Atari System V

Developer's Guide

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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
- 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:

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.

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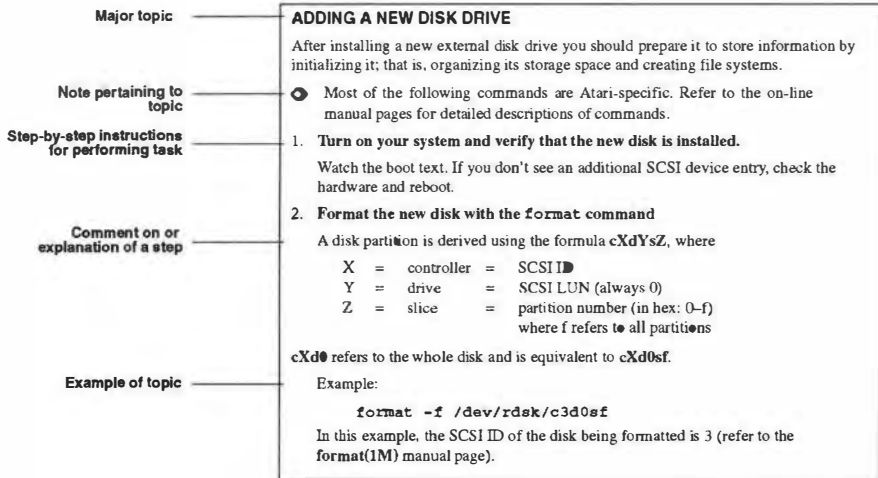
Appendix D   "GEM—Xlib Equivalents" is a table to help you find Xlib functions that are equivalent to GEM functions when you port GEM/TOS applications to Atari System V.

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.

Major topic

Note pertaining to topic

Step-by-step instructions for performing task

Comment on or explanation of a step

Example of 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.

○   Most of the following commands are Atari-specific. Refer to the on-line manual pages for detailed descriptions of commands.

1.   **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**

     A disk partition is derived using the formula **cXdYsZ**, where

X	=	controller	=	SCSI ID
Y	=	drive	=	SCSI LUN (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:

     ```
     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.