

CHAPTER 1

Installation

UNPACKING

The following items are shipped with Atari System V. Check the package you receive to be sure everything is included.

- License agreement
- Release notes
- Mail-in card for requesting GNU source code (there is a nominal fee for the distribution media)
- Atari System V Developer's Guide (this document)
- Atari Style Guide
- NSL WSh2 User's Manual
- NSL Wx2 User's Manual
- NSL XFaceMaker 2 User's Guide
- AT&T Product Overview and Master Index
- TOS diskette for
 - Resetting boot preference
 - Partitioning a drive
- Atari System V diskette(s) with software updates

REQUIRED HARDWARE

Atari System V requires the following hardware:

- Atari TT030 with the following items (refer to the *Atari TT Computer Owner's Manual* describing the main unit and ports):
 - Atari TT hard disk cover
 - Brackets to support the hard disk
 - Atari TT bottom panel with ventilation louvers
 - Motherboard (see release notes for required revision level)
 - Atari TT bottom sheet metal piece with ventilation louvers
- 200MB disk drive
- RAM board combination to equal or exceed 8MB
- Atari 19-inch monochrome monitor
- Atari three-button mouse

If you need specific hardware part numbers, refer to the release notes.

An authorized dealer will verify this setup and be able to obtain any parts you may need.

HARDWARE INSTALLATION

The dealer will install the Atari System V disk drive in your machine as the internal drive. This drive uses a SCSI (small computer system interface), which means that

- the internal drive must always be terminated, and
- the motherboard must always be terminated unless you have both an internal hard disk and SCSI devices connected to the external back port.

If you are upgrading an existing TT with hard-disk resident TOS data on an internal SCSI drive, you must back up the data before replacing the internal disk with the disk containing UNIX. The section "Adding a New Disk Drive" in Chapter 3 explains how you can partition the hard disk drive for both TOS and UNIX partitions.

The Atari System V supports external SCSI devices. Refer to the release notes included in the system package for a list of tested and supported SCSI devices that can be ordered through your dealer. These devices include an additional SCSI (not ACS) hard disk and a tape drive.

The Atari VME Ethernet board may be installed if your computer will be used on a network.

SYSTEM INSTALLATION

Power on When the computer system is completely assembled, switch on all peripheral devices and then switch on the computer.

The diskette light goes on-off-on; when it stays on, the TT initialization is complete. At that same time, the hard disk light turns on. When the internal hard drive has completed its initialization, the light goes off.

When the TT and the hard disk are both initialized, use the following steps and information to boot Atari System V into your computer.

Press space bar when TT and disk drive are ready

1. **Press the space bar (or wait 90 seconds).**

This message is displayed:

```
Atari System V.4 <disk date>
```

The system probes all SCSI devices and lists them. The Equipped Device Table is displayed and then you see the device specification and the name of the kernel that Atari System V will boot:

```
hd(0,0)unix
```

Press <Return> to continue boot process

2. **Press <Return> to continue the boot with this kernel.**

If you accidentally press some other key, the boot stops. To continue the boot, either

- a. Press the reset button on the side of the computer to start the boot from the beginning, or
- b. Type `unix -r` and then <return>

If devices were added, the system reconfigures and reboots—go back to Step 1

3. **If you added a tape drive, an Ethernet board, or some other supported device, the system reconfigures and automatically returns to Step 1.**

More system messages are displayed, including the Ethernet address (if added), memory capacities, and copyrights.

4. Finally, this message is displayed:

Press <Delete> to enter System Maintenance Mode.

- ◆ To continue to come up in multiuser mode, do nothing and go to Step 5.
- ◆ To become superuser in system maintenance mode you have five seconds to press <Delete> and enter the superuser password at the prompt. (As shipped, no password is set for *root*, so set one as soon as possible.)
 - To exit system maintenance mode and to continue bringing up the system, type **exit** or press <Control d>.

As superuser in system maintenance mode you may perform any of the following tasks; just select the task and follow the instructions.

- ◆ Set the root password.
 - a. Type **passwd**. <Return>
 - b. Type the new password, <Return>, and at the prompt
 - c. Type the new password a second time

- ◆ Set the time of day and the time zone.

- a. Type **setenv TZ <zzzXddd>**

zzz = local time zone
X = number of hours from Greenwich mean time
ddd = local daylight savings time zone

For instance:

Pacific Coast = PST8PDT
 East Coast = EST5EDT

- b. Type **date <mmddHHMMYY>**

mm = month
dd = day
HH = hour
MM = minute
YY = year

- ◆ Set the default language.

- a. Type **setlang**
- b. When the prompt appears, select a language from those available

Thereafter, all applications on your system (including the rest of this boot) default to this language. Individual accounts may elect to override this for their own sessions only. The **setlang** program can be run by superuser at any time, but affects only those sessions started after it has been run.

- ◆ Install software updates

- a. Type **pkgadd -d /dev/floppy**
 or
pkgadd -d /dev/tape

Appendix B contains boot text messages, some with and some without peripheral device changes.

Set date and time of day

If the local language is not American English

Install software the first time you boot

Verify that the Atari VME Ethernet controller is installed

- b. When prompted, insert the diskettes or tapes
- ◆ Set up the system for network access
 - a. Type **setnetwork**
 - b. You are asked for your machine's node name and IP address. Get these from your network administrator.
 - c. You are asked for the node name and IP address of another machine on the network. These are used to get the hosts file once the network is operational.
 - d. It's up to you to propagate your node name and IP address to all other nodes of the network. Ask your network administrator about this.

To connect your network to the public internet, contact SRI-NIC (SRI International, Network Information Center) to obtain a network number and domain name. Telephone (USA) 1-800-235-3155, or see AT&T, *UNIX System V, Release 4, Network User's and Administrator's Guide*, Chapter 2.

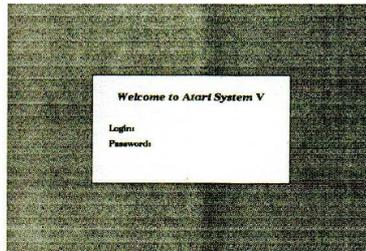
To reboot, type **init 6**

In all system maintenance situations, if the program instructs you to reboot after making changes, type **init 6** and return to Step 1.

To continue, type **exit**

If you are not instructed to reboot, type **exit** and the system continues to come up.

5. Atari System V continues and when initialization is complete, this login screen is displayed:



6. Four login accounts are available:

| | |
|-------|-------|
| guest | croot |
| root | kroot |

Login

Log in as root (or croot or kroot, if you're familiar with the C-shell or Korn shell) and create new user accounts. Do not edit */etc/passwd*; Atari System V maintains a shadow file containing the passwords and directly editing */etc/passwd* will confuse the password lookup mechanism. These files should be updated by system commands. See the "User Accounts" section in Chapter 3.

It's important to learn how to back up the system.

- ☐ Once your system is installed, your most important consideration is knowing how to back up that system. To learn the necessary backup procedures, see the section, "System Backups" in Chapter 3.

REFERENCES

Atari, *Atari TT Computer Owner's Manual*, 1990, Atari Corporation

AT&T, *UNIX System V, Release 4, Documentation*, 1990, Prentice-Hall —as follows:

Network User's and Administrator's Guide
System Administrator's Guide
Users Reference Manual

