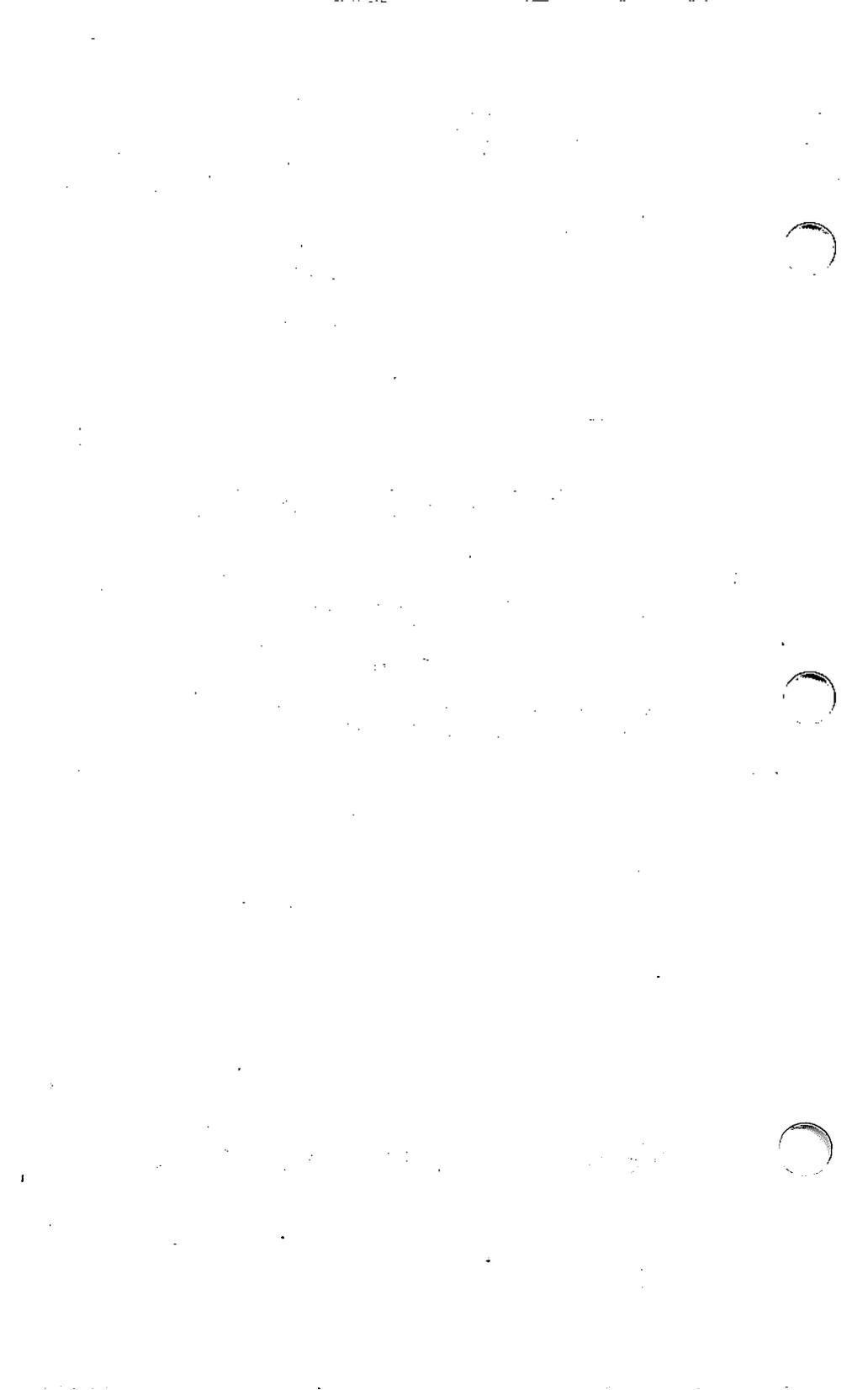


# Release and Installation Notes

SCO<sup>™</sup> ImageBuilder<sup>™</sup> 1.0  
for  
Computers  
running  
XENIX<sup>®</sup> 286 or XENIX 386

The Santa Cruz Operation,<sup>™</sup> Inc.



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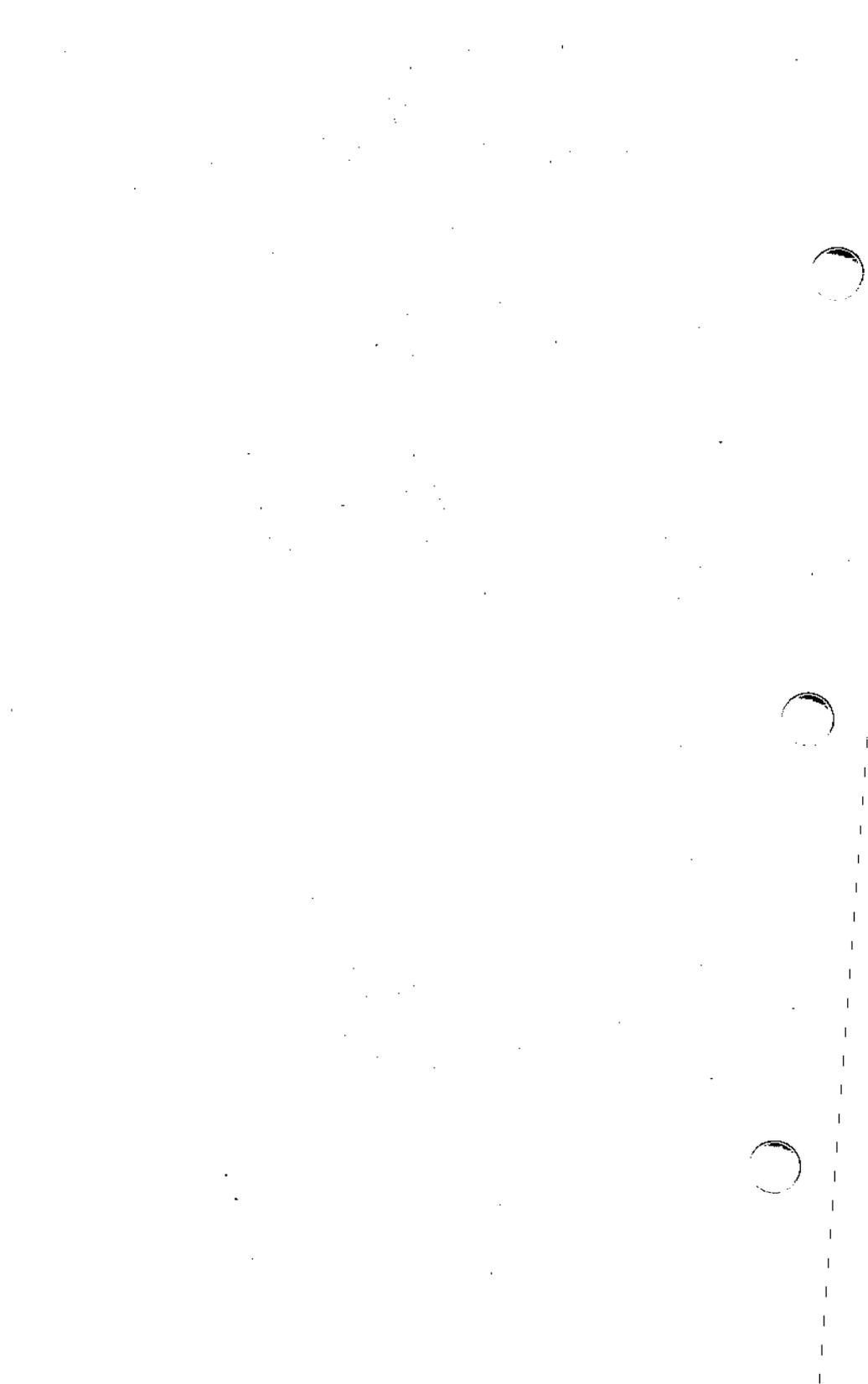
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Release: IB-286/386-4-18-88-1.0.0

Product: #BU-IB-286/386-X286/386-1.0.0

Processed: Fri Apr 15 12:26:01 PDT 1988



# Release and Installation Notes

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# SCO ImageBuilder 1.0

## Release and Installation Notes

Product version:	1.0
Operating system:	XENIX 286 XENIX 386
Media format:	tar
Disk usage:	1.9 Mbytes
Memory requirements:	1 Mbyte
Date:	April 18, 1988

## 1. Introduction

The following *Release and Installation Notes* describe:

- the contents of your software package,
- requirements for properly running SCO ImageBuilder,
- how to install SCO ImageBuilder,
- features offered by SCO ImageBuilder,
- bugs and inconveniences in this release of your SCO ImageBuilder software, and
- the answers to commonly asked questions about SCO ImageBuilder.

Read these *Release and Installation Notes* completely. The information contained within them is crucial to the proper installation and operation of SCO ImageBuilder.

## SCO ImageBuilder 1.0

Software, other than limited-capability demonstration copies, should be installed only on the computer that has been licensed. Additional computers must be licensed with unique software serial numbers, which must be registered to correspond to the unique hardware serial numbers of the computers. The software must not be transferred from one machine to another without re-registration.

We always appreciate hearing from users about their experience with our products, as well as their recommendations for making them even more useful. Your written suggestions are given serious consideration.

### 1.1 Your Software Package

Your SCO ImageBuilder software package includes the following items:

- these *Release and Installation Notes*;
- the SCO ImageBuilder documentation, which includes an introduction to SCO ImageBuilder, a tutorial, a command reference, and appendices;
- the distribution media that you use to install SCO ImageBuilder on your hard disk;
- a serialization card that contains your SCO ImageBuilder serial number and activation key, both of which are needed to install SCO ImageBuilder;
- a serialization card that contains your SCO CGI™ serial number and activation key, which are needed if you choose to install SCO CGI or SCO CGIEGA, or both;
- a Software License Agreement;
- a customer registration form, which you should complete and return to us within five days of receiving your software package. To be eligible for our support services, please supply all information requested on the form.

## 2. System Requirements and Considerations

This section outlines software and hardware requirements for SCO ImageBuilder. It also covers system considerations such as disk usage, i.e., the amount of storage space on your hard disk; memory usage, which is the amount of memory your system needs to function; and additional hardware, such as disk drives, math coprocessors, and memory.

### 2.1 Compatible Environments

SCO ImageBuilder is available on the media types listed below:

Media Types
5¼ inch 48 tpi dsdd diskettes
3½ inch 135 tpi dsdd diskettes

and runs on the following host operating systems:

Host Operating System
SCO XENIX386 System V, Release 2.2 or later
SCO XENIX286 System V, Release 2.2 or later

## SCO ImageBuilder 1.0

### 2.2 Disk Usage

The contents of this distribution consume approximately 1.9 Mbytes of disk space. Most files are extracted into directories beginning with */usr*. Be sure there is enough space in the directories, as indicated in the tables below, before you attempt to install SCO ImageBuilder.

#### 2.2.1 ImageBuilder, ImageBuilder Symbol, CGI, and CGI EGA Packages

If you need to install all of the SCO ImageBuilder packages, gauge your disk space needs according to the following table. Read "Additional Software" in these *Release and Installation Notes* to decide whether you need to install the CGI and CGI EGA packages.

Directory	Minimum Disk Space
<i>/usr</i>	1.82 Mbytes
<i>/tmp</i>	80 Kbytes

#### 2.2.2 ImageBuilder and ImageBuilder Symbol Packages

If you do not need to install the CGI and CGI EGA packages, use the following table to determine how much available disk space you need.

Directory	Minimum Disk Space
<i>/usr</i>	675 Kbytes
<i>/tmp</i>	80 Kbytes

### 2.2.3 ImageBuilder, ImageBuilder Symbol, and CGI Packages

The following table describes your disk space needs if you require all of the SCO ImageBuilder packages except the CGI EGA driver.

Directory	Minimum Disk Space
<i>/usr</i>	1.72 Mbytes
<i>/tmp</i>	80 Kbytes

### 2.2.4 ImageBuilder, ImageBuilder Symbol, and CGI EGA Packages

This table shows the available disk space you need if you already have SCO CGI installed on your disk, and you need to add the other SCO ImageBuilder packages.

Directory	Minimum Disk Space
<i>/usr</i>	820 Kbytes
<i>/tmp</i>	80 Kbytes

## 2.3 Memory Usage

It is difficult to give exact memory requirements because each user's computer configuration is different. Therefore, these are the approximate minimum-memory requirements for one user and for each additional user:

System Load	Memory Requirements
One User	1 Mbyte
Each additional user	.5 Mbyte

## **SCO ImageBuilder 1.0**

### **2.4 Additional Hardware**

SCO ImageBuilder requires a display device with a resolution of at least 640 by 200 pixels. Devices in this class are CGA in high-resolution mode and EGA.

### **2.5 Additional Software**

SCO Graphics Runtime System or SCO CGI must be installed in order for you to run SCO ImageBuilder. If you want to use an EGA graphics card, SCO CGI EGA must also be installed. Both packages are included on your SCO ImageBuilder distribution media.

### 3. Installation

Before you install SCO ImageBuilder on your hard disk, you need the following items:

- the SCO ImageBuilder distribution media,
- The SCO ImageBuilder serial number and activation key, which are alphanumeric codes located on your SCO ImageBuilder serialization card.

If you need to install the SCO CGI package or the SCO CGI EGA package, you also need the SCO CGI serial number and activation key, which are located on your SCO CGI serialization card.

To install the SCO ImageBuilder software, you must be logged into the *root* account as the “superuser”. The super user has access to all of the system files, so be careful not to overwrite, delete, or corrupt those files by accident.

1. Log in as *root*. Type *custom* and press <Return>. You see:

```
1. Operating System
2. Development System
3. Text Processing System
4. Add a Supported Product
```

```
Select a set to customize or enter q to quit:
```

2. Select option 4 – Add a supported product. You see:

```
Installing custom data files...
```

```
Insert distribution volume 1
and press <Return> or enter q to quit:
```

3. Insert SCO ImageBuilder volume 1 into the primary tape or disk drive and press <Return>.

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4. You see the following menu:

1. Install one or more packages
2. Remove one or more packages
3. List the available packages
4. List the files in a package
5. Install a single file
6. Select a new set to customize
7. Display current disk usage
8. Help
Select an option or enter q to quit:

5. Choose option 1 – Install – to install any of the packages in the product.
6. The packages contained in SCO ImageBuilder are displayed on your screen.

You see:

Name	Inst	Size	SCO ImageBuilder package
ALL	No	3812	
IMAGE	No	1052	"ImageBuilder"
SYMBOL	No	408	"ImageBuilder Symbol"
CGI	No	1898	"CGIDrivers"
EGA	No	348	"CGIEGA Driver"

7. You are prompted to enter the packages you wish to install. The section "Additional Software" in these *Release and Installation Notes* explains the circumstances that would require you to install the CGI and CGIEGA drivers. Type all for all of the SCO ImageBuilder packages, or specify which packages you wish to install, and then press <Return>. If you discover later that you do not need all of the SCO ImageBuilder packages, you can easily remove them using **custom**.

If you select the EGA package and you are not running XENIX System V Release 2.2.2 or later, you need to re-link the kernel. This is also necessary if you select all, because the EGA package is included with the other SCO ImageBuilder packages. Re-linking the kernel is described later in this installation procedure.

8. You see:

Insert SCO ImageBuilder volume 1  
and press <Return> or enter q to return to the menu:

Volume 1 should still be in the drive. Press <Return>. You see:

Extracting files...

If this release of SCO ImageBuilder has more than one volume, you are asked to load each additional volume in turn.

A printed list of the distribution-media files is included in the section "The SCO ImageBuilder Files" in these *Release and Installation Notes*.

After this point, the sequence of the installation procedure depends on whether you have chosen to install the SCO CGI or SCO CGI EGA packages. If you have not chosen to install either of these packages, and only want to install the SCO ImageBuilder and ImageBuilder Symbol packages, go on to step 13 in this installation procedure.

9. If you have chosen to install SCO CGI or SCO CGI EGA, or both, you are prompted to enter your CGI serial number.

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The system displays:

Enter your serial number or enter q to quit:

Enter your SCO CGI serial number exactly as it appears on the CGI serialization card, including the three-letter prefix. Press <Return>.

10. The system then displays:

Enter your activation key or enter q to quit:

Enter your SCO CGI activation key exactly as it appears on the CGI serialization card. Press <Return>.

If you mistype your activation key, you are prompted to enter your serial number and activation key again.

11. If you are installing SCO CGI EGA, and the Link Kit is not already installed, the system prompts you to install it now.

You see:

The Link Kit is only partially installed.  
Do you wish to install it now? (y/n)

If you enter **n**, SCO CGI EGA installation fails, and **custom** continues with SCO ImageBuilder installation. When SCO ImageBuilder installation is complete, the EGA package will not be installed, and you will not be able to use an enhanced graphics adapter until you install the EGA package.

If you enter **y**, the system prompts you to insert the proper operating-system distribution floppy and proceed with the installation of the Link Kit and SCO CGI.

12. After you enter your activation key and the Link Kit is properly installed, you see:

Do you wish to create a new kernel? (y/n)

Entry to create a new kernel and you see:

Re-linking the kernel...

The system displays a message indicating that a new kernel is being made and that file permissions are being checked.

13. Now **custom** is ready for installation of the ImageBuilder and ImageBuilder Symbol packages. You are prompted to enter your SCO ImageBuilder serial number. The system displays:

Enter your serial number:

Enter your SCO ImageBuilder serial number exactly as it appears on the ImageBuilder serialization card, including the three-letter prefix. Press <Return>.

14. The system then displays:

Enter your activation key:

Enter your SCO ImageBuilder activation key exactly as it appears on the ImageBuilder serialization card. Press <Return>.

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If you mistype your activation key, you are prompted to enter your serial number and activation key again.

At this point you see:



Then you are returned to the menu. Installation is now complete. Remember to remove the media from the tape or disk drive.

15. SCO ImageBuilder is now installed and ready to use.

For the safety of your files, do not use SCO ImageBuilder when logged in as the super user. File permissions protect you from unintentionally overwriting certain files when using SCO ImageBuilder as a normal user. However, when logged in as the super user, you can overwrite any file. Therefore, log out of the *root* account.

To begin working with SCO ImageBuilder, log into a user account, type *image*, and press <Return>. Refer to the *SCO ImageBuilder User's Guide* for further information.

You are now finished with the SCO ImageBuilder distribution media and should store it in a safe place. If an accident or hardware failure damages the copy of SCO ImageBuilder on disk, you will need the distribution media, serial number, and activation key to re-install the software.

### 3.1 SCO ImageBuilder Packages

The SCO ImageBuilder consists of the following packages:

<i>SCO ImageBuilder Packages</i>		
NAME	PACKAGE	SIZE IN BLOCKS
ALL	SCO ImageBuilder Extended Package	3812
IMAGE	"ImageBuilder"	1052
SYMBOL	"ImageBuilder Symbol"	408
CGI	"CGI Drivers"	1898
EGA	"CGI EGA Driver"	348

### 3.2 SCO ImageBuilder Files

The SCO ImageBuilder files on your distribution media are listed below. Collectively, the files require 1.9 Mbytes of disk-storage space.

#### 3.2.1 Required Files

The following files are necessary for SCO ImageBuilder to run:

```

./usr/bin/image                ./usr/lib/image/cfnt6.tbl
./usr/lib/image/cfnt1.tbl     ./usr/lib/image/fstrings
./usr/lib/image/cfnt2.tbl     ./usr/lib/image/help.bin
./usr/lib/image/cfnt3.tbl     ./usr/lib/image/ib
./usr/lib/image/cfnt4.tbl     ./usr/lib/image/palette.pal
./usr/lib/image/cfnt5.tbl

```

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### 3.2.2 Symbol Library

The following files are not necessary for SCO ImageBuilder to run. However, you may find them helpful and interesting. Each of the files allows you to draw the symbol described in the filename.

```
./usr/lib/image/symbols/Apple.scp
./usr/lib/image/symbols/Arrow-L1.scp
./usr/lib/image/symbols/Arrow-L2.scp
./usr/lib/image/symbols/Arrow-R1.scp
./usr/lib/image/symbols/Arrow-R2.scp
./usr/lib/image/symbols/Atom.scp
./usr/lib/image/symbols/Audience.scp
./usr/lib/image/symbols/Basketball.scp
./usr/lib/image/symbols/Beer.scp
./usr/lib/image/symbols/Bread.scp
./usr/lib/image/symbols/Building3.scp
./usr/lib/image/symbols/Buildings1.scp
./usr/lib/image/symbols/Buildings2.scp
./usr/lib/image/symbols/Butler.scp
./usr/lib/image/symbols/Candybox.scp
./usr/lib/image/symbols/Champagne.scp
./usr/lib/image/symbols/Cheese.scp
./usr/lib/image/symbols/Cityscape.scp
./usr/lib/image/symbols/Copyright.scp
./usr/lib/image/symbols/Cosmetic.scp
./usr/lib/image/symbols/Derrick.scp
./usr/lib/image/symbols/Dynamite1.scp
./usr/lib/image/symbols/Dynamite2.scp
./usr/lib/image/symbols/Eagle.scp
./usr/lib/image/symbols/ElecTrans.scp
./usr/lib/image/symbols/EnvelPen.scp
./usr/lib/image/symbols/Envelope.scp
./usr/lib/image/symbols/Floppy.scp
./usr/lib/image/symbols/Flower.scp
./usr/lib/image/symbols/Football.scp
./usr/lib/image/symbols/Fries.scp
./usr/lib/image/symbols/GasPump.scp
./usr/lib/image/symbols/GlassIce.scp
./usr/lib/image/symbols/Hamburger.scp
./usr/lib/image/symbols/Handshake.scp
./usr/lib/image/symbols/Map-USA2.scp
./usr/lib/image/symbols/Map-USA3.scp
./usr/lib/image/symbols/Map-USA4.scp
./usr/lib/image/symbols/Map-World1.scp
./usr/lib/image/symbols/Map-World2.scp
./usr/lib/image/symbols/Medical.scp
./usr/lib/image/symbols/MeetPress.scp
./usr/lib/image/symbols/Microphone.scp
./usr/lib/image/symbols/Money.scp
./usr/lib/image/symbols/NoSmoke.scp
./usr/lib/image/symbols/NoSymbol.scp
./usr/lib/image/symbols/Office.scp
./usr/lib/image/symbols/OilDrum.scp
./usr/lib/image/symbols/Pencil.scp
./usr/lib/image/symbols/PineTree.scp
./usr/lib/image/symbols/Plane.scp
./usr/lib/image/symbols/Pointer.scp
./usr/lib/image/symbols/Policeman.scp
./usr/lib/image/symbols/Rabbit.scp
./usr/lib/image/symbols/RegTrade.scp
./usr/lib/image/symbols/Safe.scp
./usr/lib/image/symbols/Ship1.scp
./usr/lib/image/symbols/Ship2.scp
./usr/lib/image/symbols/Ship3.scp
./usr/lib/image/symbols/Shoe.scp
./usr/lib/image/symbols/Signal.scp
./usr/lib/image/symbols/SmallTown.scp
./usr/lib/image/symbols/Sock.scp
./usr/lib/image/symbols/Softball.scp
./usr/lib/image/symbols/Star1.scp
./usr/lib/image/symbols/Star10.scp
./usr/lib/image/symbols/Star11.scp
./usr/lib/image/symbols/Star12.scp
./usr/lib/image/symbols/Star2.scp
./usr/lib/image/symbols/Star3.scp
```

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<code>./usr/lib/image/symbols/Hat.scp</code>	<code>./usr/lib/image/symbols/Star4.scp</code>
<code>./usr/lib/image/symbols/HeSells.scp</code>	<code>./usr/lib/image/symbols/Star5.scp</code>
<code>./usr/lib/image/symbols/Helicopter.scp</code>	<code>./usr/lib/image/symbols/Star6.scp</code>
<code>./usr/lib/image/symbols/Host.scp</code>	<code>./usr/lib/image/symbols/Star7.scp</code>
<code>./usr/lib/image/symbols/House.scp</code>	<code>./usr/lib/image/symbols/Star8.scp</code>
<code>./usr/lib/image/symbols/LadyShoe.scp</code>	<code>./usr/lib/image/symbols/Star9.scp</code>
<code>./usr/lib/image/symbols/LeafTree.scp</code>	<code>./usr/lib/image/symbols/Sweater.scp</code>
<code>./usr/lib/image/symbols/LightBulb.scp</code>	<code>./usr/lib/image/symbols/System.scp</code>
<code>./usr/lib/image/symbols/Mainframe.scp</code>	<code>./usr/lib/image/symbols/Tickets.scp</code>
<code>./usr/lib/image/symbols/Man1.scp</code>	<code>./usr/lib/image/symbols/Trademark.scp</code>
<code>./usr/lib/image/symbols/Man2.scp</code>	<code>./usr/lib/image/symbols/Truck.scp</code>
<code>./usr/lib/image/symbols/Man3.scp</code>	<code>./usr/lib/image/symbols/Typewriter.scp</code>
<code>./usr/lib/image/symbols/Map-Afric1.scp</code>	<code>./usr/lib/image/symbols/UncleSam.scp</code>
<code>./usr/lib/image/symbols/Map-Afric2.scp</code>	<code>./usr/lib/image/symbols/Woman1.scp</code>
<code>./usr/lib/image/symbols/Map-Austr1.scp</code>	<code>./usr/lib/image/symbols/Woman2.scp</code>
<code>./usr/lib/image/symbols/Map-Austr2.scp</code>	<code>./usr/lib/image/symbols/Woman3.scp</code>
<code>./usr/lib/image/symbols/Map-Europ1.scp</code>	<code>./usr/lib/image/symbols/Woman4.scp</code>
<code>./usr/lib/image/symbols/Map-Europ2.scp</code>	<code>./usr/lib/image/symbols/Woman5.scp</code>
<code>./usr/lib/image/symbols/Map-Japan1.scp</code>	<code>./usr/lib/image/symbols/Woman6.scp</code>
<code>./usr/lib/image/symbols/Map-Japan2.scp</code>	<code>./usr/lib/image/symbols/Writing.scp</code>
<code>./usr/lib/image/symbols/Map-USA1.scp</code>	<code>./usr/lib/image/symbols/Yen.scp</code>

### 3.2.3 SCO CGI Drivers

The following files are needed for SCO CGI. SCO CGI must be installed before you attempt to run SCO ImageBuilder.

<code>./usr/lib/cgi/cgabw</code>	<code>./usr/lib/cgi/gstdd</code>
<code>./usr/lib/cgi/cgaco</code>	<code>./usr/lib/cgi/hpplot</code>
<code>./usr/lib/cgi/cgiprep</code>	<code>./usr/lib/cgi/laserjet</code>
<code>./usr/lib/cgi/ddmeta</code>	<code>./usr/lib/cgi/laserwriter</code>
<code>./usr/lib/cgi/epson100</code>	<code>./usr/lib/cgi/thinkjet</code>
<code>./usr/lib/cgi/epson80</code>	

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### 3.2.4 SCO CGI EGA Driver

The following files are needed if you are using an EGA graphics card.

<code>./usr/lib/cgi/ega</code>	<code>./usr/sys/mdep/machdep286.o</code>
<code>./usr/sys/io/cn286.o</code>	<code>./usr/sys/mdep/machdep386.o</code>
<code>./usr/sys/io/cn386.o</code>	

## 4. Features of SCO ImageBuilder

The following section describes features of SCO ImageBuilder not covered in the SCO ImageBuilder documentation.

### 4.1 DISPLAY Variable

SCO ImageBuilder uses the DISPLAY environment variable to determine which SCO CGI driver should be used to display the SCO ImageBuilder screen. This variable can be set in a user's *.profile* or *.login* files, by hand before starting SCO ImageBuilder, or in the shell script */usr/bin/image*.

To set the DISPLAY environment variable to use the EGA agent, in the Bourne shell, type:

```
DISPLAY = ega
export DISPLAY
```

In the C-shell, type:

```
setenv DISPLAY ega
```

The */usr/bin/image* shell script sets the DISPLAY variable to the "cgabw" if no DISPLAY variable is set. If you would like to change this default to the EGA agent, log in as *root* and change the line in */usr/bin/image* from:

```
DISPLAY = ${DISPLAY - "cgabw"}; export DISPLAY
```

to:

```
DISPLAY = ${DISPLAY - "ega"}; export DISPLAY
```

### 4.2 VDIPATH Variable

The VDIPATH environment variable must be set to the directory containing the CGI driver specified by the DISPLAY environment variable. By default, the VDIPATH environment variable is set to */usr/lib/cgi* in the */usr/bin/image* shell script.

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### 4.3 OUTPUT Variable

SCO ImageBuilder uses the environment variable `OUTPUT` to identify what SCO CGI device driver to use when printing. If you want to print from SCO ImageBuilder, this variable must be set to a CGI agent present in the directory specified by `VDIPATH`. To use the laser jet agent with output going to "lp" in the Bourne shell, type:

```
OUTPUT = "laserjet | lp < /dev/null"  
export OUTPUT
```

In the C-shell, type:

```
setenv OUTPUT "laserjet | lp < /dev/null"
```

### 4.4 IBPATH Variable

SCO ImageBuilder uses the `IBPATH` environment variable to specify where the SCO ImageBuilder system files reside. By default, this directory is `/usr/lib/image`. If you move the files from the default directory, set the `IBPATH` environment variable to indicate this new location. The `IBPATH` environment variable is initialized in the shell script `/usr/bin/image`. If you want to change the default, change the line in `/usr/bin/image` from:

```
IBPATH = ${IBPATH - "/usr/lib/image"};export IBPATH
```

to:

```
IBPATH = ${IBPATH - "new_directory-name"};export IBPATH
```

### 4.5 Using the SCO Clipboard

This release of SCO ImageBuilder contains the SCO Clipboard functionality. No special procedure need be followed to initialize the clipboard, but there are environment variables that change the clipboard's behavior.

#### 4.5.1 CLIPDIR Environment Variable

If the CLIPDIR environment variable is set to the name of a directory, SCO ImageBuilder uses that directory as the clipboard. By default, SCO ImageBuilder uses (and creates, if necessary) a directory in the user's home directory called *clipdir*. For example, if the user "Geneva," whose home directory is */u/geneva*, uses the clipboard from SCO ImageBuilder, and does not have the CLIPDIR environment variable set, SCO ImageBuilder uses the directory */u/geneva/clipdir* as the clipboard directory.

To set the CLIPDIR environment variable to */x/workgroup/clipdir*, in the Bourne shell, type:

```
CLIPDIR = /x/workgroup/clipdir
export CLIPDIR
```

In the C-shell, type:

```
setenv CLIPDIR /x/workgroup/clipdir
```

## 5. Bugs and Inconveniences

The following section contains unsupported features, bugs, and inconveniences of SCO ImageBuilder as of this release date.

### 5.1 Unsupported Features

- The MakeSlide utility and the slide service bureau, MAGICorp™, described in the SCO ImageBuilder manual are not supported in this release of the software. The slide making functionality will be available in the next release of the product.
- When negative or otherwise illegal values are present in a dataset whose chart is pie, the error message notifying the user of this condition MAY appear twice. Hitting the < ESC > key twice will clear the error.
- When illegal values are used in pie graphs, only those values occurring in the data set before the illegal values are graphed.
- You must set your OUTPUT variable so that “standard in” comes from somewhere other than the keyboard (usually /dev/null). See section 4.3, “OUTPUT Variable.” If “standard in” is the keyboard, SCO ImageBuilder is not able to read the keyboard after printing.
- Use of a mouse is not supported in this release of SCO ImageBuilder.
- On some keyboards (e.g., Tandy® 4000), you must press <CTL> <Arrow-Key> to move the cursor in micro-increments, rather than <Shift> <PgDn>.

## 6. Questions and Answers

Here are some questions and answers about SCO ImageBuilder and its documentation.

The answers given here are all based on documentation in the *SCO ImageBuilder User's Guide*. Refer to it for complete details on all topics.

**Q:** Why does the bold font appear hollow and have strange lines in it?

**A:** The bold font is only filled in when previewing and printing. This practice saves time when composing pictures.

**Q:** When I select a shaded background, the shaded background does not show on my EGA. Why not?

**A:** SCO ImageBuilder only attempts shaded backgrounds when the output device is capable of generating more than 16 colors at one time.

**Q:** Why is my display always black and white when I run SCO ImageBuilder on an EGA?

**A:** In */usr/bin/image*, the DISPLAY environment variable is set to "cgabw." To use SCO ImageBuilder with an EGA, set your DISPLAY variable to "ega." See section 4.1, "DISPLAY Variable."

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