>bold type, constant width</b> .
<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.