

APPENDIX A

Atari-Specific Manual Pages

Following is a list of changes, additions, and omissions that characterize the difference between the Atari System V on-line manual pages and the AT&T 3B2 manual page documentation. Some differences have to do with the nature of the Atari port, others are Atari enhancements.

Manual pages for commands and files that have been changed or added are available on-line by using the **man(1)** command. For example, for information about gcc, type **man gcc**.

Use the permuted index in the *AT&T Product Overview and Master Index* to locate specific manual pages in the manuals

Changes

These manual pages were changed to accommodate the Atari System V port.

cunix(1M)	edt_data(4)
format(1M)	master(4)
prvtoc(1M)	
newboot(1M)	

Additions

The following manual pages contain Atari System V enhancements.

bison(1)	patch(1)
ci(1)	psc(1)
co(1)	rcs(1)
codesio(1)	rcsdiff(1)
findsrc(1)	rcsintro(1)
gcc(1)	rcsmmerge(1)
g++(1)	rlog(1)
gdb(1)	sc(1)
glscnv(1)	shar(1)
glstty(1)	unshar(1)
gnudiff(1)	
hex(1)	bootaddhdr(1M)
ident(1)	bpatch(1M)
indent(1)	consmode(1M)
kermit(1)	e(1M)
less(1)	nvrnm(1M)imagpartini
lesskey(1)	t(1M)
makekit(1)	setlang(1M)
merge(1)	setnetwork(1M)
mush(1)	setvtoc(1M)

sysm68k(2)	position(3A)
addchildhandler(3A)	readfiledata(3A)
addioproc(3A)	readfilelines(3A)
addpath(3A)	readfilestrings(3A)
alertinit(3A)	readpipedata(3A)
atarilib(3A)	readpipelines(3A)
closepipe(3A)	readpipestrings(3A)
executelist(3A)	runprocess(3A)
findwmpadding(3A)	writefiledata(3A)
fmcatgets(3)	writefilelines(3A)
fmcatopen(3A)	writepipedata(3A)
getcommandstatus(3A)	writepipelines(3A)
getpipeid(3A)	getedt(3C)
getsimplecharset(3A)	getxedt(3C)
helpinit(3A)	rcsfile(5)
logopen(3A)	gls(7)
logwrite(3A)	boot(8)
openfilter(3A)	edtp(8)
openreadpipe(3A)	
openwritepipe(3A)	

Omissions

Not a part of Atari System V.

crash	ledre
disks	login
edita	pump
edittbl	sadp
cmpress	wtinit
fltboot	xts
fmtflop	xtt
fmtbard	zdump
ismpx	XWIN X11/NeWS server
jterm	X11/NeWS, tNt and Shapes
jwin	API toolkits
layers	EMD
ldsysdump	3B2 Floppy Disk Driver ...
	AT&T Windowing Utilities

APPENDIX B

Boot Text

BOOT TEXT OUTPUT TO THE CONSOLE

The screen starts blank. After a 90-second time out (or when any key is depressed), the following message appears:

Atari System V.4 Fri Jun 7 14:02:04 EDT 1991

This message appears only on the console, not on a terminal output of the USART port. The date and message may change, depending on the specific generation of the System V boot.

The next section of information appears on both console and the USART port.

This information differs, depending on the specific configurations of SCSI devices connected to the machine. Every SCSI device should appear on this list.

Now there is a time-out of about 20 seconds. As administrator you may press <Return> to skip the pause.

The no devices found message means that those specific devices are not physically connected to the system.

These numbers vary, depending on the amount of memory installed on the system and the configuration of the kernel.

```
SCSI:
TARGET LUN
0 0      MAXTOR   LXT-213S   4.20 Direct access
UNIX System V Release 4.0 Boot Loader
Boot: hd(0,0)unix
Building Equipped Device Table
CEN:      controller 0 at 0xFFFF8800
CLOCK:    controller 0 at 0xFFFF8960
FPD:      controller 0 at 0xFFFF8606
HD:        controller 0 at 0x0
IKBD:      controller 0 at 0xFFFFFC00
LA:        no devices found
MFP:      controller 0 at 0xFFFFFA01
ND:        no devices found
PR:        no devices found
PSG:      controller 0 at 0xFFFF8800
SCCIO:     controller 0 at 0xFFFF8C80
SCSI:      controller 0 at 0xFFFF8780
TP:        no devices found
VIDEO:     controller 0 at 0x0
USART:     controller 0 at 0xFFFFFA01

Loading unix: 820 + 0[193192] + 722896 + 93432 +
864

UniSoft UNIX (R) System V Release 4.0
          Version UE10 for the mc68030

Total real memory = 8388608
Available memory  = 6664192
```

Appendix B

The screen clears and is replaced by the gray background of root X Window; then the login screen is displayed.

This line varies, depending on the node name of the system.

Memory and device configuration will vary.

```
*****
Copyright (c) 1984, 1986, 1987, 1988, 1989 AT&T-All Rights
Reserved
THIS IS UNPUBLISHED PROPRIETARY SOURCE CODE OF AT&T INC.
The copyright notice above does not evidence any actual or
intended publication of such source code.
Portions provided by UniSoft Corp. under a development agree-
ment with AT&T and Motorola.
*****

*Node: noname
MOTOROLA M68K SYSTEM CONFIGURATION
Memory size: 8 Megabytes
System Peripherals:
    Device Name
    CEN
    CLOCK
    FFD
    HD
    MAXTOR    LXT-213S    4.20    0    203 Mbytes
    IKBD
    MFP
    PSG
    SCCIO
    SCSI
    USART
    VIDEO
SYSTEM V STREAMS TCF Release 1.0
(c)    1983,1984,1985,1986,1987,1988,1989 AT&T.
(c)    1986,1987,1988,1989 Sun Microsystems.
(c)    1987,1988,1989 Lachman Associates, Inc. (LAI).
        All Rights Reserved.
The system is ready.
```

APPENDIX C

References

- Atari Computer Corporation, *ATARI TT Computer Owners Manual*, Atari Corporation, 1990
- Atari Computer Corporation, Atari Style, Atari Corporation, 1991
- AT&T, *UNIX System V Release 4*, Prentice-Hall, Inc., 1990—the following:
- Device Driver Interface/Driver Kernel Interface*
 - Network User's and Administrator's Guide*
 - Product Overview and Masters Index*
 - Programmer's Guide: BSD/XENIX Compatibility Guide*
 - Programmer's Guide: Networking Interfaces*
 - Programmer's Guide: STREAMS*
 - Programmer's Guide: System Services and Application Packaging Tools*
 - Programmer's Reference Manual*
 - System Administrator's Guide*
 - System Administrator's Reference Manual*
 - System Services and Application Packaging Tools*
 - User's Guide*
 - User's Reference Manual*
- Bach, M.J., *The Design of the UNIX Operating System*, Prentice-Hall, 1986
- Bourne, S., *The Unix System V Environment*,
- McGilton, and Morgan, *Introducing Unix System V*, McGraw Hill, 1983
- Non Standard Logics, *WISh2 User's Manual*, Paris, France, 1991
- Non Standard Logics, *WX2 User's Guide*, Paris, France, 1991
- Non Standard Logics, *XFaceMaker 2 User's Guide for Use With Version 1.0*
- Nye, A. and O'Reilly, T., published by O'Reilly & Associates, 1990—the following:
- Volume One, Xlib Programming Manual for Version 11*
 - Volume Two, Xlib Reference Manual for Version 11*
 - Volume Four, : X Toolkit Intrinsics Programming Manual*
 - Volume Five, X Toolkit Intrinsics Reference Manual for X Version 11*
- Open Software Foundation, Prentice Hall Inc., 1990—the following:
- OSF/Motif Programmer's Guide, Revision 1.0*
 - OSF/Motif Programmer's Reference, Revision 1.1*
 - OSF/Motif Style Guide, Revision 1.1*
 - OSF/Motif User's Guide, Revision 1.0*
- Sobell, M., *A Practical Guide to Unix System V—Second Edition, Release 4*, Benjamin Cumming Publishing Company, 1991

Appendix C

Young, D. A., *The X Window System—Programming and Applications with Xt: OSF/Motif Edition*, Prentice-Hall, Inc., 1990

X/Open Company, Ltd, *X/Open Portability Guide, XSI Supplementary Definitions*, Prentice-Hall, Inc.

APPENDIX D

GEM/Xlib Equivalents

The following table of GEM/Xlib equivalents will help you find the Xlib function equivalent to a GEM function. The parameter **display** is always the returned display pointer from XOpenDisplay.

X provides several routines for drawing. The graphic context (GC) resource specifies variables such as color, line width, and fill pattern. A GC is specified as an argument to the drawing routine and modifies its appearance. For more details about the GC and how to write programs using Xlib, see the *Xlib Programming Manual*.

The table contains the most frequently used GEM functions, their Xlib equivalents, and the page number for the function description in the *Xlib Reference Manual*. Instead of attribute functions for each graphic primitive such as GEM has, Xlib uses only one function to set an attribute for all graphic primitives. In general, setting a GC attribute affects the drawing of every graphic primitive call.

VDI—Xlib Equivalents

Frequently Used GEM Functions	Xlib Equivalents	Page No.
v_arc(handle, x, y, radius, begin_angle, end_angle)	XDrawArc(display, drawable, gc, x, y, w, h, angle1, angle2) XFillArc(display, drawable, gc, x, y, w, h, angle1, angle2) XSetArcMode(display, gc, arc_mode)	134 172 397
v_bar(handle, xarray)	XFillRectangle(display, drawable, gc, x, y, w, h)	178
v_circle(handle, x, y, radius)	XDrawArc(display, drawable, gc, x, y, w, h, angle1, angle2) XFillArc(display, drawable, gc, x, y, w, h, angle1, angle2) XSetArcMode(display, gc, arc_mode)	134 172 397
v_clsvwk	XCloseDisplay(display)	81
v_ellarc	XDrawArc(display, drawable, gc, x, y, w, h, angle1, angle2) XFillArc(display, drawable, gc, x, y, w, h, angle1, angle2) XSetArcMode(display, gc, arc_mode)	134 172 397
v_ellipse	XDrawArc(display, drawable, gc, x, y, w, h, angle1, angle2) XFillArc(display, drawable, gc, x, y, w, h, angle1, angle2) XSetArcMode(display, gc, arc_mode)	134 172 397
v_enter_cur	no real equivalent for this under X; for terminal emulation open an xterm window	
v_exit_cur	no real equivalent for this under X; for terminal emulation open an xterm window	
v_get_pixel	XGetPixel(ximage, x, y) gets a pixel from an IMAGE, not the whole screen area	223

VDI—Xlib
Equivalents,
continued

Frequently Used GEM Functions	Xlib Equivalents	Page No.
v_gtext(handle, x, y, string)	XDrawString(display, drawable, gc, x, y, string, length_of_string)	157
	XDrawString16(display, drawable, gc, x, y, string, length_of_string)	159
	XDrawImageString(display, drawable, gc, x, y, string, length_of_string)	141
	XDrawImageString16(display, drawable, gc, x, y, string, length_of_string)	143

The most important functions that specify a drawing in a GC are

XSetArcMode()	XSetTile()
XSetClipMask()	XSetTSOrigin()
XSetClipOrigin()	XSetForeground()
XSetClipRectangles()	XSetGraphicExposures()
XSetRegion()	XSetSubwindowMode()
XSetDashes()	XSetBackground()
XSetLineAttributes()	XSetFunction()
XSetFillRule()	XSetPlaneMask()
XSetFillStyle()	XSetState()

Graphic primitives (drawing functions) are

XDraw()	XDrawRectangles()
XDrawArc()	XDrawSegments()
XDrawArcs()	XFillArc()
XDrawFilled()	XFillArcs()
XDrawLine()	XFillPolygon()
XDrawLines()	XFillRectangle()
XDrawPoint()	XFillRectangles()
XDrawPoints()	XClearArea()
XDrawRectangle()	XClearWindow()

See the *Xlib Reference Manual* for details about the functions.

APPENDIX E

Atari Enhancements to Internationalization Standards

Atari System V fully supports the X/Open Portability Guide, Issue 3 (xpg3) Standard for internationalization of programming and character sets. Included here is a table of Atari System V functions and the corresponding xpg3 function. Most functions are part of the standard C library, the others are Atari enhancements.

ATARI SYSTEM V	xpg3 FUNCTION	DESCRIPTION
catgets(3C)	catgets	Read message catalog
catopen(3C)	catopen, catclose	Open/close message catalog
ecvt(3C)	gcvt	Convert floating point number to string
ctime(3C)		Convert date and time to string
ctype(3C)	isalnum isalpha isctrl isgraph islower isprint ispunct isspace isupper	Character handling
conv(3C)	tolower, toupper	Character translation
codesio(1) ²		Character code set compiler
getdate(3C)		Convert date and time format
gls(7) ²		Character mapping STREAMS module
glscnv(1) ²		Code set mapping test program
glstty(1) ²		Enables character mapping module
localeconv(3C) ¹		Get numeric formatting formats
mbchar(3C) ¹		Multibyte character handling
mbstring(3C) ¹		Multibyte string handling
nl_langinfo(3C)	nl_langinfo	Get local formats
perror(3C)	perror	Print system error messages
printf(3C)	printf fprintf sprintf	Print formatted output
regexp(5)	regexp	Regular expression matching
setlocale(3C)	setlocale	Get environment variables
scanf(3C)	scanf fscanf sscanf	Scan formatted input
¹ Conforms to ANSI x3.159 programming language C standard		
² Atari enhancement		

ATARI SYSTEM V	xpg3 FUNCTION	DESCRIPTION
strcoll(3C)	strcoll	String collation
strerror(3C)	strerror	Get error message string
strftime(3C)	strftime	Convert date and time to string
string(3C)		String operations
strtod(3C)	strtod atof	Convert string to number
strxfrm(3C)	strxfrm	string transformations
vprintf(3C)	vprintf vfprintf vsprintf	Print formatted output

The standard headers are used to provide definitions and declarations for use with nationalized language functions:

ctype.h	See ctype(3C) manual page
langinfo.h	Language constants; see langinfo(5) manual page
limits.h	Operating system limits; see limits(4) manual page
locale.h	Category names; see setlocale(3C) manual page
nl_types.h	Language data types; see nl_types(5) manual page

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