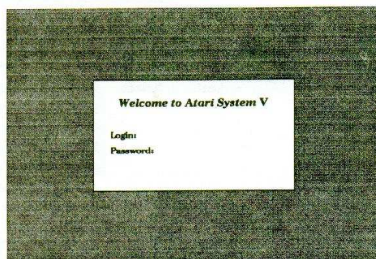


CHAPTER 2

Interacting with the Atari System V Graphical Interface

LOGGING IN TO THE SYSTEM

This is what the screen looks like as soon as the system is up and running:



1. Type in your login ID as set up by your system administrator. Press **<Return>**
2. Type your password (which will not be printed on the screen). Press **<Return>**.

For generic access, the login ID **guest** will let you to use the WISh2 capabilities.

WISh2 WINDOWING SHELL

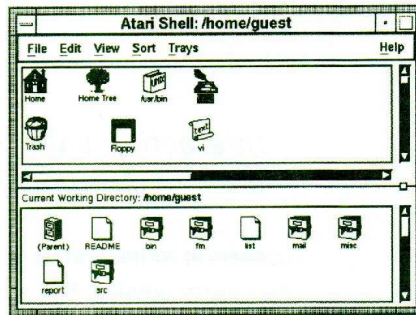
When you log in to Atari System V, you are automatically brought to the WISh2 windowing shell running under the OSF/Motif Window Manager (MWM).

If this doesn't happen automatically, either have your system administrator set up your account to do so, or set it up yourself. See the "X Window System Session Management" section of Chapter 3.

Refer to the *OSF/Motif User's Guide* for information about manipulating windows, application menus, buttons, and dialogs. Figure 2-1 shows the WISh2 shell with its icons for the **guest** login.

Mouse Buttons

Use the mouse buttons to choose objects on the screen, choose text to be edited, focus the keyboard on a particular window, or move objects on the screen. Table 2-1 describes the mouse buttons, their positions, names, actions, and functions.

Figure 2-1
WISh2 ShellTable 2-1
Mouse Buttons
and Activities

Position	Name	Action	Function
Left	Select	Click = Move pointer to object, press and release.	Selects object.
		Double-click = Move pointer to object, press and release twice.	Executes an object.
		Drag = Move pointer to first object or text, press and hold down while moving mouse over selection, release.	Selects multiple objects or text.
Middle	Drag	Drag = Move pointer to first object or text, press and hold down while moving mouse over selection, release.	Alternate button for moving and copying objects.
Right	Custom or Menu	Click or Drag = Move pointer to menu, drag to access chosen menu.	Activate pop-up menus and perform application-specific tasks.

Getting Help

Select Help from the menu bar; the cursor changes to a small magnifying glass. Move the cursor to an item (field, label, text) and **Select** again. A help window will open and display information.

The **Exit** button is in the File menu (refer to the WISh2 documentation for further information on menus and icons).

The default MWM menus are shown in Table 2-2. Access these menus by the press-drag-release action of the appropriate mouse button on the background outside the windows.

CHANGING YOUR PASSWORD

Your password prohibits others from using your account. Keeping your password a secret, along with using appropriate permissions on your files and directories, prevents others from altering or destroying your data. Be sure to change your password from time-to-time—your system administrator may even configure accounts so that you are required to periodically change your password.

Select is used throughout this guide to tell you to position the mouse pointer on the item you want to select and then click the left mouse button.

Table 2-2
MWM Mouse
Buttons Menus

Mouse Button	Menu
Left	Desktop WISH2 New window (use to open a command window) XFaceMaker 2 Clock
Middle	User definable
Right	Window manager Shuffle up Shuffle down Refresh Restart Exit

To change your password,

1. Select New Window from the MWM menu to open a command window.

A new window is placed on the desktop.

2. Type the command `passwd` in this window.

A prompt asks you to type in your old password. Do this and you are prompted to type in your new password; when prompted, enter the password again to catch any typing errors.

Note: To be sure others can't decipher it and thus compromise the security of your data, your password should

- Have a least six characters
- Contain at least two alphabetic characters and at least one numeric or special character
- Differ from your login name and any reverse or circular shift of your login name
- Differ from your old password by at least three characters

For additional security, avoid obvious passwords, such as a part of your name, name of a family member, the make of your car, your license plate number, etc.

3. Close the window

Continue with your tasks. The next time you log in to System V, you must enter your new password.

LANGUAGE APPLICATIONS

When you first log in, your windows and applications are presented in the language set up by the system administrator for your particular computer system. However, if you prefer to work in another language, use the following steps to change:

1. Select New Window from the MWM menu to open a command window.

Position the new window on the screen desktop.

2. If the file `.environment` does not already exist, create it in your home directory and add the lines

```
LANG=<language>_<territory>
export LANG
```

For example, if you speak German and live in Switzerland, you would enter

```
LANG=german_switzerland
export LANG
```

3. Save the file. Exit MWM and then log in again.

You should be using your new language.

CHANGING CONSOLE SETTINGS

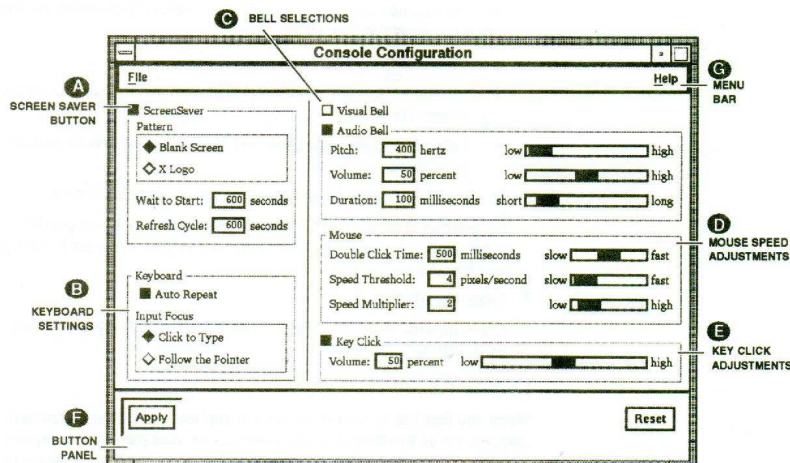
Console Configuration Window

Use the Console Configuration Window to change console attributes such as screen saver characteristics, keyboard and mouse assignments, and bell and key click volume.

1. Select the Console Configuration icon. 

The Console Configuration window pops up—ready for you to adjust the console settings to your own requirements.

Figure 2-2 Console Settings Window



2. Refer to Figure 2-2 to identify each portion of your console while reading the description that matches this portion's attributes.

Screen Saver **A** Screen Saver

1. Select the Screen Saver button to turn it on or off.

The screen saver is a utility program that, after a specified number of seconds without keyboard activity, blanks the screen or displays a pattern. The pattern is redrawn (cycled) in the specified number of seconds. This prevents burn-in damage to the screen.

2. Choose the display pattern by clicking on the appropriate button with the Select mouse button.

The screen can go blank or it can display the X Window System logo.

3. Select the Wait to Start box and type in the number of seconds to wait before activating the screen saver.

4. Select the Refresh Cycle box and type the number of seconds to wait before the pattern is redrawn.

Keyboard adjustments **B** Keyboard Adjustments

1. Select the Auto Repeat toggle button to enable or disable automatic repetition of a depressed key.

In general, it's a good idea to keep auto-repeat enabled.

2. Select a type of Input Focus.

- In Click-to-Type mode, you must Select into a window to enter text.
- Follow-the-Pointer mode focuses the keyboard on whatever window the mouse cursor is pointing to. This allows you to enter text without clicking into the window.

BellBell selections **C**

Flash-invert: Momentary reversal of screen color; e.g., black to white.

1. Select the Visual Bell button to turn the visual bell on or off. The visual bell will flash-invert the entire screen.
2. Select the Audio Bell button to turn it on or off.

Using the mouse move the slider knob to change the following Audio Bell attributes:

- Pitch—how deep or high the sound is
- Volume—how loud the sound is
- Duration—how long the sound lasts

Mouse adjustments **D** Mouse

To change one of its listed attributes, use the mouse to move the slider knob or Select a box and type a number to change the setting.

Double click speed	Maximum time (milliseconds) allowed between double clicks.
Speed threshold	Maximum true speed. When mouse is moved at this speed or slower, the on-screen cursor moves at the same speed. This is useful for manipulating small objects. When the mouse is moved faster, the on-screen cursor moves faster; this is useful for moving across the screen quickly.

Speed multiplier The number used to multiply the speed of the on-screen cursor, if mouse is moved above the speed threshold.

Key click adjustment **E**

Key Click

1. Select the **Key Click** button to turn the key click sound On or Off.
Key click refers to the clicking noise that is made when you press a key.
2. If you choose to turn on Key Click, use the mouse to move the slider knob or Select the box and type in a number to set the volume of the key click.

Button Panel **F**

Button Panel

1. Select the **Apply** button to apply all attribute changes to your current session.
2. Select the **Reset** button to reset all attribute adjustments to their last applied state.

Menu Bar

Menu Bar **G**

1. Select the **File** button and Select **Save** from the **File** menu to save all attribute changes.
The new settings are applied to your current session as well as all subsequent sessions.
2. Select **Apply System Defaults** from the **File** menu to change all settings to the system defaults.

REFERENCES

Use the documents referenced here for more information about subjects discussed in this chapter.

AT&T, *UNIX System V, Release 4, User's Reference Manual*, Prentice Hall, Inc., 1990.

Manual page `passwd(1)`

AT&T, *UNIX System V, Release 4, User's Guide*, Chapter 3 "Using the File System," Prentice Hall, Inc., 1990.

Non Standard Logics, *WISh2 User's Manual*, Paris, France, 1991

Open Software Foundation, *OSF/Motif User's Guide, Revision 1.0*, Prentice Hall Inc., 1990.

Sections entitled:

- "Using the Mouse"
- "Exploring PullDown Menus"
- "Recognizing Common Controls"
- "Moving a Window"
- "Entering Text Into an Input Field"