WICAT Multi-user Control System

WMCS

System Manager's Introductory Manual

188-190-104 B

May 1985

WICATsystems

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This manual is subject to change without notice.

first printing April 1984
second printing May 1985

Typographical Conventions Used in this Publication

Bold facing indicates what you should type.

Square brackets, [], indicate a function key, the name of which appears in uppercase within the brackets. For example, [RETRN], [CTRL], etc.

Underlining is used for emphasis.

Information about this Manual

Review the following items before you read this publication.

The subject of this manual

This manual introduces the system manager to some of the fundamental commands pertaining to the use and management of a computer running the WICAT Multi-user Control System (WMCS).

The audience for whom this publication was written

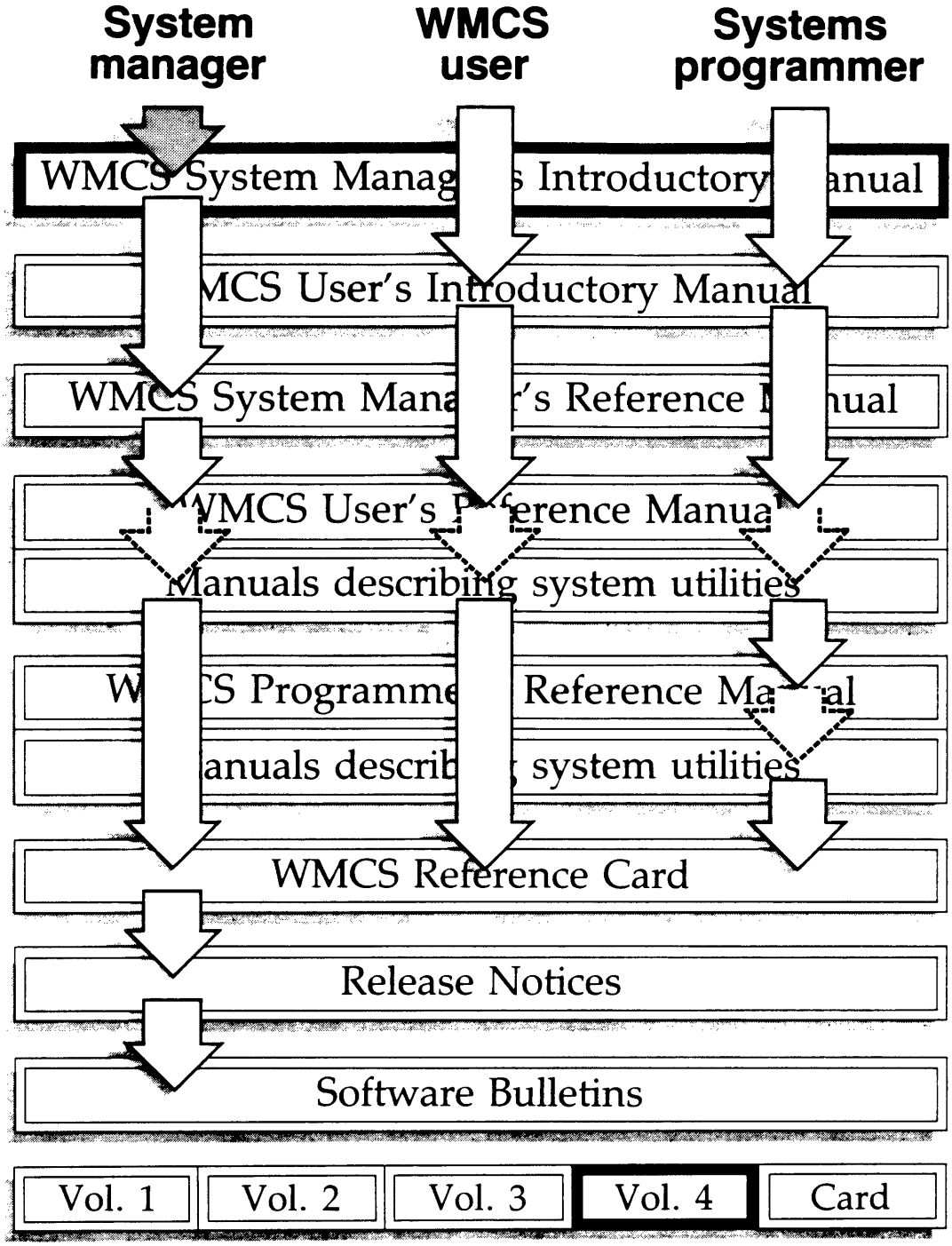
For inexperienced system managers who may or may not have experience on any computer. Use of WMCS is explained in a step-by-step user-friendly format that walks you through some fundamental aspects of the product. When you complete the introductory manual, you have the experiential basis for understanding the product's reference manual.

Related publications

The following chart lists other publications about the WMCS.

Reader's Guide to WMCS Publications

Instructions: Determine the audience to which you belong and then read *only* the publications at an *arrowhead.* Dotted arrowheads indicate optional reading.



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Chapter 1

Getting Your System Up and Running

The Procedure for Booting Your System and Logging On

When you turn on the power to your computer, the WICAT Multi-user Control System (WMCS) is readied for use and the computer essentially checks itself to ensure that all aspects of the system are in order. This process is called the **system boot.**

The lines of characters that appear on the screen during the system boot tell you what is happening as the system is readied for use. **Nevertheless, do not worry if you do not know what the lines of characters mean.**

The example given in this chapter (of what appears on the screen during the system boot) may differ from what appears on your screen because the lines that appear on the screen vary according to a system's hardware configuration and other system variables. In other words, do not be concerned if what appears on your screen differs from the following example.

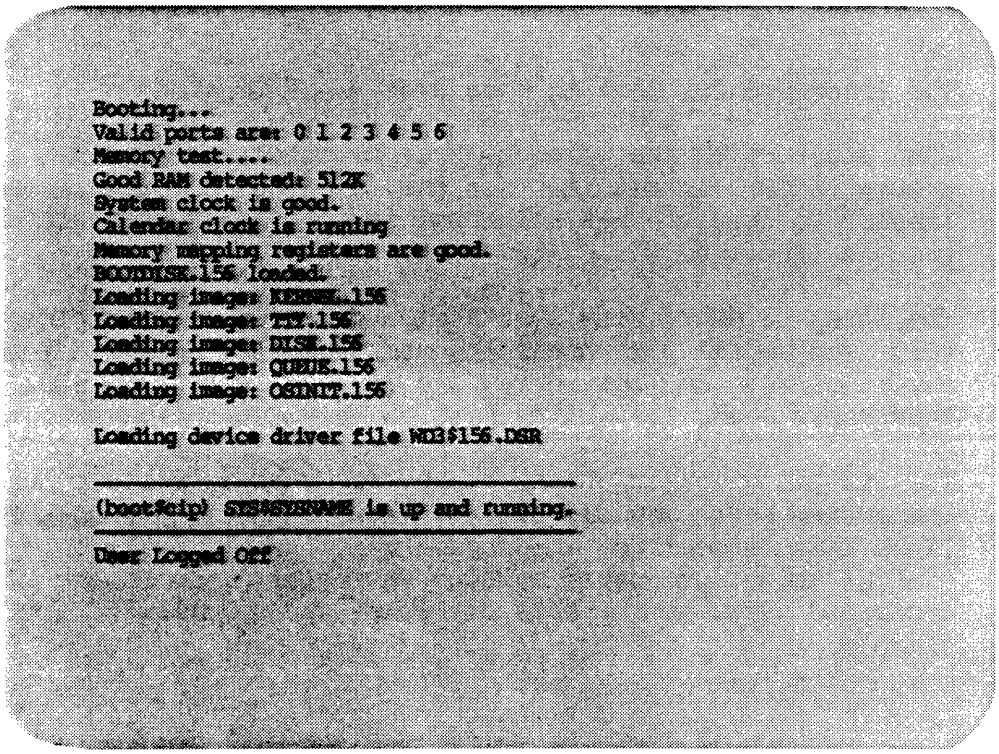
Step 1

Find the power switch for your system's Central Processing Unit (CPU). The operator's guide, in the hardware documentation for your system, tells you where this switch is located.

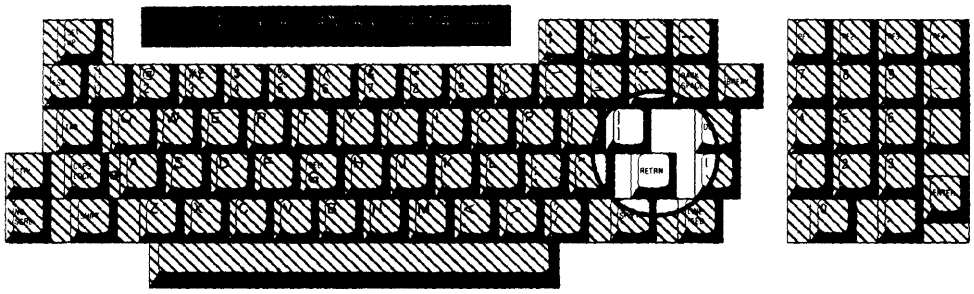
Step 2

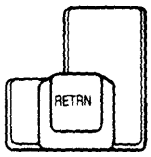
If your system has one power switch for the CPU and another power switch for the terminal connected to serial port 0, first turn the power switch for that terminal to the ON position. Then turn the power switch for the CPU to the ON position. Otherwise, just turn on the CPU power switch.

A display similar to the following appears, one line at a time, on the screen of the terminal connected to serial port 0:



Step 3 | Find the return key on the keyboard for the terminal connected to serial port 0.



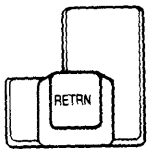
Step 4 | Strike 

This kind of prompt appears on the screen:

```
Welcome to SYS_$SYSNAME
Username:
```

Step 5 | Type the following:

system

Step 6 | Strike 

This line appears on the screen:

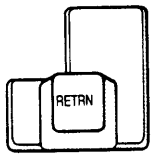
```
Password :
```

Step 7 | Type the following:

system

This time, SYSTEM does not appear on the screen as you type; the password is transmitted, but not to the screen.

Step 8

Strike 

NOTE: If you make a mistake in typing either the username or the password, this message appears on the screen:

LOGON -- User validation error.

On the line below the foregoing message, you are prompted to retype the username. When you strike return after typing the username, you are asked to type a password.

Furthermore, if you wait more than several seconds to type either the username or the password, this message appears on the screen:

LOGON -- Input timeout error.

If this latter message appears, repeat the logon procedure, beginning with step 4.

The following kind of display appears on the screen when the username and the password are accepted:

```
================================================================
System Bulletins


================================================================
SYSTEM>
```

When the cursor appears next to the right angle bracket, >, at the bottom of the screen, go to the next chapter in this manual.

A Note About System Failure to Power Up

If your computer fails to come on, check each of the following items:

1. Is there power to the outlet to which the computer is connected?

2. Are all cables in place and connected securely (see the installation instructions and the operator's guide for your system)?

3. Are the computer's power switches in the ON position (see the installation instructions and the operator's guide for your system)?

If, after you check these items, the system still does not come on, call WICAT Customer Service.

A Note About Shutting Off the Power to Your Computer

Do not turn off the power to your computer, or use the reset switch (read the operator's guide for your system) without first using the SHUTDOWN Command.

Chapter 6 in this manual introduces you to the SHUTDOWN Command. Having completed that tutorial, you should then read the description of SHUTDOWN in the WMCS User's Reference Manual.

The WMCS System Manager's Reference Manual also contains information about shutting off power to the system.

Go to the next chapter in this manual.

Chapter 2

Learning to Use the Keyboard

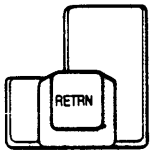
Reserve at least 15 minutes to complete the tutorials in this chapter.

This chapter introduces you to the computer keyboard and teaches you how to create a file and type text in it.

Before performing step 1, ensure that you are logged on to the system. You are logged on when the cursor appears next to a right-angle bracket, >, at the bottom of the screen. If you need to log on begin with step 1 in the preceding chapter, complete that procedure, and begin the tutorial in this chapter.

Step 1 | Type the following:

crd .school

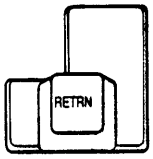
Step 2 | Strike 

This kind of message appears:

Directory _DC0/USERS.GRACE.SCHOOL/ created.

Step 3 | Type:

cd .school

Step 4 | Strike 

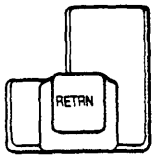
This kind of message appears:

_DC0/USERS.GRACE.SCHOOL/

Step 5 | Type:

vew lesson

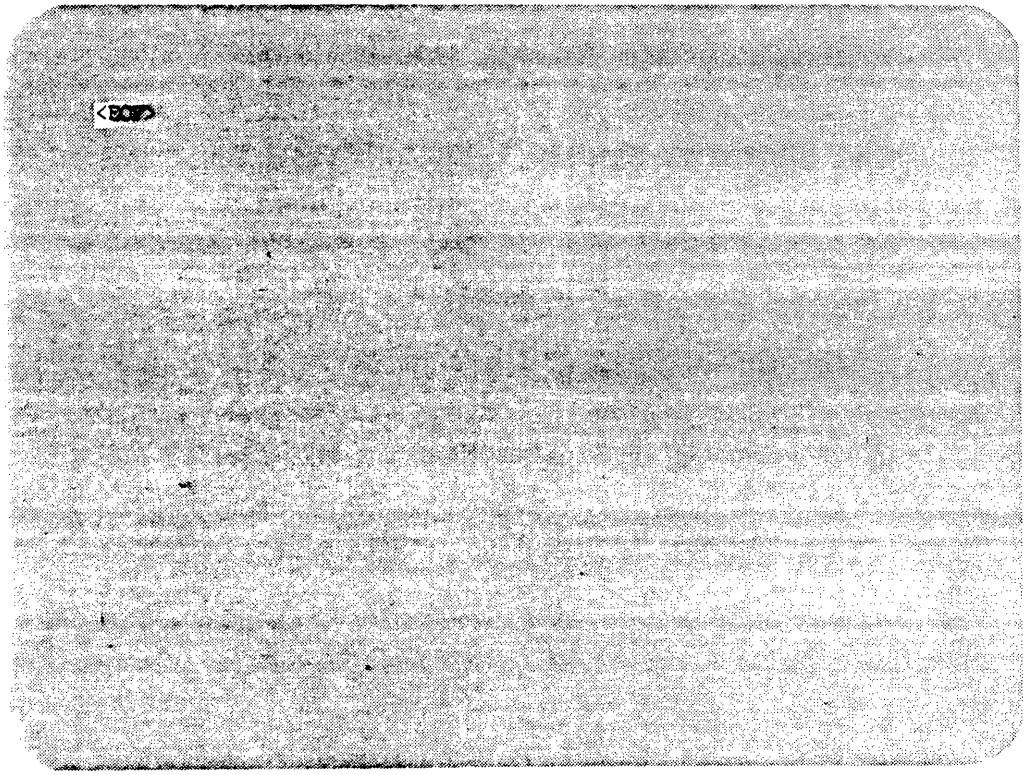
Step 6

Strike 

This message appears momentarily:

Creating LESSON

The message then disappears and your screen looks like this:



Step 7

Type the following. Strike [RETRN] at the end of each line, as if you were typing this material with a typewriter. In other words, treat the right-hand side of the screen as though it were the right-hand edge of a piece of paper.

NOTE: Type all of the text, indenting only if the line in the example is indented (use the spacebar to indent). Strike [RETRN] each time [RETRN] appears in the text on the next two pages. Do not worry if you make minor typographical errors. Nevertheless, you must type all of the text.

WICAT Systems publishes the following kinds of software manuals [RETRN] for the operating systems, applications, and languages available [RETRN] lon WICAT computers: [RETRN] [RETRN]

Documentation Guides [RETRN] [RETRN]

Introductory User Manuals [RETRN] [RETRN]

User Reference Manuals [RETRN] [RETRN]

Programmer Reference Manuals [RETRN] [RETRN]

Introductory System Manager Manuals [RETRN] [RETRN]

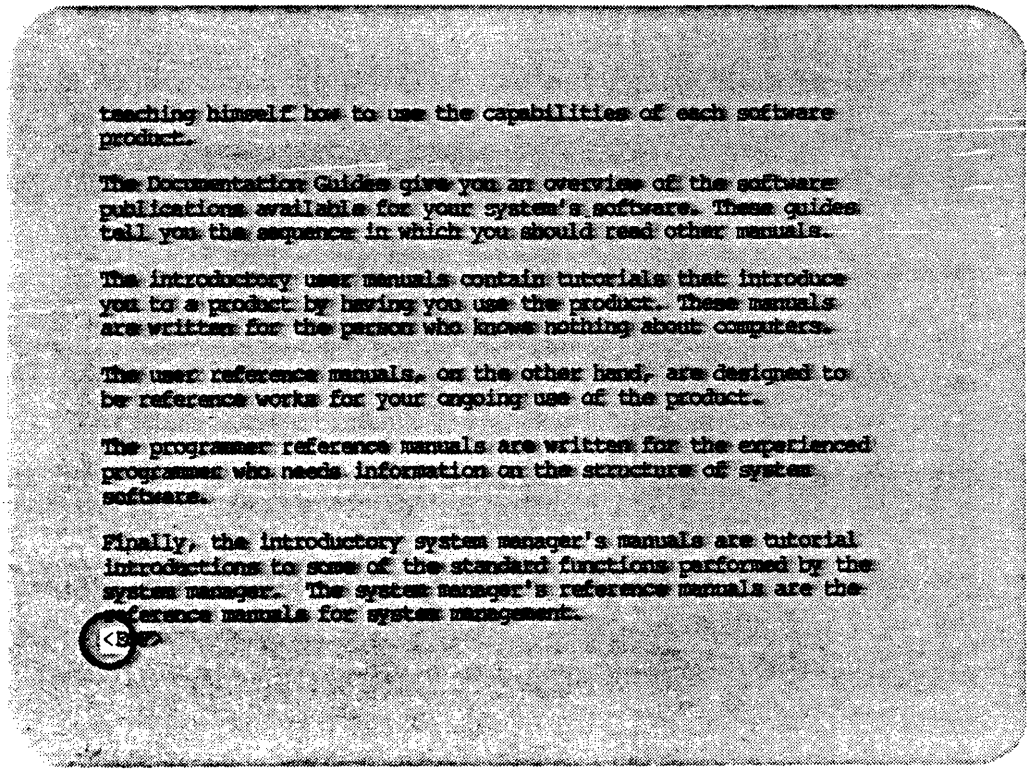
System Manager Reference Manuals [RETRN] [RETRN]

This categorization of manuals is designed so that the new user, [RETRN] who may know nothing about computers, can work his way from the [RETRN] introductory user manuals to the programmer reference manuals, [RETRN] teaching himself how to use the capabilities of each software [RETRN] product. [RETRN] [RETRN]

The documentation guides give you an overview of the software [RETRN] publications available for your system's software. These guides [RETRN]

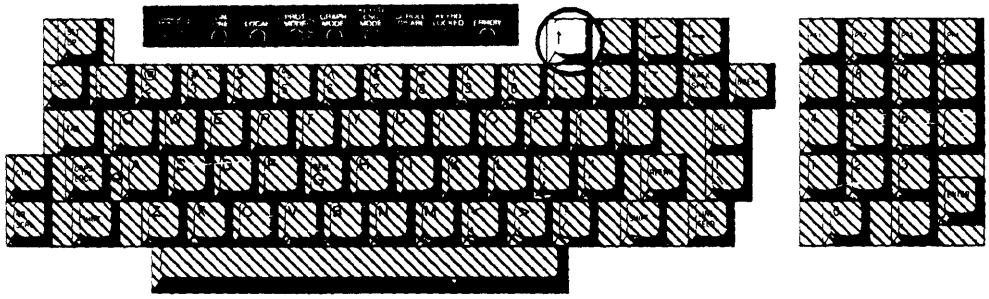
tell you the sequence in which you should read other manuals.[RETRN] [RETRN]
The introductory user manuals contain tutorials that introduce [RETRN]
you to a product by having you use the product. These manuals [RETRN]
are written for the person who knows nothing about computers.[RETRN] [RETRN]
The user reference manuals, on the other hand, are designed to [RETRN]
be reference works for your ongoing use of the product. [RETRN] [RETRN]
The programmer reference manuals are written for the experienced [RETRN]
programmer who needs information on the structure of system [RETRN]
software. [RETRN] [RETRN]
Finally, the introductory system manager manuals are tutorial [RETRN]
introductions to some of the standard functions performed by [RETRN]
system managers. The system manager reference manuals are the [RETRN]
reference manuals for system management. [RETRN]

Your screen will look like this when you have finished typing:



NOTE: Throughout the following procedure, the foregoing text is sometimes referred to as a "file." Files are discussed in the WMCS User's Reference Manual.

Step 8 | Find the up-arrow key, 



This arrow key moves the cursor toward the top of the screen.

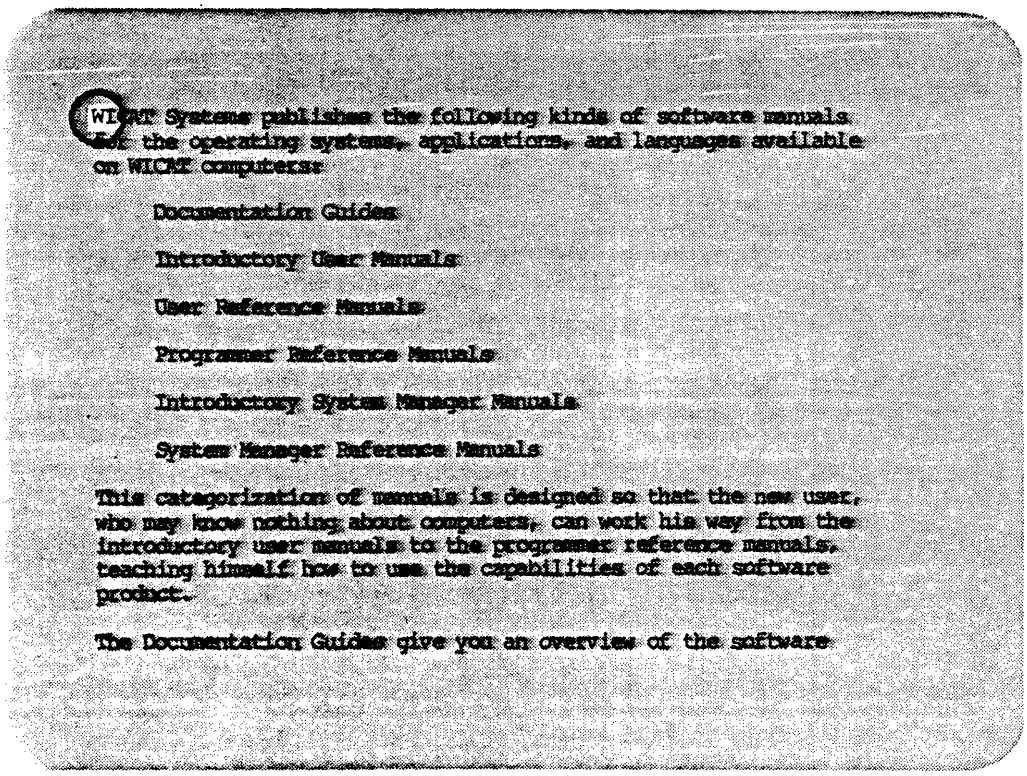
Step 9 | Strike this key several times.

Notice that when you move the cursor with this key, the cursor does not affect the text on the screen.

Step 10

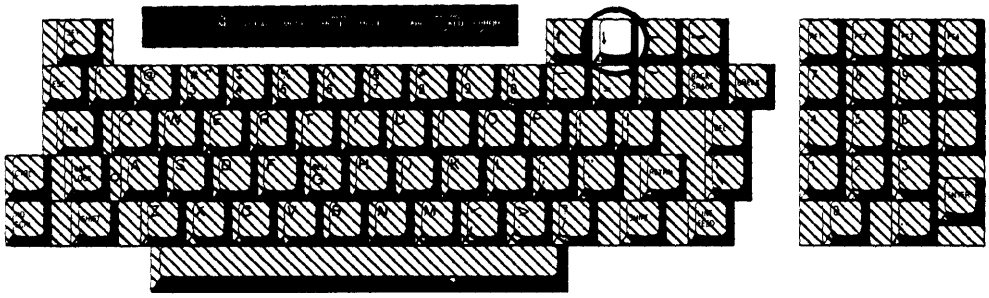
Hold this key down until the first line (in the text you just typed) appears on the screen.

This is called scrolling to the top of the file. This is what the screen looks like when the cursor reaches the top of the file:



Step 11

Find the down-arrow key, 



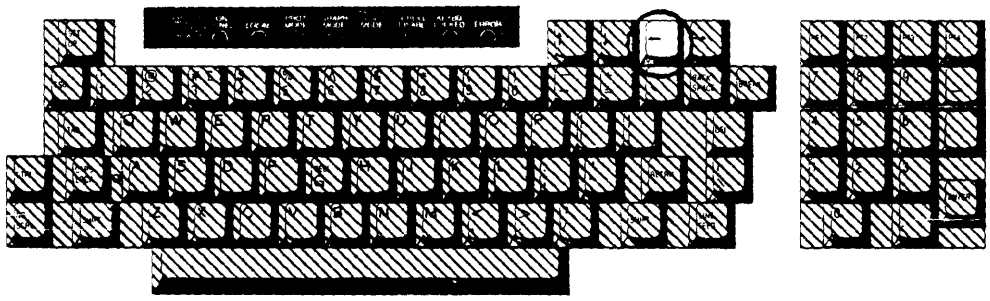
This key moves the cursor toward the bottom of the file.

Step 12

Strike the down-arrow key several times.

Step 13

Find the left-arrow key, 



Step 14

Strike this key, or keep it depressed, until the cursor is on the first character in the line you happen to be on.

Step 15

Strike the left-arrow key once.

Notice that the cursor moves to the right-hand margin of the foregoing line (if there is no text on that line, the cursor appears in the first character position on the line--that line's right margin).

The following illustration shows where the cursor appears if the cursor is at the left margin when you strike the left-arrow key (and there is text on the foregoing line):

Before

```
    Introductory User Manuals
▒
    User Reference Manuals
```

After

```
    Introductory User Manuals▒

    User Reference Manuals
```

The following illustration shows where the cursor appears if the cursor is at the left margin when you strike the left-arrow key (and there is no text on the foregoing line):

Before

```
    Introductory User Manuals

    User Reference Manuals
```

After

```
    Introductory User Manuals
▒
    User Reference Manuals
```

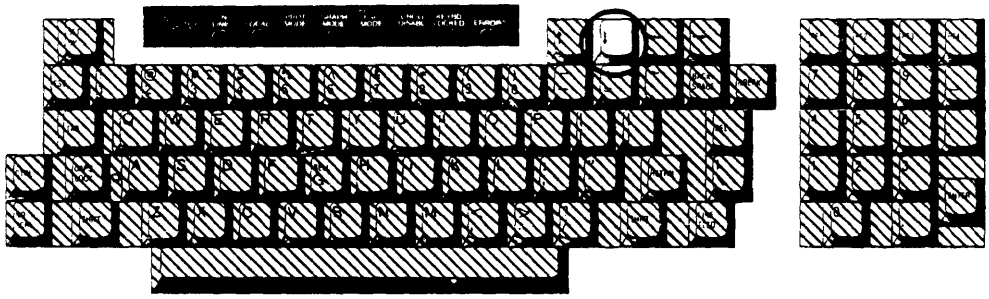
Step 16

Keep the left-arrow key depressed until you have scrolled, character by character, several lines toward the top of the file.

NOTE: The right-arrow key moves the cursor, character by character, toward the bottom of the file.

Step 17

Find the down-arrow key, 



Step 18

Use the down-arrow key to scroll to the end of the file, i.e., position the cursor as indicated in the following illustration:

<EOF>

NOTE: EOF stands for "end of file" and tells you where your file ends. If no text has been entered in the file, <EOF> appears at the top of the screen when you access the file.

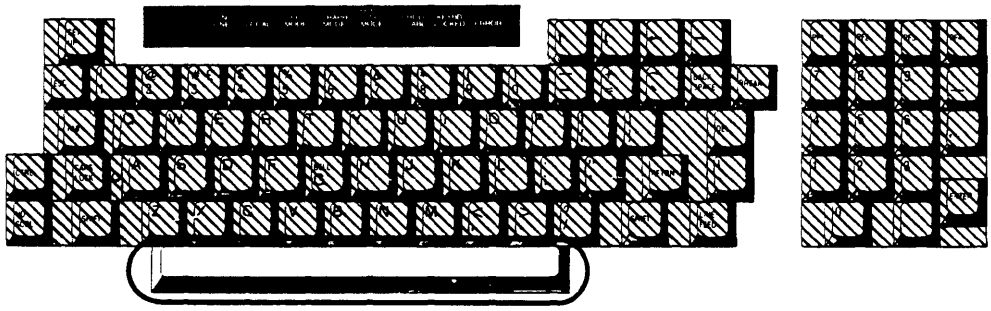
Step 19

Use the appropriate arrow key(s) to position the cursor immediately to the left of the last two words in the last line of text, i.e., place the cursor as shown in the following illustration:

```
Finally, the introductory system manager's manuals are tutorial
introductions to some of the standard functions performed by the
system manager. The system manager's reference manuals are the
reference manuals for system management.
<EOF>
```

Step 20

Find the spacebar.



Step 21

Strike the spacebar several times.

Notice that, in addition to moving the cursor to the right, the spacebar pushes everything in front of the cursor. After you strike the spacebar a few times, the screen resembles the following illustration:

```
Finally, the introductory system manager's manuals are  tutorial
introductions to some of the standard functions performed by the
system manager.  The system manager's reference manuals are the
reference manuals for       system management.
<EOF>
```

Step 22

Use the right-arrow key to place the cursor on the "y" in "system" as shown in this illustration:

```
Finally, the introductory system manager's manuals are  tutorial
introductions to some of the standard functions performed by the
system manager.  The system manager's reference manuals are the
reference manuals for       system management.
<EOF>
```

Step 23

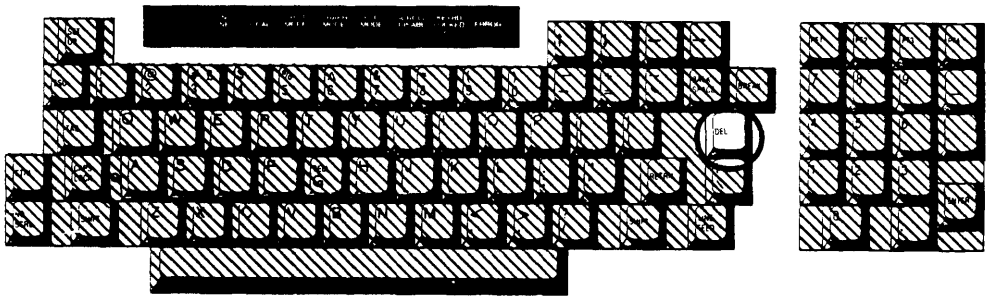
Strike the spacebar once.

Notice that in addition to shifting everything in front of the cursor to the right, the cursor shifts the character the cursor is on.

```
Finally, the introductory system manager's manuals are tutorial
introductions to some of the standard functions performed by the
system manager.  The system manager's reference manuals are the
reference manuals for       s ystem management.
<EOF>
```

Step 24

Find the delete key:



Step 25

Strike  once.

The delete key deletes, one space or character at a time, whatever is immediately to the left of the cursor. Notice that this key also shifts to the left whatever is to the right of the cursor.

Before

```
Finally, the introductory system manager's manuals are tutorial
introductions to some of the standard functions performed by the
system manager. The system manager's reference manuals are the
reference manuals for       s ystem management.
<EOF>
```

After

```
Finally, the introductory system manager's manuals are tutorial
introductions to some of the standard functions performed by the
system manager. The system manager's reference manuals are the
reference manuals for       system management.
<EOF>
```

Step 26

Use the appropriate arrow keys to place the cursor on the first "s" in the word "system" as shown:

```
Finally, the introductory system manager's manuals are tutorial
introductions to some of the standard functions performed by the
system manager. The system manager's reference manuals are the
reference manuals for       system management.
<EOF>
```

Step 27

Strike [DEL] several times to delete the extra spaces between the words "for" and "system" on the last line of text:

Before

```
Finally, the introductory system manager's manuals are  tutorial
introductions to some of the standard functions performed by the
system manager.  The system manager's reference manuals are the
reference manuals for      system management.
<EOF>
```

After

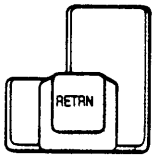
```
Finally, the introductory system manager's manuals are  tutorial
introductions to some of the standard functions performed by the
system manager.  The system manager's reference manuals are the
reference manuals for system management.
<EOF>
```

Step 28

Use the appropriate arrow keys to position the cursor directly over the letter "F" in "Finally" as shown:

```
The programmer reference manuals are written for the experienced
programmer who needs information on the structure of system
software.

Finally, the introductory system manager's manuals are  tutorial
introductions to some of the standard functions performed by the
system manager.  The system manager's reference manuals are the
reference manuals for system management.
<EOF>
```

Step 29

Strike 

twice.

This inserts two blank lines before the final paragraph:

The programmer reference manuals are written for the experienced programmer who needs information on the structure of system software.

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.
<EOF>

Step 30

Strike 

twice.

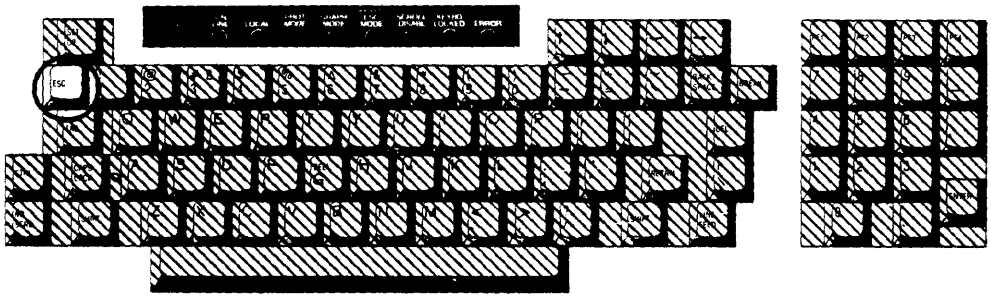
The two extra blank lines are removed from the screen:

The programmer reference manuals are written for the experienced programmer who needs information on the structure of system software.

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.
<EOF>

If the cursor is at the beginning of a line and you strike [DEL], the line on which the cursor is located is joined to the right-hand margin of the line above.

Step 31 | Find the escape key, 



Step 32 | Strike  twice.

Step 33 | Type the following:

ex

This message appears at the bottom of the screen:

Exiting LESSON

This message is explained in the next chapter.

You may go on to the next chapter in this manual.

Chapter 3

Reserve at least 10 minutes to complete the tutorials in this chapter.

VEW makes it possible for you to manipulate text; that is, you can do at the terminal in a few seconds what might otherwise take hours or days to do. For example, if you want to erase a character, word, line, or section of a document, the VEW Program has several ways, or functions, whereby you can do so. If you wish to move to the end of a long manuscript, there is a way, or function, that makes this possible. In other words, the text editing functions described in this chapter constitute the way in which you can use the VEW Program to manipulate text.

VEW's functions are divided into three groups: (1) control-key functions, (2) escape-key functions, and (3) alternate keypad functions.

Control-key functions are frequently-used functions that you execute with two keystrokes. Escape-key functions require more keystrokes, but allow you to perform more substantial changes such as cutting and pasting large portions of text, deleting whole sections of copy, etc. The alternate keypad allows you to perform some of the escape-key functions with a single keystroke.

The tutorials in this chapter employ the file you created in the preceding chapter and are designed to introduce you to these three kinds of functions.

You need not perform every tutorial in this chapter in order to go on to the next chapter. However, you must perform the last tutorial in this chapter, "Exiting the Editing Session," before you go to the next chapter.

Before beginning any tutorial in this chapter, ensure that:

1. You are logged on to the system. (You are logged on when the cursor appears next to a right-angle bracket, >, at the bottom of the screen.) If you need to log on begin with step 1 in the first chapter, complete that procedure, and begin the tutorial in this chapter.

2. You are in the /USERS.GRACE.SCHOOL/ directory. (Substitute your username for "GRACE.") If you are unsure of the directory you are in, type **def** next to the right-angle bracket at the bottom of the screen, and strike **[RETRN]**. This kind of message appears at the bottom of the screen when you strike [RETRN]:

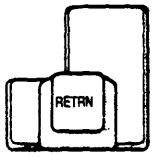
   ```
   _DC0/USERS.GRACE.SCHOOL/
   ```

   If anything other than /USERS.GRACE.SCHOOL/ is the last element in the characters that appear at the bottom of the screen, type the following (substitute your username for "grace") next to the right angle bracket at the bottom of the screen and then strike [RETRN]:

   ```
   cd users.grace.school
   ```

Step 1 | Type the following:

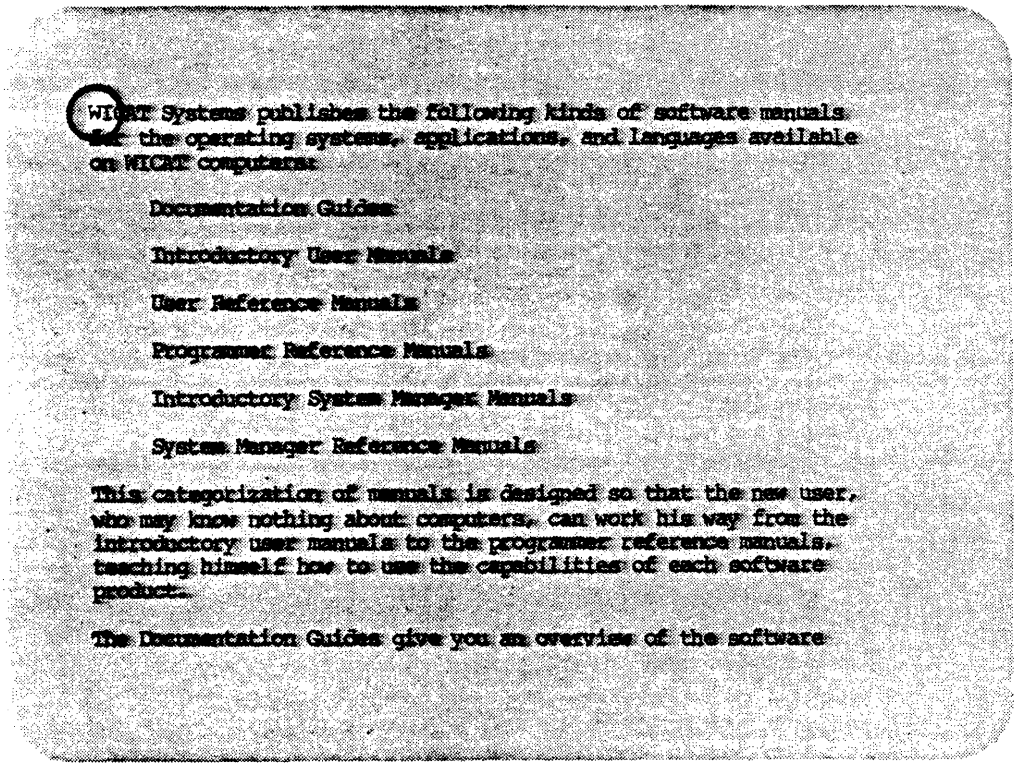
vew lesson

Step 2 | Strike 

The following report appears at the bottom of the screen:

Editing LESSON

The foregoing report disappears and this is what your screen looks like:


WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

Documentation Guides

Introductory User Manuals

User Reference Manuals

Programmer Reference Manuals

Introductory System Manager Manuals

System Manager Reference Manuals

This categorization of manuals is designed so that the new user, who may know nothing about computers, can work his way from the introductory user manuals to the programmer reference manuals, teaching himself how to use the capabilities of each software product.

The Documentation Guides give you an overview of the software

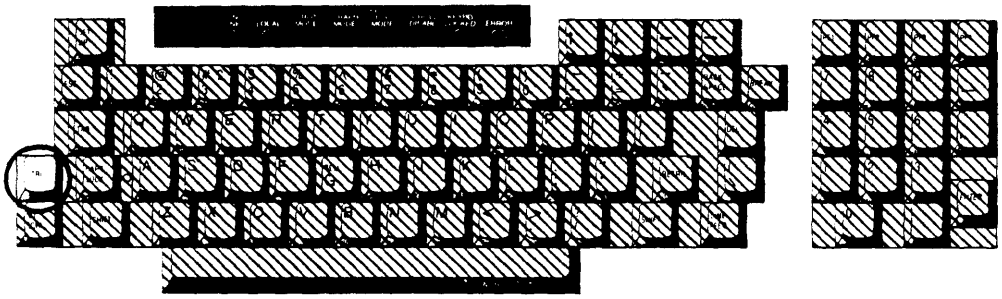
Using Control-key Functions to Move the Cursor

The steps in this tutorial teach you some of the functions that move the cursor over the text of the file.

If you think of the text of your file as though it were on a piece of typing paper in a typewriter, the cursor would be the arrow, on top of the type ball, that tells you where the next character you type will be put on the paper.

The functions in this tutorial move the cursor over the text of the file just as rotating the carriage or striking the vertical tab, backspace, and other keys on a typewriter move the type-ball arrow over the text on the typing paper.

Step 1 | Find the control key, 

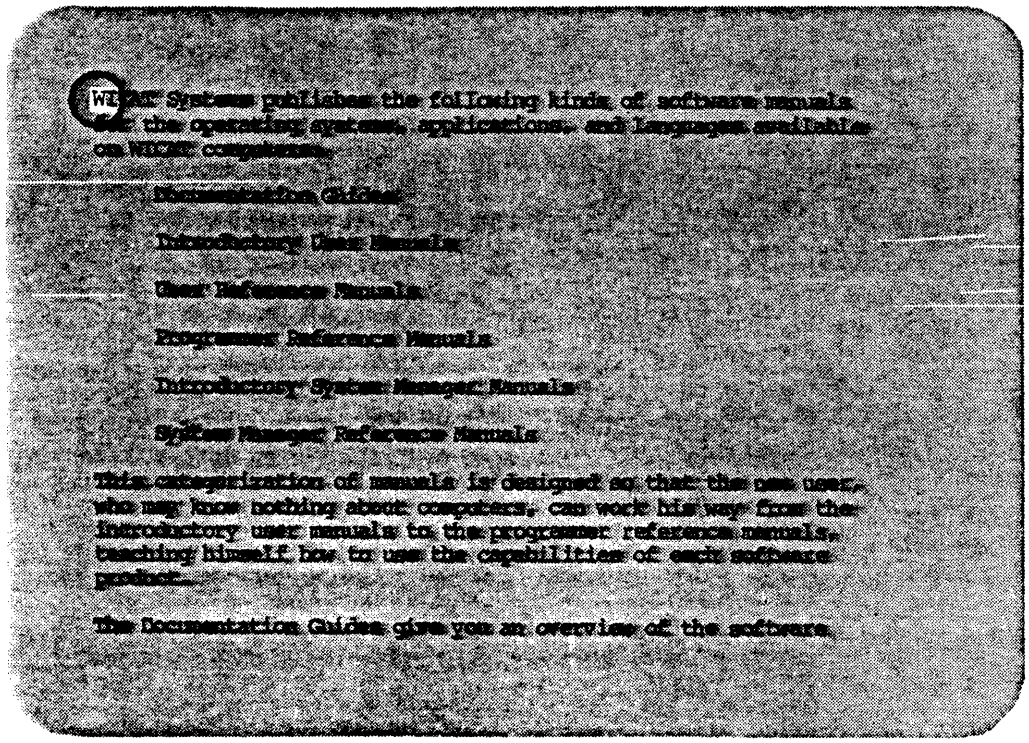


Step 2 | Press 

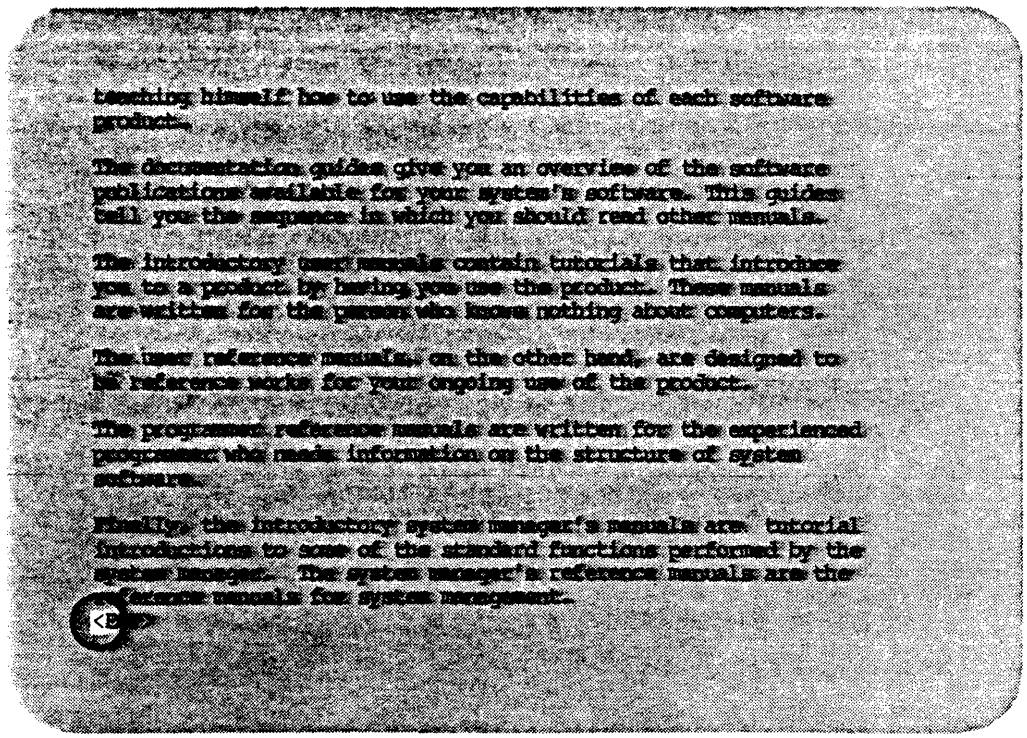
and, keeping it depressed, strike 

[CTRL] e moves you to the bottom of the file. The following diagram shows you the way the screen looks before and after you type [CTRL] e.

Before



After



Control-key functions are performed by pressing the control key while striking a particular character key.

Step 3 Hold down  and strike 

[CTRL] t moves the cursor to the top of the file.

Step 4 Hold down  and strike 

This function moves the cursor to the end of the line on which the cursor is located, as shown in the following illustrations:

Before

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

After

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

Step 5

Hold down  and strike 

This function moves the cursor to the beginning of the line.

Before

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

After

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

Step 6

Hold down  and strike 

This function moves the cursor to the first character position in the next line.

Before

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

After

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

NOTE: You can repeat some control-key functions by striking the character key a second time (keeping [CTRL] depressed). If you wish to repeat a function several times, strike the character key as many times as you want the function repeated. Similarly, some control-key functions can be repeated indefinitely by depressing [CTRL] and holding down the character key.

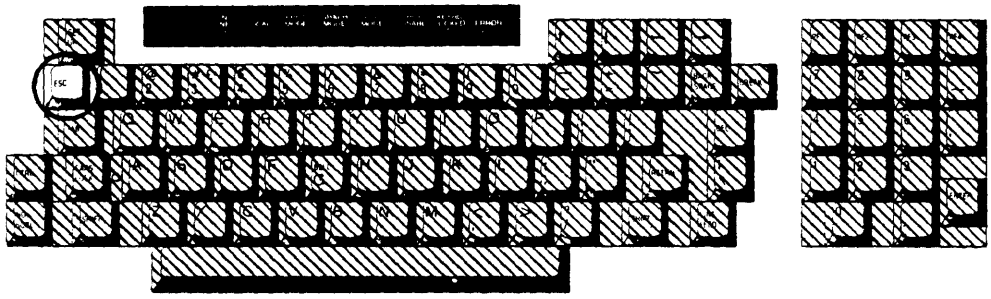
Cutting and Pasting Text

The cut and paste functions allow you to copy text from one location in a file and insert that text elsewhere in the file.

Step 1 | Use the appropriate arrow key(s) to position the cursor over the first letter in the first line of text, as shown below:

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

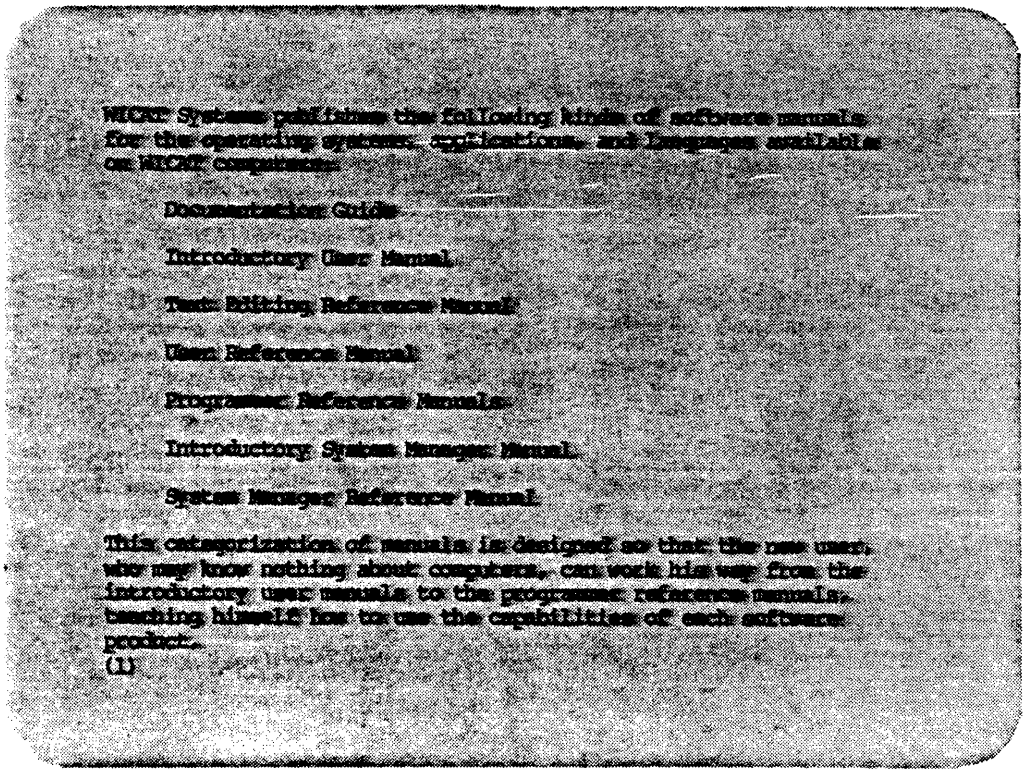
Step 2 | Find the escape key, 



Step 3

Strike ESC twice.

Here is what the screen looks like:



The number (1) appears at the bottom of the screen on what is referred to as the VEW function line.

Step 4

Type the following:

```
3cu
```

This message appears momentarily at the bottom of the screen:

```
(3) Cutting text . . .
```

When this message disappears, the cursor reappears at the beginning of the blank line immediately following the last line of the first paragraph. In other words, the cursor appears at the beginning of the line immediately following the last line of text that was cut. This allows you to determine whether all the text you wanted to cut was actually cut. Note that the original text is undisturbed.

Step 5 | Hold down  and strike 

The following message appears momentarily at the bottom of the screen:

Moving to end of file...

When this message disappears, the cursor reappears next to the end-of-file marker at the bottom of the file.

Step 6 | Strike  twice.

Step 7

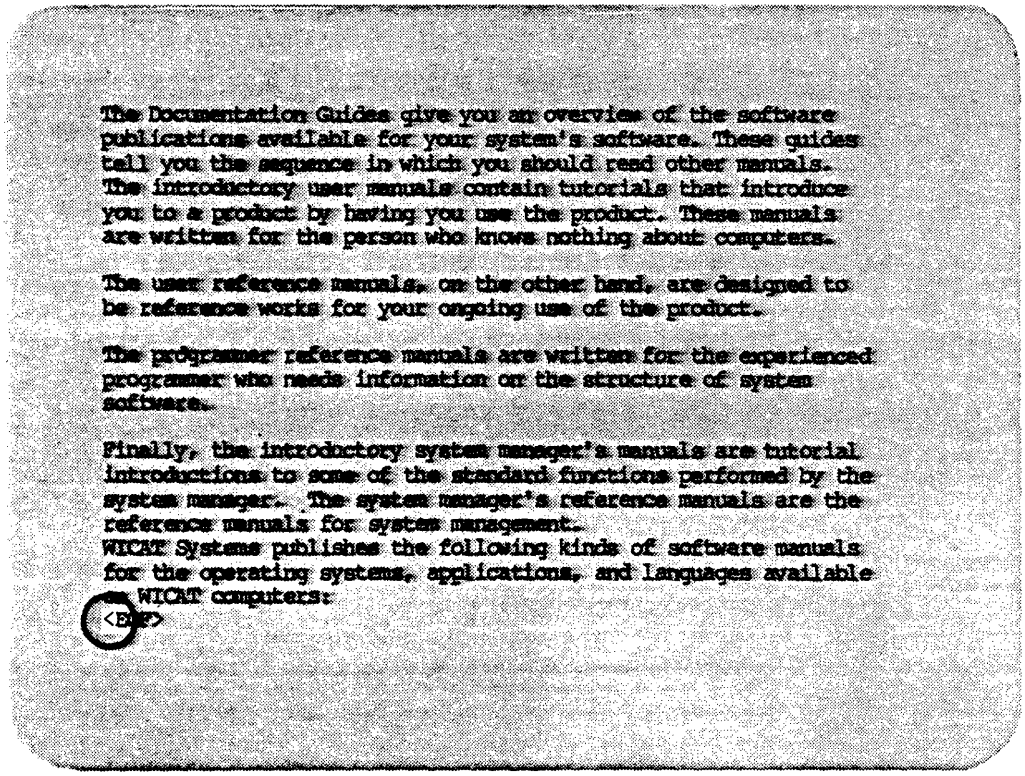
Type the following:

pa

This message appears momentarily at the bottom of the screen:

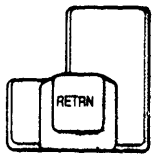
Pasting text...

The foregoing message disappears, and this is what your screen looks like:



Note that the three lines cut when you executed CU are now pasted into the text.

Step 8

Strike 

Step 9

Strike 

twice.

Step 10

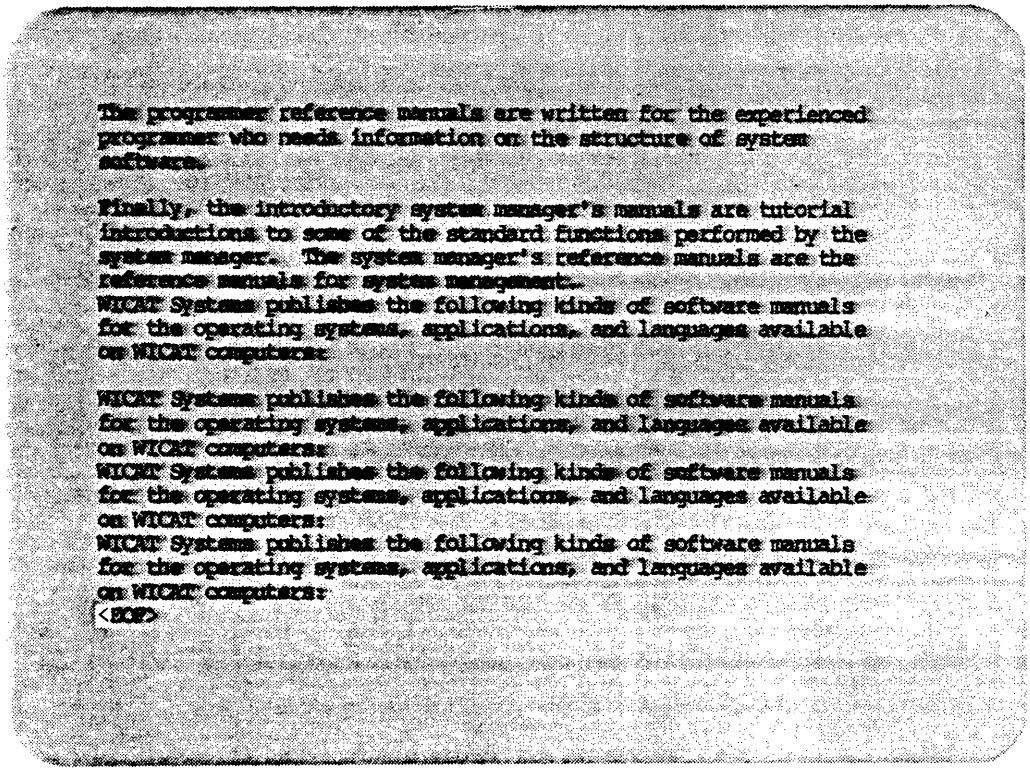
Type the following:

3pa

This message appears momentarily at the bottom of the screen:

Pasting text...

The foregoing message disappears and this is what your screen looks like:



When you typed 3pa onto the VEW function line, you indicated that you wanted the text that had been cut, inserted into the file three times (beginning at the location of the cursor).

The PA escape-key function can also be performed using the alternate keypad.

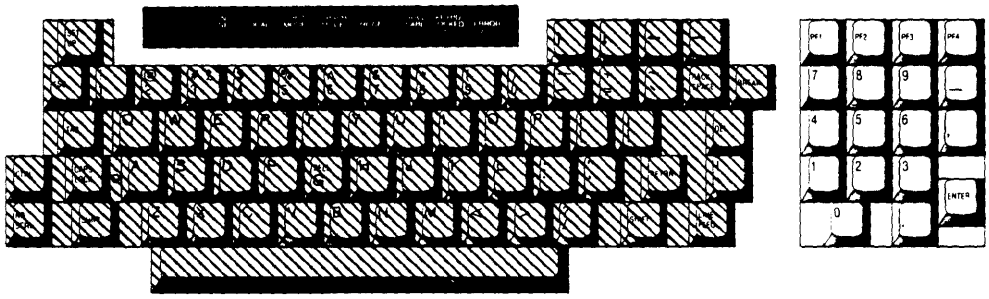
Step 11

Use the appropriate arrow key(s) to position the cursor over the first letter in the first line of text, as shown below:

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

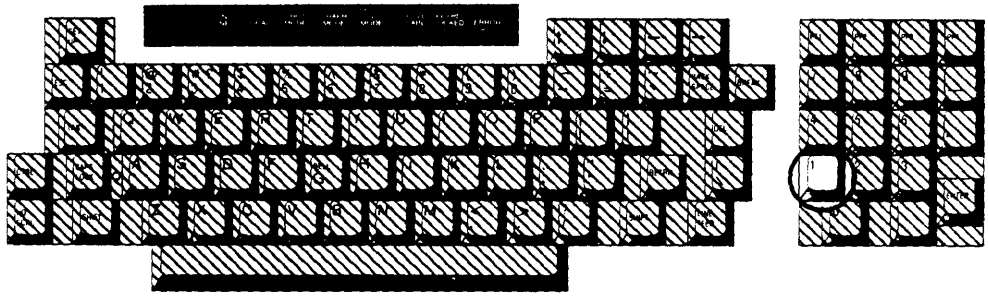
Step 12

Find the alternate keypad.



Step 13

Find the 1 key in the alternate keypad, {1}.



Step 14

Strike 

This message appears momentarily at the bottom of the screen:

Cutting text . . .

When this message disappears, the cursor appears at the beginning of the line immediately following the last line of text that was cut. This allows you to determine whether all the text you wanted to cut was actually cut. Note that the original text is undisturbed.

Using only this single keystroke to cut the text allows you to cut only one line at a time.

Step 15

Hold down 

and strike 

The following message appears momentarily at the bottom of the screen:

Moving to end of file...

When this message disappears, the cursor reappears next to the end-of-file marker at the bottom of the file.

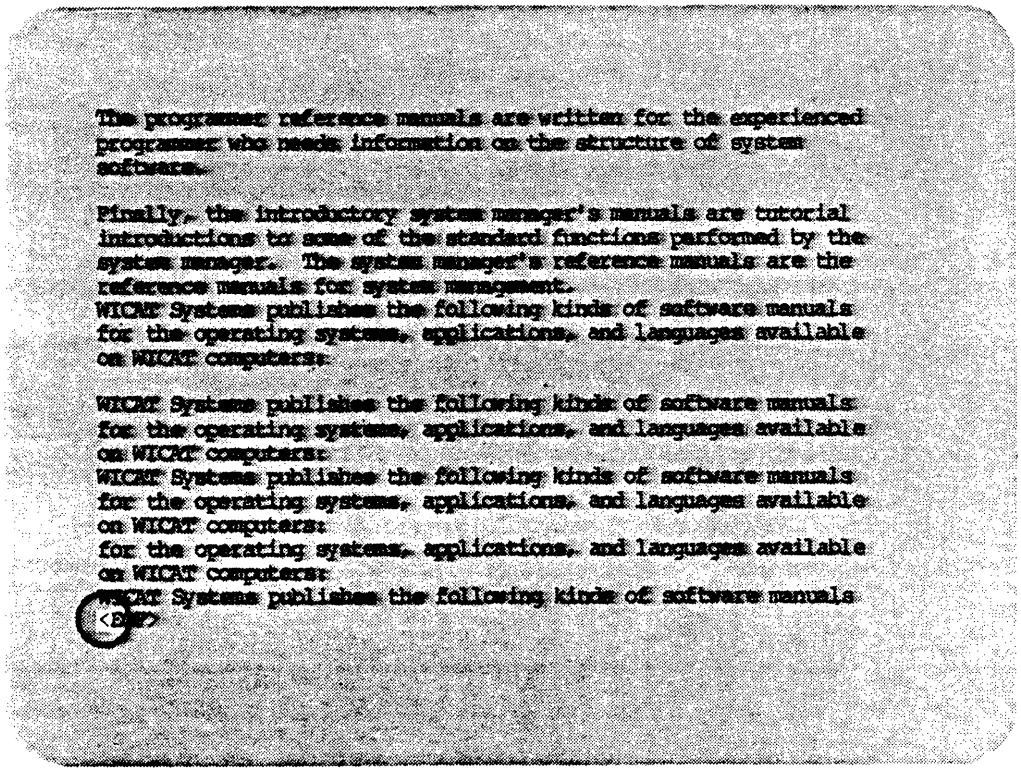
Step 16

Strike  on the alternate keypad.

This message appears momentarily at the bottom of the screen:

Pasting text...

The foregoing message disappears, and this is what your screen looks like:



In order to cut more than one line you must strike [1##] for each line you wish cut.

Like the escape-key function, using {1} and {3} in the alternate keypad leaves in place the text that is cut.

Using the 2 key in the alternate keypad deletes the line to be moved as it is cut.

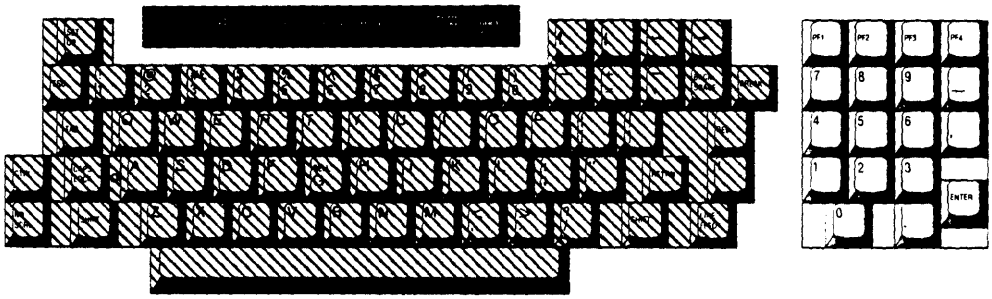
Step 17

Use the appropriate arrow key(s) to position the cursor over the first letter in the first line of text, as shown below:

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

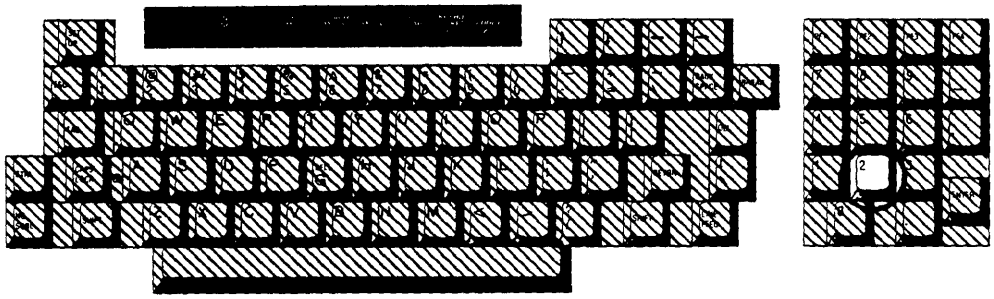
Step 18

Find the alternate keypad.



Step 19

Find the 2 key, {2}.



Step 20

Strike 

This message appears momentarily at the bottom of the screen:

Cutting text . . .

When this message disappears, the cursor appears at the beginning of the line immediately following the last line of text that was cut. This allows you to determine whether all the text you wanted to cut was actually cut.

Unlike the escape-key function, using this single keystroke to cut the text allows you to cut only one line at a time.

Step 21

Hold down 

and strike 

The following message appears momentarily at the bottom of the screen:

Moving to end of file...

When this message disappears, the cursor reappears next to the end-of-file marker at the bottom of the file.

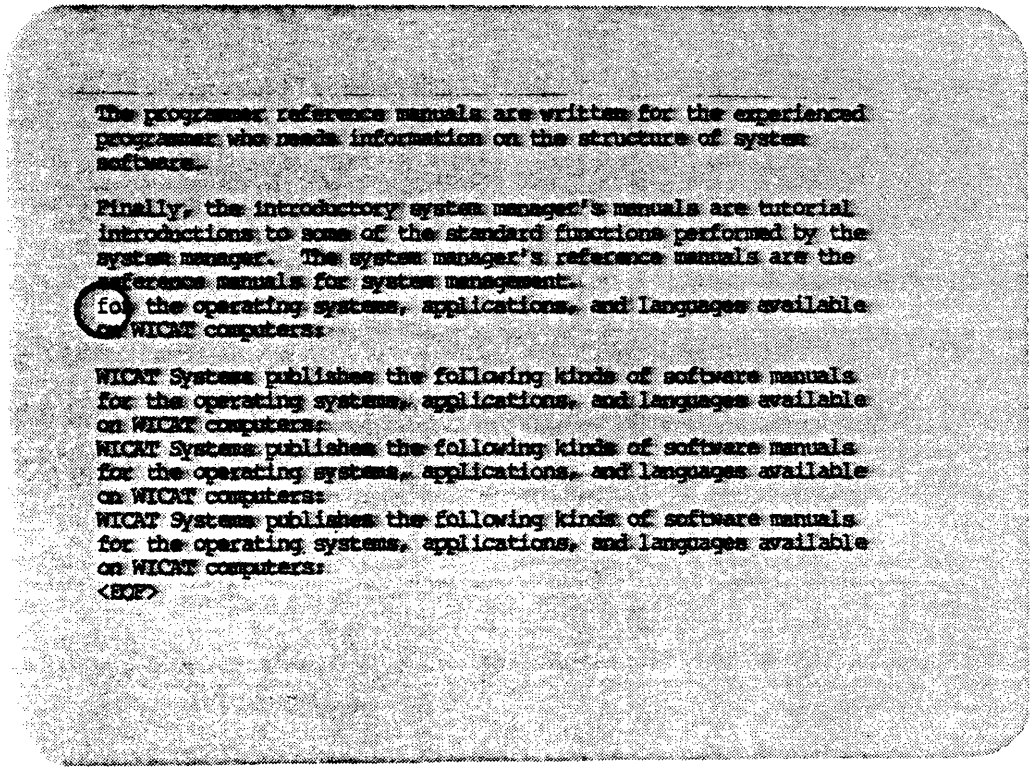
Step 22

Strike [3] on the alternate keypad.

This message appears momentarily at the bottom of the screen:

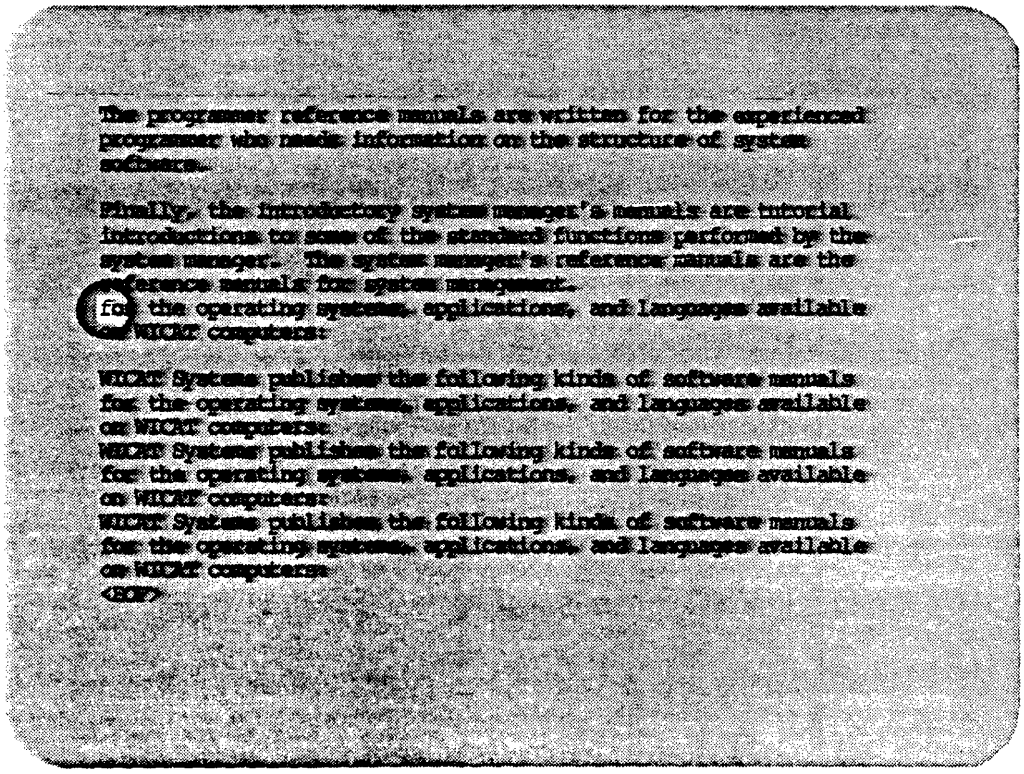
Pasting text...

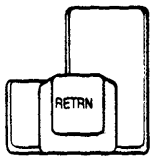
The foregoing message disappears, and this is what your screen looks like:



You have now performed the cut and paste function using only three keys of the alternate keypad, rather than the escape-key function described above.

Step 23 | Position the cursor as shown in the following illustration:



Step 24 | Strike 

Step 25 | Strike 

Step 26 | Type the following on to the blank line you have made:

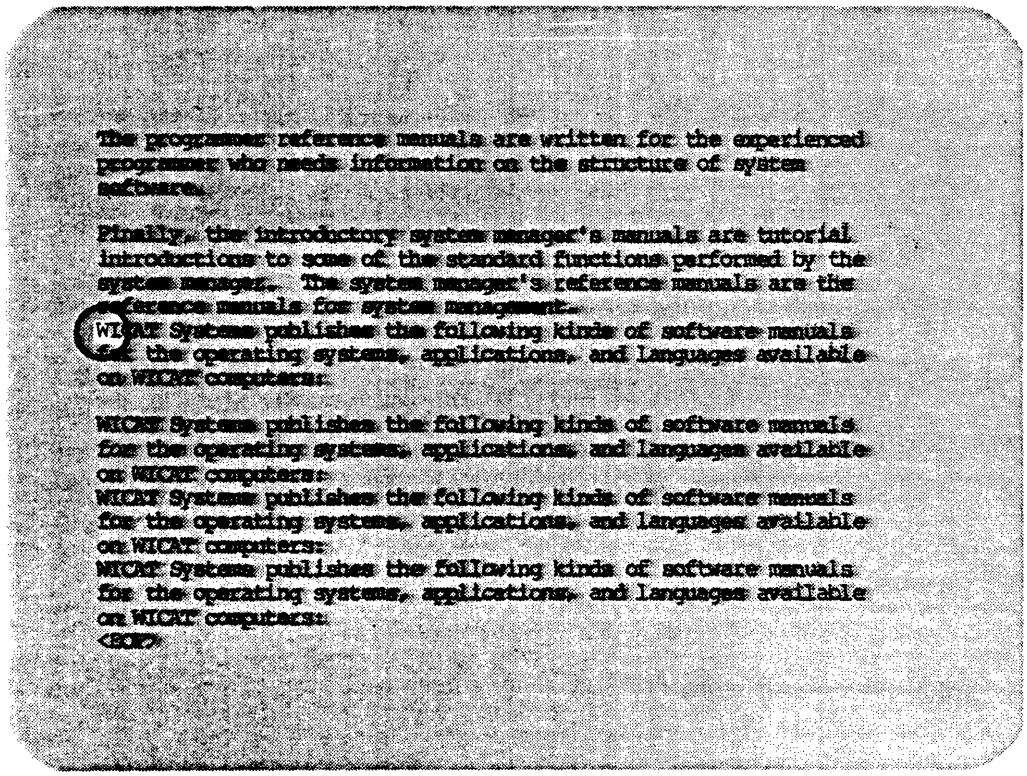
WICAT Systems publishes the following kinds of software manuals

Deleting Text

The following steps show you how to delete text.

Step 1

Position the cursor as shown in the following illustration:



Step 2

Hold down 

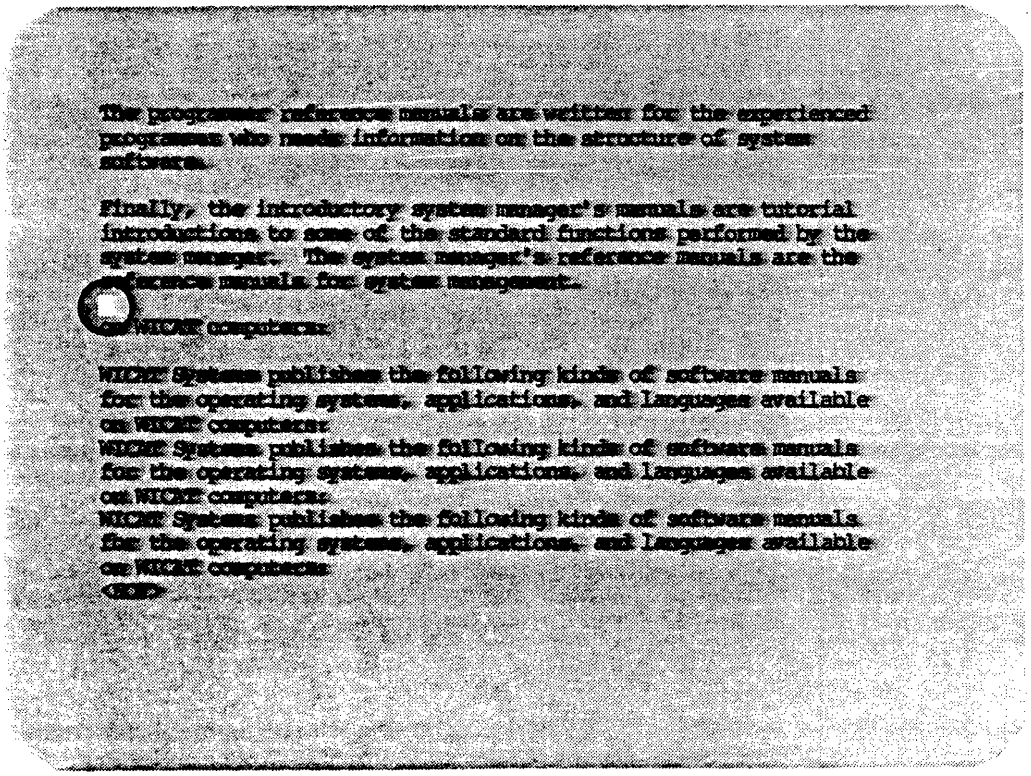
and strike 

Notice that the text on the line where the cursor is located is gone. [CTRL] y deletes an entire line, from the cursor to the front of the line as well as from the cursor to the end of the line so that even the space occupied by the line is deleted.

Step 3

Hold down  and strike 

This is what the screen looks like:



Note that when the cursor is at the beginning of a line and you execute [CTRL] d, the text on that line disappears but the space occupied by the line does not.

Step 4

Strike  twice.

Step 5

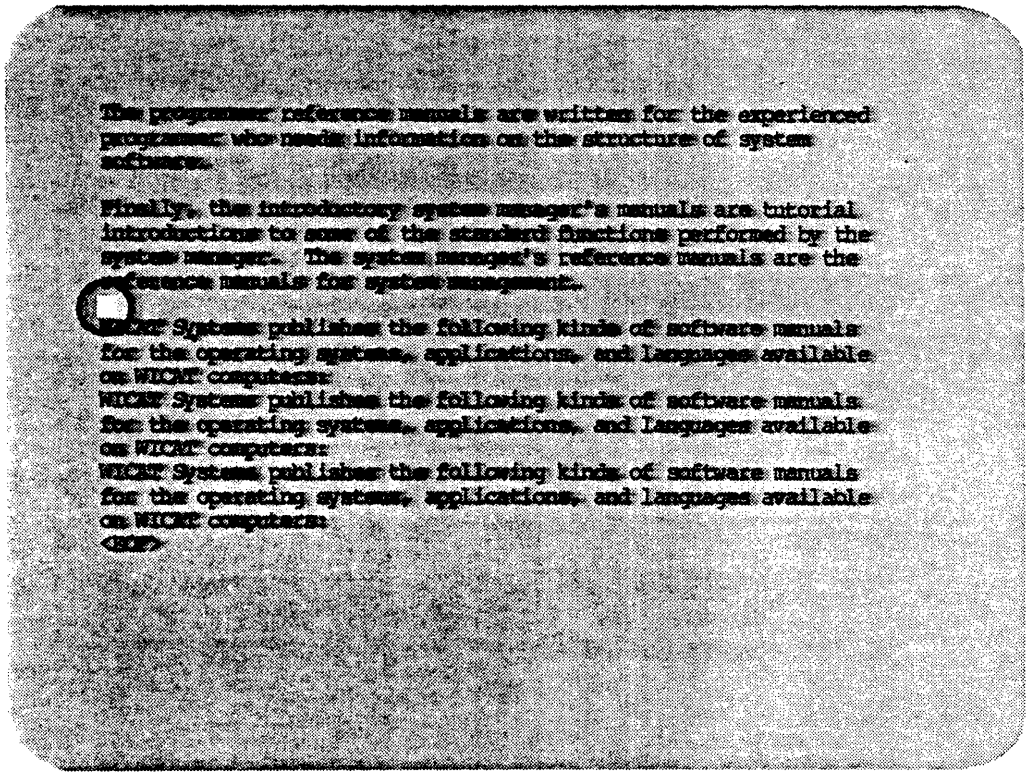
Type the following:

```
2dl
```

This message appears momentarily at the bottom of the screen:

```
Deleting line ...
```

The foregoing message disappears and this is what the screen looks like:



The position of the cursor (i.e., the line on which the cursor is located as well as its position on that line when you strike [ESC]) determines where the escape-key function is performed.

Step 6

Strike 

twice.

Step 7

Type the following:

```
dd
```

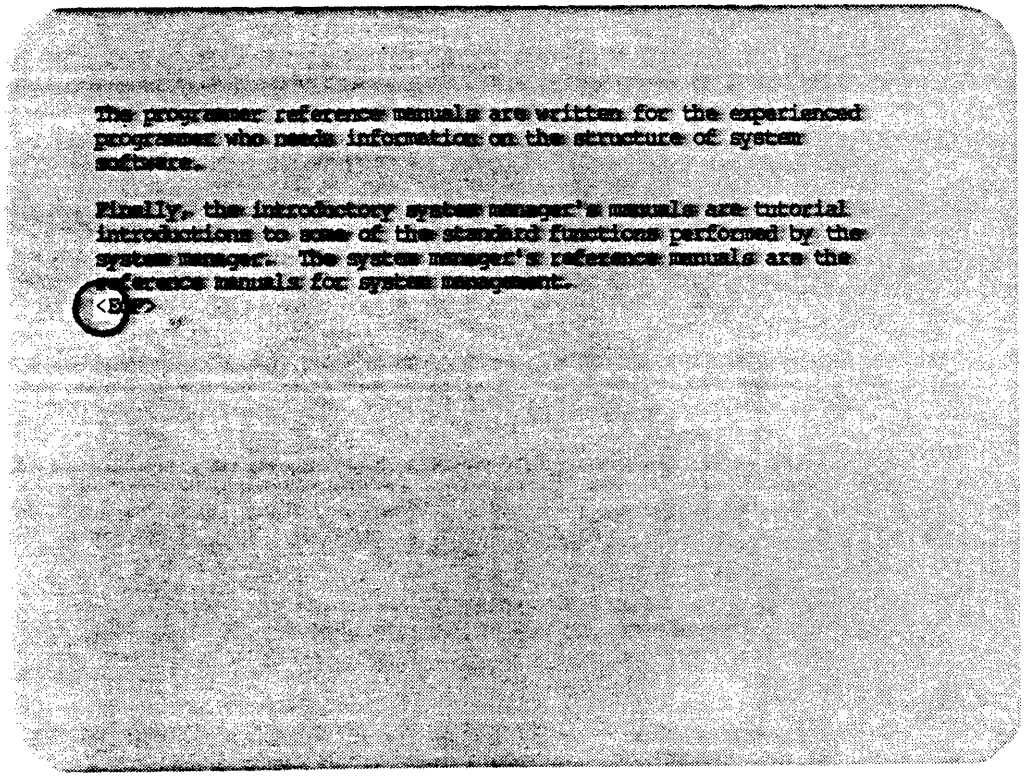
The following message appears at the bottom of the screen:

```
Deleting to end of file, Are you sure?
```

Step 8

Strike 

This is what the screen looks like when the foregoing message disappears:

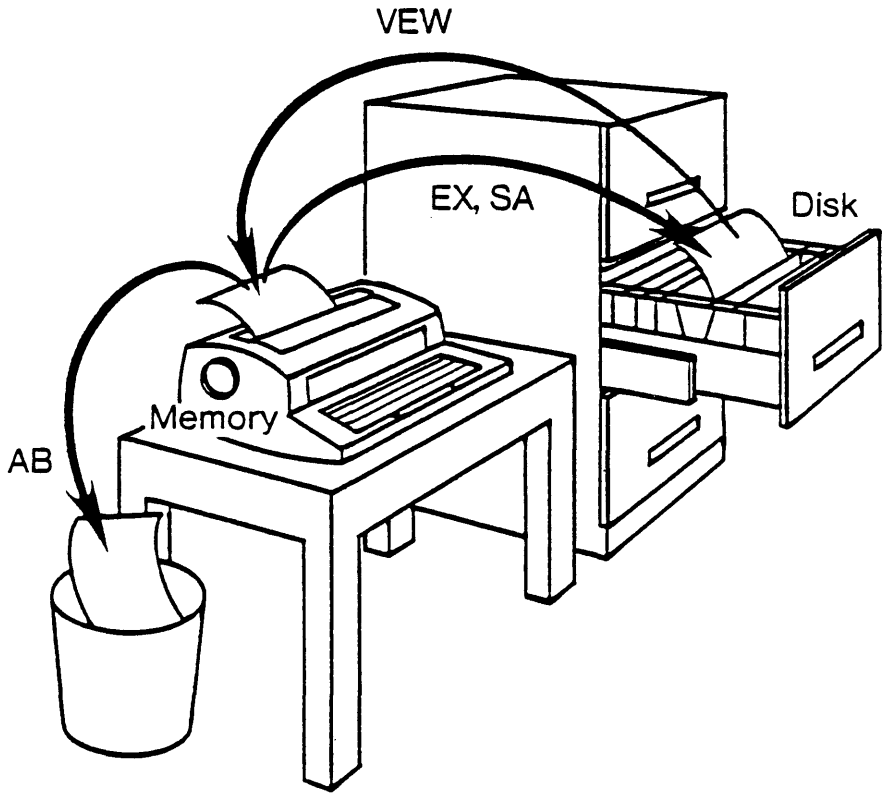


Saving a Copy of the Editing Session

At the beginning of this chapter you were asked to type the following next to a right-angle bracket at the bottom of the screen:

vew lesson

This told your computer to go to the disk, find the file named LESSON, and read that file into memory. The following illustration draws an analogy between what your computer does and what you would do were the computer's disk a file cabinet and the computer's memory (and your terminal) a typewriter.



When your computer puts LESSON in the typewriter, it puts only a copy of the LESSON file that is on the disk. In other words, the LESSON in the typewriter is a copy; the LESSON on the disk remains intact.

As you modify the LESSON in the typewriter, the LESSON in the file cabinet remains unchanged. Therefore, if the power goes out or something happens to the system so that the LESSON in the typewriter is lost, you

still have the LESSON in the cabinet, even though you lose the copy in memory.

Therefore, it is wise to periodically send a copy of the file, in memory, back to the disk. When you do so, the computer makes another copy, or version of the file as it exists in memory, and puts that copy on the disk. Thus, the original LESSON remains intact, the copy you sent back to the disk is filed with the original as another version of that file, and you still have the copy in memory to be modified further.

You may send as many copies of a file as you wish to the disk, and each copy is saved as a separate file.

The VEW program sends a copy of the file you are editing every fifteen minutes. Your terminal beeps twice each time a copy of your file is saved.

You can also save a copy of the file by executing the SA function.

Step 1 | Strike  twice.

Step 2 | Type the following:

sa

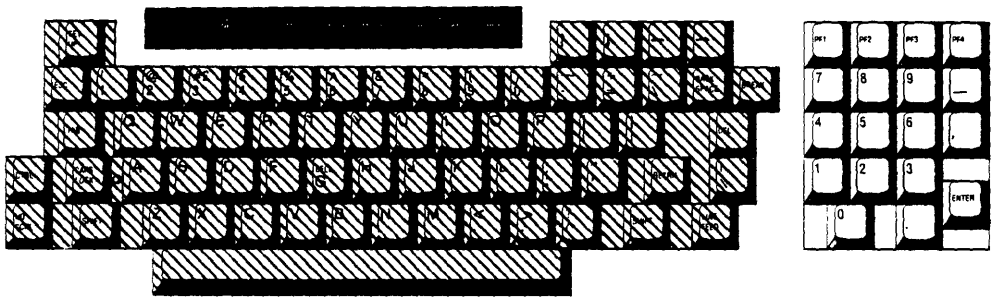
This message appears momentarily at the bottom of the screen:

Saving all files...

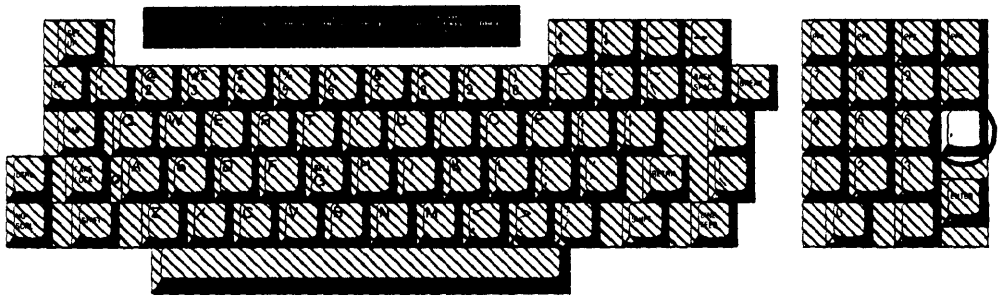
When the foregoing message disappears, the cursor returns to its previous location on the screen and you can resume your work.

This function can also be performed using the alternate keypad.

Step 1 | Find the alternate keypad.



Step 2 | Find the comma key, {,}, on the alternate keypad.



Step 3 | Strike  .

The following message appears at the bottom of the screen:

Saving all files...

Exiting the editing session

The function described in this tutorial removes the LESSON file from the typewriter and files it in the cabinet.

The ex function and the dash key in the alternate keypad terminate the editing session while saving a copy of the file.

Step 1 | Strike  twice.

Step 2 | Type the following:

ex

This message appears at the bottom of the screen:

Exiting LESSON

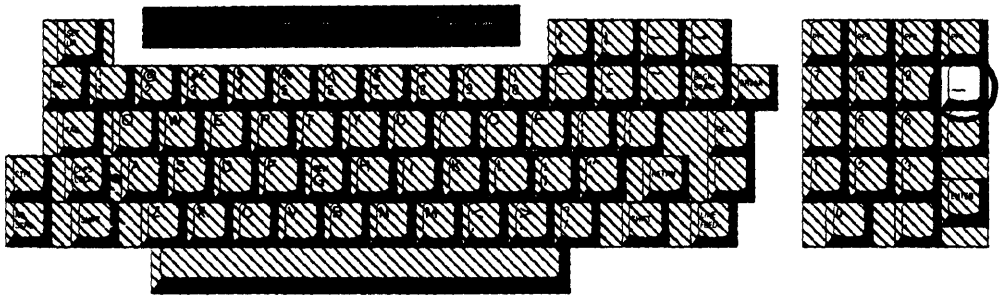
The cursor reappears next to a right-angle bracket at the bottom of the screen.

The foregoing escape-key function can also be perfomed using the alternate keypad.

Step 1 | Type the following:

vew lesson

Step 2 | Find the dash key in the alternate keypad, {-}.



Step 3 | Strike 

This message appears at the bottom of the screen:

Exiting LESSON

The cursor reappears next to a right-angle bracket at the bottom of the screen.

Read the VEW User's Reference Manual for a complete explanation of alternate keypad functions and the VEW Program.

You may go on to the next chapter in this manual.

Chapter 4

The Command Interpreter Program (CIP)

Reserve at least 30 minutes to complete the tutorials in this chapter.

This chapter introduces you to the Command Interpreter Program (CIP), the program that allows you to work within the framework of directories, devices, etc., that constitute your system's hardware and software.

You recall from the previous chapter that your terminal keyboard and screen were compared to a typewriter, that the disk was compared to a file cabinet, and that the functions available in VEW allow you to do things at the typewriter.

CIP commands allow you to do things at the file cabinet, so to speak. For example, if you have several copies of a file and you want to throw away some of the copies, there is a CIP command that allows you to do so. If you want to rename one of the files (put a new label on the file's folder tab) there is another CIP command that allows you to do so. You can move files from one drawer to another, find out what your file cabinet contains, and perform many other tasks by means of CIP commands.

In fact, VEW is actually a CIP command that allows you to create or access a file.

The tutorials in this chapter employ the file you have already created.

You must perform each tutorial in this chapter in the order in which it is presented before you go on to the next chapter.

Before beginning any tutorial in this chapter, ensure that:

1. You are logged on to the system (you are logged on when the cursor appears next to a right-angle bracket, >, at the bottom of the screen) as the SYSTEM user. If you need to log on (and the power to the CPU and to your terminal is already on), begin with step 4 in the first chapter, complete that procedure, and begin the tutorial in this chapter.

2. You are in the /SYSLIB.SCHOOL/ directory. If you are unsure of the directory you are in, type **def** next to the right angle bracket at the bottom of the screen, and strike [RETRN]. This kind of message appears at the bottom of the screen when you strike [RETRN]:

   _DC0/SYSLIB.SCHOOL/

   If anything other than /SYSLIB.SCHOOL/ is the last element in the characters that appear at the bottom of the screen, type the following next to the right angle bracket that appears at the bottom of the screen and then strike [RETRN]:

   cd syslib.school

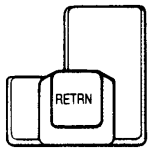
How to Find Out What a Directory Contains

You might think of a directory as a drawer in a file cabinet. The tutorial in this section shows you how to find out what files a directory contains.

The description of the DIR Command, in the WMCS User's Reference Manual contains a complete description of the CIP command used in this tutorial.

Step 1 | Type the following next to the right angle bracket at the bottom of the screen:

dir

Step 2 | Strike 

In a moment, the following kind of information appears at the bottom of the screen:

```
Directory listing of _DC0/SYSLIB.SCHOOL/
LESSON..4
```

This tells you that _DC0/SYSLIB.SCHOOL/ contains a file labeled LESSON..4.

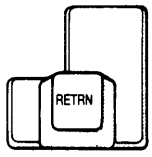
_DC0 may not be the first element in the name of your directory. The first element in the name of a directory is actually the name of the disk or file cabinet that contains the directory or drawer. Inasmuch as that first element can

vary from system to system, you should not be concerned if _DC0 is not the first element in the name of your directory.

The "4" following LESSON tells you that you have at least one copy, or version, of LESSON, and that the copy you have is the fourth version created since the the initial creation of the file.

Step 3 Type the following:

vew lesson

Step 4 Strike 

The screen goes blank and then the first 23 lines in LESSON appear on the screen.

You have just used the VEW Command to read a copy of LESSON from _DC0/SYSLIB.SCHOOL/, write that copy into memory, and display the first 23 lines of that copy on the screen.

Step 5 Strike 

twice.

Step 6 Type the following next to Cmd> at the bottom of the screen:

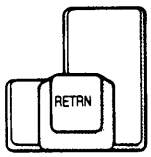
ex

EX is the escape-key function in VEW that allows you to write the copy of the file, in memory, back to the disk and then erase the copy of the file from memory.

When the copy has been written to the disk, the cursor reappears next to a right angle bracket at the bottom of the screen.

Step 7 Type the following:

dir

Step 8 | Strike 

The following kind of information appears at the bottom of the screen:

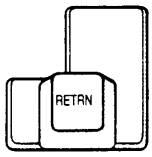
```
Directory listing of _DC0/SYSLIB.SCHOOL/
LESSON..5
```

Note that a "5" appears next to LESSON instead of the "4" that appeared the first time you typed DIR and struck [RETRN].

The "5" tells you that you have at least one copy of LESSON in _DC0/SYSLIB.SCHOOL/, and that that copy is the fifth version of that file that has been made since you created the file.

Step 9 | Type the following:

```
dir lesson..*
```

Step 10 | Strike 

The following information appears at the bottom of the screen:

```
Directory listing of _DC0/SYSLIB.SCHOOL/
LESSON..1          LESSON..3          LESSON..5
LESSON..2          LESSON..4
```

This report tells you that you have five copies, or versions, of LESSON in _DC0/SYSLIB.SCHOOL/.

The asterisk you typed in the foregoing step is called a **wildcard symbol.**

When you type something next to the right angle bracket at the bottom of the screen and then strike [RETRN], the CIP takes what you type literally. When you type only DIR and strike [RETRN], the CIP takes that to mean that you want a list containing the name of the most recently created copy of each file in the directory.

By typing an asterisk, you told the CIP to include in the list any file named LESSON regardless of its version number.

Wildcard symbols have numerous uses. Read the WMCS User's Reference Manual for a complete explanation of wildcard symbols.

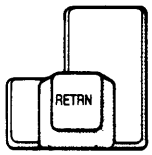
How to Create a Directory

This tutorial introduces you to the CRD Command, described in detail in the WMCS User's Reference Manual.

Step 1 | Type the following next to the right angle bracket at the bottom of the screen:

```
crd .newdir
```

NOTE: Be sure to type the period as shown in the foregoing character string.

Step 2 Strike 

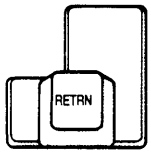
The following report appears at the bottom of the screen:

```
Directory _DC0/SYSLIB.SCHOOL.NEWDIR/ created.
```

This report tells you that a directory labeled _DC0/SYSLIB.SCHOOL.NEWDIR/ has been added to your disk.

Step 3 Type the following:

```
dir
```

Step 4 Strike 

The following report appears at the bottom of the screen:

```
Directory listing of _DC0/SYSLIB.SCHOOL/
LESSON..5          NEWDIR.DIR.1
```

Note that _DC0/SYSLIB.SCHOOL.NEWDIR/ appears as NEWDIR.DIR.1 in the directory listing for _DC0/SYSLIB.SCHOOL/

_DC0/SYSLIB.SCHOOL.NEWDIR/ is the pathname for the new directory. In other words, it is a way of referring to the new directory that tells you where to find the new directory (i.e., the path to follow to find the directory). For example, _DC0 tells you that the new directory is on device _DC0. /SYSLIB.SCHOOL.NEWDIR/tells you that to find the directory you must first go to directory /SYSLIB/ and then to directory /SCHOOL/ (a subdirectory of /SYSLIB/) in order to find the new directory.

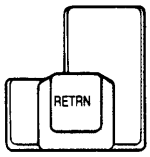
How to Move from One Directory to Another

This tutorial introduces you to the CD Command, described in detail in the WMCS User's Reference Manual.

Step 1 | Type the following:

cd .newdir

NOTE: Be sure to type the period as shown in the foregoing character string.

Step 2 | Strike 

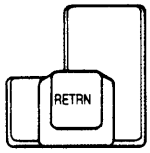
The following report appears at the bottom of the screen:

_DC0/SYSLIB.SCHOOL.NEWDIR/

This tells you that you are now in the new directory.

Step 3 | Type the following:

dir

Step 4 | Strike 

The following report appears at the bottom of the screen:

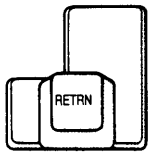
No files found.

This report tells you that the new directory contains no files.

Step 5 | Type the following:

cd syslib.school

This character string returns you to directory /SYSLIB.SCHOOL/.

Step 6 | Strike 

How to Find Out What Directory You Are In

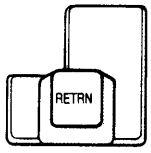
This tutorial shows you how to use the DEF Command described in detail in the WMCS User's Reference Manual.

Suppose that you have just used the CD Command, as in the foregoing tutorial, to move to a directory, that you then use the VEW Command to edit or create a file in that directory, and that you then want to know what directory you are in. The following tutorial shows you how you could use the DEF Command to find out what directory you are in.

Step 1 | Type the following:

vew lesson

This command-line character string reads a copy of _DCO/SYSLIB.SCHOOL/LESSON from the disk, writes that copy into memory, and displays the first 23 lines of that file on the screen.

Step 2 | Strike 

Step 3 | Strike 

twice.

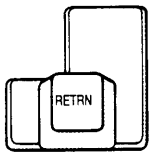
Step 4 | Type the following next to (1) at the bottom of the screen:

ex

EX is the VEW function that allows you to write the copy of the file, in memory, to the disk and then erase the copy of the file that was in memory.

Step 5 | Type the following next to the right angle bracket at the bottom of the screen:

def

Step 6 | Strike 

The following report appears at the bottom of the screen:

_DC0/SYSLIB.SCHOOL/

This tells you that _DC0/SYSLIB.SCHOOL/ is your default directory; that is, the directory you are in.

How to Copy Files

This tutorial introduces you to the COPY Command which allows you to create a copy of a file and assign that copy to any directory in your system.

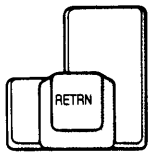
The WMCS User's Reference Manual contains a detailed description of the COPY Command.

Step 1 | Type the following next to the right angle bracket at the bottom of the screen:

copy lesson overview.txt

The foregoing command-line character string tells the CIP that you wish to create a copy of LESSON and name that copy OVERVIEW.TXT.

The .TXT that follows OVERVIEW in the name of the copy is called a file extension. This particular file extension indicates that the file contains text. The WMCS User's Reference Manual tells you all about file extensions.

Step 2 Strike 

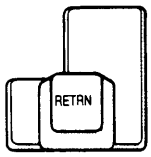
The following report appears at the bottom of the screen:

```
_DC0/SYSLIB.SCHOOL/LESSON..6 to _DC0/SYSLIB.SCHOOL/OVERVIEW.TXT Copied.
```

This report tells you that LESSON..6 (located in _DC0/SYSLIB.SCHOOL/) has been copied and that the copy is named OVERVIEW.TXT.1 (also located in _DC0/SYSLIB.SCHOOL/).

Step 3 Type the following:

```
dir
```

Step 4 Strike 

This kind of report appears at the bottom of the screen:

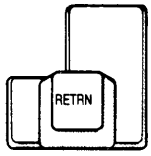
```
Directory listing of _DC0/SYSLIB.SCHOOL/
LESSON..6          NEWDIR.DIR.1          OVERVIEW.TXT.1
```

Note that LESSON..6 still exists. When you make a copy of a file, the original remains as it was. Furthermore, modifications to LESSON..6 do not affect OVERVIEW.TXT and vice versa.

Step 5 Type the following:

```
copy overview.txt /syslib.school.newdir/overview.txt
```

The foregoing command-line character string tells the CIP that you wish to create a copy of OVERVIEW.TXT and assign that copy to directory _DC0/SYSLIB.SCHOOL.NEWDIR/.

Step 6 Strike 

The report at the bottom of the screen tells you that the copy has been made.

How to Rename Files

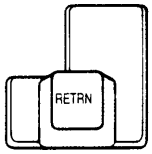
This tutorial introduces you to the REN Command that you can use to change the name of a file. This is analogous to changing the label on a file folder.

The WMCS User's Reference Manual contains a detailed description of REN.

Step 1 | Type the following next to the right angle bracket at the bottom of the screen:

ren overview.txt manuals.txt

This command-line character string tells the CIP that you wish to change the name of OVERVIEW.TXT to MANUALS.TXT.

Step 2 | Strike 

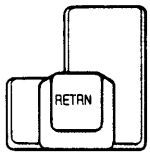
The following kind of report appears:

```
_DC0/SYSLIB.SCHOOL/OVERVIEW.TXT.1 renamed to _DC0/SYSLIB.SCHOOL/MANUALS.TXT
```

This report tells you that OVERVIEW.TXT.1 has been renamed and that its new name is MANUALS.TXT.

Step 3 | Type the following:

dir

Step 4 | Strike 

This kind of report appears:

```
Directory listing of _DC0/SYSLIB.SCHOOL/
LESSON..6          MANUALS.TXT.1          NEWDIR.DIR.1
```

Note that OVERVIEW.TXT is now MANUALS.TXT.

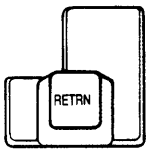
How to see what a text file contains

Use the TYPE Command, introduced in this tutorial, when you want to look at the contents of a text file. The WMCS User's Reference Manual contains a detailed description of TYPE.

Step 1 Type the following:

type lesson

This command-line character string tells the CIP that you wish to look at the contents of LESSON.

Step 2 Strike 

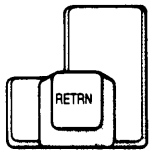
The text in LESSON is displayed on the screen and rushes past until the end of the file is reached. This movement of the text is called **scrolling.**

Step 3 Type the following:

type lesson :pause

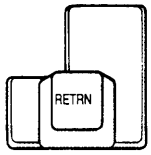
The :pause at the end of the character string is an option available with the TYPE Command that you can use to control scrolling.

Such options available with CIP Commands are called switches. Most CIP commands have a variety of switches that you can use to control the way in which the command is executed. The WMCS User Reference Manual explains how to use the switches available with each command.

Step 4 Strike 

The first 22 lines of text in LESSON appear on the screen and the cursor appears at the bottom of the screen next to an asterisk.

You can look as long as you wish at what appears on the screen.

Step 5 | Strike 

The remainder of the text in LESSON appears on the screen and the cursor reappears at the bottom of the screen next to a right-angle bracket.

How to Remove Files from the Disk

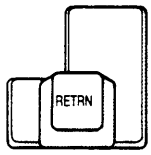
This tutorial introduces you to the PU and DEL commands. PU purges a directory of extra versions of a file or files. For example, if you have half a dozen versions of LESSON and want to keep only the most recent version, PU allows you to get rid of the five unwanted versions of that file.

You would use DEL to remove, or delete, all the versions of a file (including the most recent version).

Step 1 | Type the following:

dir lesson..

This command-line character string tells the CIP that you want a directory listing showing all the versions of LESSON.

Step 2 | Strike 

This kind of report appears:

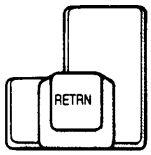
```
Directory listing of _DC0/SYSLIB.SCHOOL/
LESSON..1          LESSON..3          LESSON..5
LESSON..2          LESSON..4          LESSON..6
```

This report tells you that /SYSLIB.SCHOOL/ contains six versions of LESSON.

Step 3 | Type the following:

```
pu
```

This command tells the CIP that you want to purge / SYSLIB.SCHOOL/of all but the most recently created version of each file in the directory. LESSON..6 is the most recent version of LESSON.

Step 4 | Strike 

The following appears at the bottom of the screen:

```
_DC0/SYSLIB.SCHOOL/LESSON..1
_DC0/SYSLIB.SCHOOL/LESSON..2
_DC0/SYSLIB.SCHOOL/LESSON..3
_DC0/SYSLIB.SCHOOL/LESSON..4
_DC0/SYSLIB.SCHOOL/LESSON..5
Delete (Y or N)? >
```

The last line in the foregoing display asks you whether you wish to delete the files listed. This kind of display is called a **prompt** because you are asked, or prompted, for input.

Step 5 | Strike 

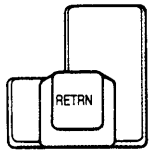
The following report appears:

```
_DC0/SYSLIB.SCHOOL/LESSON..1 Deleted.
_DC0/SYSLIB.SCHOOL/LESSON..2 Deleted.
_DC0/SYSLIB.SCHOOL/LESSON..3 Deleted.
_DC0/SYSLIB.SCHOOL/LESSON..4 Deleted.
_DC0/SYSLIB.SCHOOL/LESSON..5 Deleted.
5 files deleted.
```

This report tells you that five files have been deleted from the directory, and lists the files.

Step 6 | Type the following:

dir

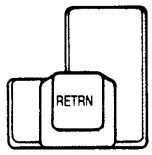
Step 7 | Strike 

Note that LESSON..6, the most recently created version of LESSON, was not deleted.

Step 8 | Type the following:

del lesson.

This command-line character string tells the CIP that you wish to delete the most recently created version of LESSON. Note that you must include the period after "lesson."

Step 9 | Strike 

The following prompt appears:

```
_DC0/SYSLIB.SCHOOL/LESSON..6
Delete (Y or N)? >
```

This prompt asks you whether you wish to delete LESSON..6. Were you to strike the Y character key, LESSON..6 would be deleted and you would no longer have any copies of LESSON.

Step 10 | Strike 

Note that nothing happens.

For a prompt of this kind, Y and N are the only two acceptable responses.

Step 11 | Strike 

The cursor then reappears next to a right angle bracket at the bottom of the screen.

Diagnostic Messages

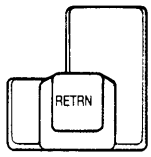
This tutorial introduces you to the diagnostic messages available on your system to tell you when a CIP command could not be executed as you may have specified. Therefore, in this tutorial you are asked to type a command incorrectly so that you can be introduced to the diagnostic messages.

The WMCS User's Reference Manual contains a detailed explanation of diagnostic messages.

Step 1 | Type the following next to the right angle bracket at the bottom of the screen:

ddel

You would normally type DEL to tell the CIP that you want to execute the DEL Command.

Step 2 | Strike 

The following diagnostic message appears:

```
CIP       : Creating process ddel.exe
FAILED    : Status = 133.
MESSAGE   : The specified file could not be found.
```

Each diagnostic message contains three lines.

The first line tells you that a problem was encountered when the CIP tried to find the DDEL command.

The second line tells you that the CIP failed to find the command and that the system identified the reason for the failure as problem number 133.

The third line of the report tells you what problem number 133 is; that is, the third line contains the message that explains problem number 133.

The cursor appears next to a right-angle bracket under the diagnostic message.

Editing the CIP Command Line

This tutorial introduces you to control-key functions and methods of editing the CIP command line. The control-key functions described in chapter 3 of this manual, WICAT's Text Editing Program, perform the most of the same functions when editing the command line.

Step 1 | Type the following next to the right-angle bracket at the bottom of the screen:

ddel

You know that this command is incorrect and you want to edit it before striking [RETRN].

Step 2 | Press  and, keeping it depressed, strike 

This deletes the line and allows you to type the command correctly.

Step 3 | Type the following:

el

You know you have omitted the "d" and want to edit the command line before striking [RETRN].

Step 4 | Hold down  and strike 

The cursor jumps to the front of the command line and puts you in the correct position to type the "d".

Step 5 | Hold down  and strike 

This deletes everything to the right of the cursor on the command line. Since the cursor was at the front of the line, the entire command was deleted.

Step 6 | Type the following:

dal lesson

You realize "del" is misspelled and want to edit the command line before striking [RETRN].

Step 7 | Use the left arrow key to position the cursor on top of the "l" in "dal".

Step 8 | Strike 

This deletes the "a," (the letter to the left of the cursor) and puts you in the correct position to type the "e". After you type the "e" you realize the period is missing after the word "lesson" on the command line.

Step 9 | Hold down  and strike 

The cursor jumps to the end of the command line and puts you in the correct position to type the period. Now suppose you don't want to delete the LESSON file, but you want to clear the command line.

Step 10 | Strike  several times until the cursor is next to the right angle bracket.

Read the WMCS User's Reference Manual for a complete description of the Command Interpreter Program.

You may go on to the next chapter in this manual.

Chapter 5

Creating User Accounts

Reserve at least 45 minutes to complete the activities outlined in this chapter.

Reserving SYSTEM-user Privileges

The SYSTEM user has unrestricted access to the system, i.e., he can affect all processes running on the system, modify system files, and even affect the hardware. Therefore, the system manager should change the password for the SYSTEM user and assign a user account to each user on the system before anyone begins the tutorials in the WMCS Introductory User's Manual.

This chapter tells you how to do so.

Before you begin any of the activities in this chapter, ensure that:

1. You are logged on to the system (you are logged on when the cursor appears next to a right angle bracket, >, at the bottom of the screen) as the SYSTEM user. If you need to log on (and the power to the CPU and to your terminal is already on), begin with step 3 in the first chapter, complete that procedure, and begin the tutorial in this chapter.

2. You are in your user-account default directory (/SYSLIB/ is the user-account default directory for the SYSTEM user). If you are unsure of the directory you are in, type **def** next to the right angle bracket at the bottom of the screen, and strike **[RETRN]**. This kind of message appears at the bottom of the screen when you strike [RETRN]:

   ```
   _DC0/SYSLIB/
   ```

If anything other than /SYSLIB/ is the last element in the characters that appear at the bottom of the screen, type the following and then strike [RETRN]:

```
cd syslib
```

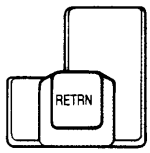
3. Your terminals are set up properly. If you do not have WICAT terminals, read Appemdix A of the WICAT Virtual Editing Window (VEW) User Reference Manual to learn how to set your terminal type.

Change the Password on the SYSTEM Account

Step 1 | Type the following:

```
userprof
```

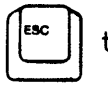
This is the mnemonic for the USERPROF Command, or program, that allows you to modify and create user accounts (i.e., this program is the user profile editing program on your system). User accounts are explained later in this chapter. USERPROF is described in detail in the WMCS System Manager's Reference Manual.

Step 2 Strike 

In a moment, the screen looks like this:

```
Username     :  DEFAULT                          No password specified
Account name:                                    Priority    : 1
UIC [U,G]    :  [0000,0000]                      Timeslice   : 60
Protection   :  S:  RE,P:    ,G:  RE,O:DWRE
Owner        :
Directory    :  SYS$DISK/SYSLIB/
Command line:  CIP @SYS$DISK/SYSLIB/LOGON.COM

Privilege      NOSETPRIV      NOSYSTEM       NOREADPHYS     NOWRITEPHYS
               NOSETPRIOR     NOCHNGSUPER    NOBYPASS       NOOPERATOR
               NOALTUIC       NOWORLD        NOGROUP        NONETWORK
               NOSETATTR

Attributes   :   SWAPPABLE    NOPRESTEROMEM  NOPOSTZEROMEM  NODESENCRYPT
               NOFASTENCRYPT   WATCHDOG
               NOUSER1        NOUSER2        NOUSER3        NOUSER4

Security     :

- This record is used as a template in adding new users to the system. -
```

The foregoing display is explained later in this chapter.

Step 3 Strike  twice.

The following characters appear in the lower left-hand corner of the screen:

(1)

Step 4 | Type the following:

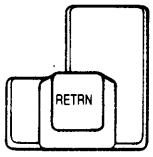
sh

This appears on the line at the bottom of the screen:

Show Username >

Step 5 | Type the following:

system

Step 6 | Strike 

In a moment, the screen looks like this:

```
Username     :  SYSTEM                              Password specified
Account name:  SYSTEM                              Priority    : 7
UIC [U,G]    :  [000001,0001]                      Timeslice   : 60
Protection   :  S: RE,P:    ,G:  RE,O:DWRE
Owner        :
Directory    :  SYS$DISK/SYSLIB/
Command line:  CIP @SYS$DISK/SYSLIB/LOGON.COM

Privileges   :  SETPRIV      SYSTEM      READPHYS      WRITEPHYS
                SETPRIOR     CHNGSUPER   BYPASS        OPERATOR
                ALTUIC       WORLD       GROUP         NETWORK
                SETATTR

Attributes   :  SWAPPABLE    NOPREZEROMEM  NOPOSTZEROMEM  NODESENCRYPT
                NOFASTENCRYPT  WATCHDOG
                NOUSER1      NOUSER2     NOUSER3       NOUSER4

Security     :

- This record is used as a template in adding new users to the system. -
```

Step 7 | Strike the  three times.

The cursor should be positioned as indicated in the following illustration:

```
Protection  :  S:  RE,P:     ,G:  RE,O:DWRE
Owner       :
Directory   :  SYS$DISK/SYSLIB/
```

Step 8 | Strike the  key twice.

The cursor should be positioned as indicated in the following illustration:

```
Protection  :  S:  RE,P:     ,G:  RE,O:DWRE
Owner       :
Directory   :  SYS$DISK/SYSLIB/
```

Step 9 | Type your name.

Use the right- or left-arrow keys if you need to move the cursor about the line, or use the delete key, [DEL], if you need to erase characters.

Step 10 | Strike  twice.

Step 11 | Type the following:

```
sp
```

This prompt appears at the bottom of the screen:

```
Password >
```

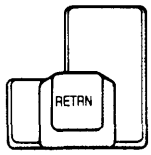
Step 12

Type the password you wish to assign to the SYSTEM account. The password does not show up on the screen as you type it.

The password can contain only printable characters; that is, alpha, numeric, and symbol characters are allowed, spaces and control-key characters are not. No password is assigned when any of these syntax rules is violated.

The password can contain no more than 79 characters. If you type an 80-character password (i.e., anything over 79 characters), USERPROF takes the eighth character as an escape key and assigns the first 79 characters as the password.

Step 13

Strike 

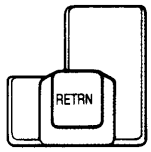
This prompt appears at the bottom of the screen:

```
Verify password >
```

Step 14

Type the password again.

Note that the password does not show up on the screen.

Step 15 | Strike 

If you typed the password correctly, this message appears at the bottom of the screen:

The password has been changed

The cursor returns to the display and this report appears in the upper right-hand corner of the screen:

Password specified

If you did not type the password correctly, this message appears at the bottom of the screen:

Password not verified

The cursor returns to the display and this report appears in the upper right-hand corner of the screen:

No password specified

If this happens, go back to step 10.

Step 16 | Strike 

twice.

Step 17 | Type the following:

ex

This report appears momentarily at the bottom of the screen:

Exiting

The cursor reappears at the top of the screen next to a right angle bracket, >.

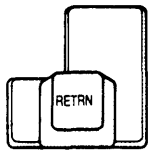
This completes the assignment of a password to the SYSTEM account. Do not forget the password you specify; it does not appear in the information on the screen.

Perform the following steps to ensure that you can use the SYSTEM account to log on.

Step 1 Type the following next to the right angle bracket at the bottom of the screen:

logon

This will initiate the LOGON Program so that you can test the account as though you were logging on to the system. Nevertheless, if something is amiss, you will still be logged on to the system so that you can solve the problem.

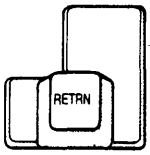
Step 2 Strike 

This kind of prompt appears at the bottom of the screen:

```
Welcome to SYS_$SYSNAME
Username:
```

Step 3 Type the following:

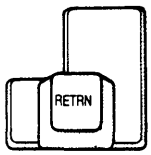
system

Step 4 Strike 

This prompt appears at the bottom of the screen:

```
Password:
```

Step 5 Type the new password assigned to the SYSTEM account.

Step 6 Strike 

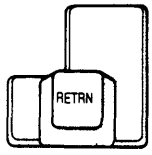
These lines appear on the screen:

```
================================================================================
System Bulletins

================================================================================
SYSTEM>
```

NOTE: Go to step 9 if these lines do not appear.

Step 7 Type the following:

log

Step 8 Strike 

This kind of message appears at the bottom of the screen:

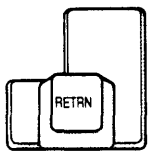
```
SYSTEM logged off at 18-Nov-1983 10:37:11
```

The cursor reappears next to a right angle bracket at the bottom of the screen.

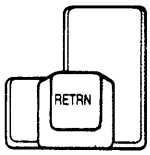
Skip the remainder of this procedure.

Step 9 Type the following:

system

Step 10 Strike 

Step 11 Type the new password.

Step 12 | Strike 

If you are still unable to log on, continue responding to the request for a username and a password until "Username:" no longer appears on the screen.

After 30 seconds, a right-angle bracket appears at the bottom of the screen. When this happens, go back to the heading "CHANGE THE PASSWORD ON THE SYSTEM ACCOUNT" (near the beginning of this chapter) and follow the procedure in that section.

What is a User Account?

A user account is a record that the WMCS maintains for each username that you want the WMCS to recognize.

For example, in the foregoing procedure, you logged onto the system using the username SYSTEM and the password SYSTEM. When you typed SYSTEM in response to the prompt for a username, you told the WMCS that you wanted it to find the record, or account, whose username is SYSTEM. The WMCS found that record, scanned it, found that a password (SYSTEM) had been assigned to the account, and asked you to type the password.

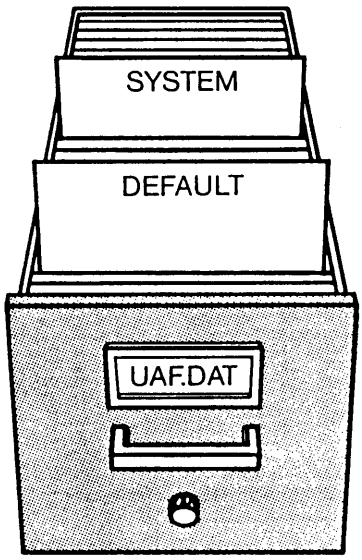
The record for each account is stored in a file designated UAF.DAT (the UAF stands for User Authorization File, and the DAT indicates that the file contains data) located in the /SYSLIB/ directory on your system's primary disk.

When your system arrives, UAF.DAT contains the following records:

1. DEFAULT.

2. SYSTEM.

The following diagram illustrates the UAF.DAT file as it is when your system arrives.



The DEFAULT record is the blank form at the front of the file that you use each time you create a user account; the DEFAULT record is a template.

SYSTEM is the account for the system manager. The system manager should log on to this account to perform system management functions. For all other activity, the system manager should have a user account.

Each time you create a user account, you add a record to UAF.DAT.

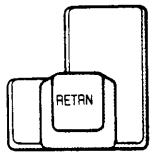
When a person types a string of characters in response to the prompt for a username, the WMCS searches UAF.DAT to find a record on which that character string appears as the username. The WMCS then uses the information on that record to create a user process.

How to Create a User Account for Yourself

Use the following procedure to create a user account for yourself (other than the SYSTEM user account).

You must be logged on as the SYSTEM user before beginning the following procedure.

Step 1 | Type **userprof** next to the right-angle bracket, >, at the bottom of the screen.

Step 2 | Strike 

In a moment, this is what the screen looks like:

```
Username     :  DEFAULT                          No password specified
Account name:                                    Priority    : 1
UIC [U,G]    :  [0000,0000]                      Timeslice   : 60
Protection   :  S: RE,P:    ,G:  RE,O:DWRE
Owner        :
Directory    :  SYS$DISK/SYSLIB/
Command line:  CIP @SYS$DISK/SYSLIB/LOGON.COM

Privilege    NOSETPRIV     NOSYSTEM      NOREADPHYS    NOWRITEPHYS
             NOSETPRIOR    NOCHNGSUPER   NOBYPASS      NOOPERATOR
             NOALTUIC      NOWORLD       NOGROUP       NONETWORK
             NOSETMTR

Attributes :   SWAPPABLE   NOPREZEROMEM  NOPOSTZEROMEM  NODESENCRYPT
             NOFASTENCRYPT   WATCHDOG
             NOUSER1       NOUSER2       NOUSER3       NOUSER4

Security   :

- This record is used as a template in adding new users to the system. -
```

Step 3 | Strike  twice.

The following characters appear in the lower lefthand corner of the screen:

(1)

Step 4

Type the following:

```
ad
```

The following appears at the bottom of the screen:

```
Add Username >
```

Step 5

Type your name, e.g., dave

What you type becomes the username assigned to a record in UAF.DAT.

NOTE: A username can consist of no more than nine printable (i.e., no control- or function-key characters), alpha, numeric, or symbol characters. Spaces before, after, and within the username are ignored. If you type more than nine printable characters, USERPROF accepts the tenth character as the escape key and assigns the first nine characters as the username.

Furthermore, a username must be unique. If what you type is already assigned as a username, the following message appears momentarily at the bottom of the screen:

```
PLEASE USE A DIFFERENT USERNAME. SOMEONE HAS THIS ONE
```

Step 6 | Strike  twice.

NOTE: Skip this step if you typed more than nine characters for the preceding step.

When you strike [ESC], this report appears momentarily at the bottom of the screen:

```
Cmd> This record has been added
```

Concurrently, the new record (or user account) appears on the screen. The new record looks just like the record labeled DEFAULT at the front of the UAF.DAT file, except that the username you typed for the preceding step appears on the first line of the record.

Step 7 | Strike  twice.

Step 8 | Type the following:

```
sp
```

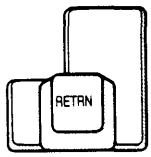
This prompt appears at the bottom of the screen:

```
Password >
```

Step 9 | Type the password you wish to assign to the new account.

The password can contain only printable characters; that is, alpha, numeric, and symbol characters are allowed, spaces and control-key characters are not. No password is assigned when any of these syntax rules is violated.

The password can contain no more than 79 characters. If you type an 80-character password (i.e., anything over 79 characters), USERPROF takes the eightieth character as an escape key and assigns the first 79 characters as the password.

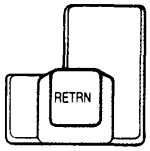
Step 10 Strike 

This prompt appears at the bottom of the screen:

Verify password >

Step 11 Type the password again.

Note that the password does not show up on the screen.

Step 12 Strike 

If you typed the password correctly, this message appears at the bottom of the screen:

The password has been changed

The cursor returns to the display and this report appears in the upper right-hand corner of the screen:

Password specified

If you did not type the password correctly, this message appears at the bottom of the screen:

Password not verified

The cursor returns to the display and this report appears in the upper right-hand corner of the screen:

No password specified

If this happens, go back to step 7.

Do not forget your password; it does not appear in the information on the screen.

Step 13

Strike 

The following illustration shows where the cursor should be located:

```
Username     :  DAVE                                  Password specified
Account name:                                         Priority    : 1
UIC [U,G]    :  [0000,0000]                           Timeslice   : 60
Protection   :  S: RE,P:    ,G: RE,O:DWRE
```

Step 14

Read the following information about the User Identification Code (UIC):

The UIC consists of two hexadecimal numbers that, together, uniquely identify the user account. The first four digits are the user identification number, the second four are the group identification number.

In other words, the users on your system can be grouped; each group being assigned a number, and then a number can be assigned to each user in the group.

For example, if Brad, Rick, and Jerry are involved primarily with data entry, you may wish to assign them to the same group. Thus Brad might have a user identification code of [0001,0004], i.e., user no. 1 in group no. 4, Rick might be [0002,0004], etc.

If Mike, Dave, and Larry are involved in accounts receivable, you may wish to assign them to a different group so that Brad and the members of his group do not have access to the files with which Mike and his group work.

Thus, how a user uses the system is the criterion for determining the group to which he should belong.

CAUTION: Do not fragment the users on your system into many groups unnecessarily. Whenever a user in one group does need access to material owned by someone in another group, the authorization process can be troublesome.

Step 15 | Find the "List of User Groups and Users" form in appendix A of the WMCS System Manager's Reference Manual. List on this sheet the groups into which you think the users on your system should be divided.

SYSTEM (the group for the system manager) should be the first group on your list.

You might then list the departments in your organization, or list such activities as data entry, systems programming, etc., or you might combine the organizational list with the activities list.

Step 16 | Assign a number to each group, e.g., 0001 to SYSTEM, 0002 to administration, 0003 to accounting, etc.

Step 17 | Assign every user you will have on your system to a group.

Step 18 | Assign a four-digit number to each user in each group.

For example, you may be user 0001 in group 0002, Tom might be user 0002 in group 0002, Susan might be user 0003 in group 0002, etc.

Step 19 | Type your four-digit identification number, e.g., type 0001 if you are user number 1 in your group.

Step 20 | Type the four-digit number of the group to which you belong. For example, type 0002 if you belong to group 2.

Step 21 | Strike  twice.

Step 22 | Use the left-arrow key to position the cursor as shown in the following illustration:

```
Username     :  DAVE                                Password specified
Account name:                                       Priority    : 1
UIC [U,G]    :  [0001,0002]                         Timeslice   : 60
Protection   :  S: RE,P:    ,G: RE,O:DWRE
Owner        :
```

Step 23 | Type your name.

This field of the record is for your use in identifying the person who owns the account.

Step 24 | Use the arrow keys to position the cursor as shown in the following illustration.

```
Username     :  DAVE                                  Password specified
Account name:                                         Priority    : 1
UIC [U,G]    :  [0001,0002]                           Timeslice   : 060
Protection   :  S: RE,P:    ,G: RE,O:DWRE
Owner        :  Dave Jones
Directory    :  SYS$DISK/SYSLIB/
```

Step 25 | Hold down  and strike 

The cursor should be positioned as indicated in the following illustration:

```
Protection  :  S: RE,P:    ,G: RE,O:DWRE
Owner       :  Dave Jones
Directory   :  SYS$DISK/
```

Step 26 | Type the following:

users.

This is what the Directory line on the display should look like:

Directory : SYS$DISK/USERS.

Step 27 | Type your username and a slash, /. For example, were Dave your username, the Directory line on the display would look like this:

Directory : SYS$DISK/USERS.DAVE/

Step 28 | Strike  twice.

Step 29 | Type the following:

ex

This completes the creation of your user account. The following steps help you create your user-account default directory and set up your working environment within that directory.

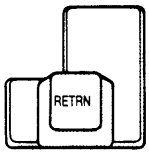
How to Create Your User-account Default Directory

Your user-account default directory is the directory in which you find yourself when you log on to the system. In other words, it is the directory (specified on your user-account) in which you automatically (or by default) find yourself when you log on.

Follow these steps to create the directory structure in which you and the users on your system will work:

Step 1 | Type the following next to the right-angle bracket, >, at the top of the screen:

```
crd users :prot=p:re
```

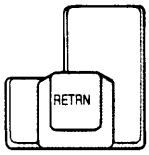
Step 2 | Strike 

This kind of message appears at the bottom of the screen:

```
Directory _DC0/USERS/ created.
```

Step 3 | Type the following:

```
cd users
```

Step 4 | Strike 

Step 5 | Type the following:

```
crd .
```

Step 6

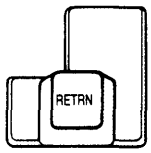
Type your username followed by a space. Then type the character string shown below (substitute your username for DAVE):

```
:owner=dave :prot=s:re,p:,g:re,o:rewd
```

This is what the line at the bottom of the screen should look like when you are finished typing (your username having been substituted for DAVE):

```
crd .dave :owner=dave :prot=s:re,p:,g:re,o:rewd
```

Step 7

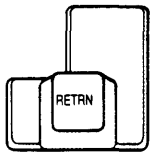
Strike 

Step 8

Type the following (substitute your username for DAVE):

cd .dave

Step 9

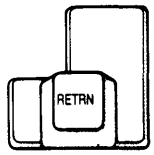
Strike 

Step 10

Type the following:

```
vew userup.com
```

Step 11

Strike 

This message appears momentarily on the screen:

```
Creating file "userup.com"...
```

The cursor now appears at the top of the screen in the new USERUP.COM file. This is a command file that should exist in every user-account default directory. USERUP.COM is executed each time the user logs on. This file may contain logical name assignments, options, commands, etc.

Step 12 | Strike 

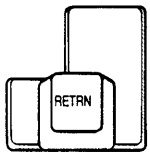
twice.

Step 13 | Type the following:

ex

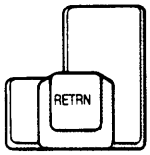
Step 14 | Type the following (substitute your username for DAVE):

fstat userup.com :owner=dave :prot=s:re,p:,g:re,o:rewd

Step 15 | Strike 

Step 16 | Type the following:

vew useroff.com

Step 17 | Strike 

This message appears momentarily on the screen:

Creating file "useroff.com"...

The cursor now appears at the top of the screen in the new USEROFF.COM file. This is a command file that should exist in every user-account default directory. USEROFF.COM is executed each time the user logs off. This file may contain commands, billing information, etc.

Step 18 | Strike 

twice.

Step 19 | Type the following:

ex

Step 20 | Type the following (substitute your username for DAVE):

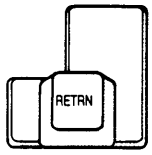
fstat useroff.com :owner=dave :prot=s:re,p:,g:re,o:rewd

This completes the creation of your user-account default directory. Note that the username and the name of the user-account default directory should be the same.

Test the account by following these steps:

Step 1 | Type the following next to the right angle bracket, >, at the bottom of the screen:

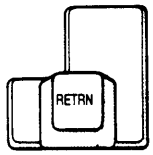
logon

Step 2 | Strike 

This kind of prompt appears on the screen:

```
Welcome to SYS$SYSNAME
Username:
```

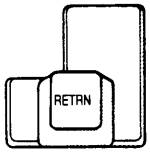
Step 3 | Type the username for the new account.

Step 4 | Strike 

This prompt appears on the screen:

```
Password:
```

Step 5 | Type the password assigned to the new account.

Step 6 | Strike 

These lines appear on the screen:

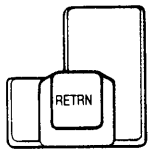
```
================================================================
System Bulletins

================================================================
DAVE>
```

NOTE: Go to step 9 if these lines do not appear.

Your username appears in front of the right angle bracket instead of "SYSTEM."

Step 7 | Type the following:

log

Step 8 | Strike 

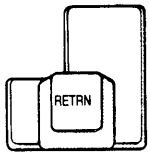
This appears at the bottom of the screen:

```
DAVE logged off at 18-Nov-1983 10:37:11
```

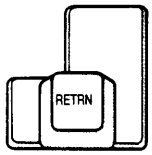
The cursor reappears next to a right angle bracket at the bottom of the screen.

Skip the remainder of this procedure.

Step 9 | Type **dave** (substitute your name)

Step 10 | Strike 

Step 11 | Type the new password.

Step 12 | Strike 

If you are still unable to log on, continue responding to the request for a username and a password until "Username:" no longer appears on the screen.

After a few moments, a right angle bracket appears at the bottom of the screen. When this happens, go back to the beginning of this section and begin the procedure again.

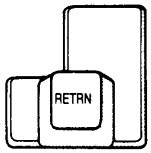
How to Create an Account for Each User on Your System

Use the procedure in this section to create a user account for each user on your system. That is, repeat this procedure for each user.

Each time you begin this procedure, you must be logged on to the system as the SYSTEM user.

Step 1 | Type the following next to the right angle bracket, >, at the bottom of the screen:

userprof

Step 2 Strike 

In a moment, this is what the screen looks like:

```
Username     :  DEFAULT                          No password specified
Account name:                                    Priority    : 1
UIC [U,G]    :  [0000,0000]                      Timeslice   : 60
Protection   :  S:  RE,P:    ,G:  RE,O:DWRE
Owner        :
Directory    :  SYS$DISK/SYSLIB/
Command line:  CIP @SYS$DISK/SYSLIB/LOGON.COM

Privilege      NOSETPRIV      NOSYSTEM       NOREADPHYS     NOWRITEPHYS
               NOSETPRIOR     NOCHNGSUPER    NOBYPASS       NOOPERATOR
               NOALTUIC       NOWORLD        NOGROUP        NONETWORK
               NOSETATTR

Attributes   :   SWAPPABLE    NOPREZEROMEM   NOPOSTZEROMEM  NODESENCRYPT
               NOFASTENCRYPT    WATCHDOG
               NOUSER1        NOUSER2        NOUSER3        NOUSER4

Security     :-

- This record is used as a template in adding new users to the system. -
```

Step 3 Strike  twice.

This appears at the bottom of the screen:

(1)

Step 4 Type the following:

ad

This is what the bottom of the screen looks like:

New Username >

Step 5 | Type the username to be assigned to the new account.

NOTE: A username can consist of no more than nine printable (i.e., no control- or function-key characters), alpha, numeric, or symbol characters. Spaces before, after, and within the username are ignored. If you type more than nine printable characters, USERPROF accepts the tenth character as the escape key and assigns the first nine characters as the username.

Furthermore, a username must be unique. If what you type is already assigned as a username, the following message appears momentarily at the bottom of the screen:

PLEASE USE A DIFFERENT USERNAME. SOMEONE HAS THIS ONE

Step 6 | Strike 

twice

NOTE: Skip this step if you typed more than nine characters for the preceding step.

When you strike [ESC], this report appears momentarily on the command line:

Cmd> This record has been added

Concurrently, the new record (or user account) appears on the screen. The new record looks just like the record labeled DEFAULT at the front of the UAF.DAT file, except that the username you typed for the preceding step appears on the first line of the record.

Step 7 | Strike 

twice.

Step 8 | Type the following:

sp

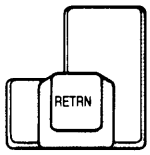
This appears at the bottom of the screen:

Password >

Step 9 | Type the password you wish to assign to the new account.

The password can contain only printable characters; that is, alpha, numeric, and symbol characters are allowed, spaces and control-key characters are not. No password is assigned when any of these syntax rules is violated.

The password can contain no more than 79 characters. If you type an 80-character password (i.e., anything over 79 characters), USERPROF takes the eightieth character as an escape key and assigns the first 79 characters as the password.

Step 10 | Strike 

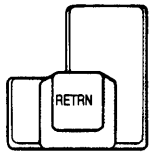
This prompt appears at the bottom of the screen:

```
Verify password >
```

Step 11 | Type the password again.

Note that the password does not show up on the screen.

Step 12

Strike 

If you typed the password correctly, this message appears at the bottom of the screen:

The password has been changed

The cursor returns to the display and this report appears in the upper right-hand corner of the screen:

Password specified

If you did not type the password correctly, this message appears at the bottom of the screen:

Password not verified

The cursor returns to the display and this report appears in the upper right-hand corner of the screen:

No password specified

If this happens, go back to step 7.

NOTE: Tell the user not to forget the password; it does not appear in the information on the screen. If the user forgets the password, the system manager must use the USERPROF command to specify a new password for that account.

Step 13

Strike 

The following illustration shows where the cursor should be located:

```
Username     :  TOM                                  Password specified
Account name:                                        Priority     : 1
UIC [U,G]    :  [0000,0000]                          Timeslice    : 60
Protection   :  S:  RE,P:     ,G:  RE,O:DWRE
```

Step 14 | Refer to the "List of User Groups and Users" form that you completed in an earlier procedure.

Find the UIC for the user for whom you are creating an account, or add the user to the list and assign a UIC.

Step 15 | Type the four-digit user identification number, e.g., type 0001 if the user is to be user number 1 in a group.

The following illustration shows where the cursor should be located:

```
Username     :  TOM                                  Password specified
Account name:                                        Priority    : 1
UIC [U,G]    :  [0001,0000]                          Timeslice   : 60
Protection   :  S: RE,P:    ,G:  RE,O:DWRE
```

Step 16 | Type the number of the group to which the user belongs. For example, type 0003 if the user belongs to group 3.

Step 17 | Strike  twice.

Step 18 | Use the left-arrow key to position the cursor as shown in the following illustration:

```
Username     :  TOM                                  Password specified
Account name:                                        Priority    : 1
UIC [U,G]    :  [0001,0003]                          Timeslice   : 60
Protection   :  S: RE,P:    ,G:  RE,O:DWRE
Owner        :
```

Step 19 | Type the user's name.

This field of the record is for your use in identifying the person who owns the account.

Step 20 | Use the arrow keys to position the cursor as shown in the following illustration:

```
Username     :  TOM                                  Password specified
Account name:                                        Priority    : 1
UIC [U,G]    :  [0000,0000]                          Timeslice   : 60
Protection   :  S: RE,P:    ,G:  RE,O:DWRE
Owner        :  Tom Smith
Directory    :  SYS$DISK/SYSLIB/
```

Step 21 | Hold down  and strike 

The cursor should be positioned as indicated in the following illustration:

```
Protection  :  S: RE,P:    ,G:  RE,O:DWRE
Owner       :  Tom Smith
Directory   :  SYS$DISK/
```

Step 22 | Type the following:

users.

This is what the DIRECTORY line on the display should look like:

```
Directory   :  SYS$DISK/USERS.
```

Step 23 | Type the username and a slash, /. For example, were TOM the username, the DIRECTORY line on the display would look like this:

```
Directory   :  SYS$DISK/USERS.TOM/
```

Step 24 | Strike  twice.

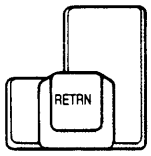
Step 25 | Type the following:

ex

This completes the creation of the user account. The following steps help you create the user-account default directory and set up the working environment within that directory.

Step 1 | Type the following:

cd users

Step 2 | Strike 

Step 3 | Type the following:

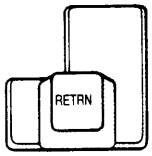
```
crd .
```

Step 4 | Type the username followed by a space. Then type the character string shown below (substitute the username wherever TOM appears):

```
:owner=tom :prot=s:re,p:,g:re,o:rewd
```

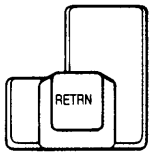
This is what the line at the bottom of the screen should look like when you are finished typing (the new username having been substituted for TOM):

```
crd .tom :owner=tom :prot=s:re,p:,g:re,o:rewd
```

Step 5 | Strike 

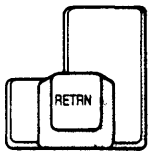
Step 6 | Type the following (substitute the new username for TOM):

```
cd .tom
```

Step 7 | Strike 

Step 8 | Type the following:

```
vew userup.com
```

Step 9 Strike 

This message appears momentarily on the screen:

```
Creating file "userup.com"...
```

The cursor now appears at the top of the screen in the new USERUP.COM file. This is a command file that should exist in every user-account default directory. USERUP.COM is executed each time the user logs on. This file may contain logical name assignments, options, commands, etc.

Step 10 Strike 

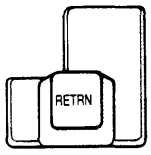
twice.

Step 11 Type the following:

```
ex
```

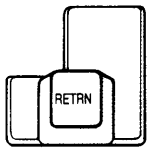
Step 12 Type the following (substitute the new username for TOM):

```
fstat userup.com :owner=tom :prot=s:re,p:,g:re,o:rewd
```

Step 13 Strike 

Step 14 Type the following:

```
vew useroff.com
```

Step 15 | Strike 

This message appears momentarily on the screen:

```
Creating file "useroff.com"...
```

The cursor now appears at the top of the screen in the new USEROFF.COM file. This is a command file that should exist in every user-account default directory. USEROFF.COM is executed each time the user logs off. This file may contain commands, billing information, etc.

Step 16 | Strike  twice.

Step 17 | Type the following:

```
ex
```

Step 18 | Type the following (substitute the new username for TOM:

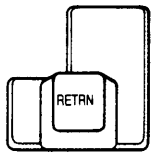
```
fstat useroff.com :owner=tom :prot=s:re,p:,g:re,o:rewd
```

This completes the creation of the user-account default directory. Note that the username and the name of the user-account default directory should be the same.

Test the account by following these steps:

Step 1 | Type the following next to the right angle bracket, >, at the bottom of the screen:

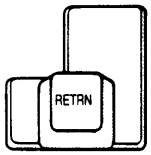
```
logon
```

Step 2 | Strike 

This kind of prompt appears on the screen:

```
Welcome to SYS$SYSNAME
Username:
```

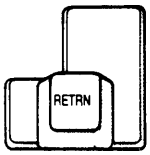
Step 3 | Type the username for the new account.

Step 4 | Strike 

This prompt appears on the screen:

```
Password:
```

Step 5 | Type the password assigned to the new account.

Step 6 | Strike 

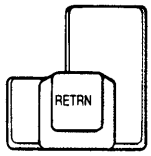
These lines appear on the screen:

```
================================================================
System Bulletins

================================================================
TOM>
```

NOTE: Go to step 9 if the foregoing lines do not appear.

Step 7 | Type the following:

```
log
```

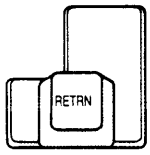
Step 8 | Strike 

This appears at the bottom of the screen:

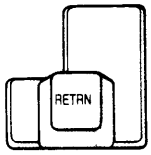
TOM logged off at 18-Nov-1983 10:37:11

The cursor reappears next to a right angle bracket at the bottom of the screen.

Step 9 | Type the username for the vew account.

Step 10 | Strike 

Step 11 | Type the new password.

Step 12 | Strike 

If you are still unable to log on, continue responding to the request for a username and a password until "Username:" no longer appears on the screen.

After a few moments, a right angle bracket appears at the bottom of the screen. When this happens, go back to the beginning of this section and begin the procedure again.

You may go on to the next chapter in this manual.

Chapter 6

Getting Your Computer Ready for Other Users

Reserve at least 25 minutes for completing the activities outlined in this chapter.

Having completed the preceding tutorials, you should now make sure that each user on your system can log on and begin the tutorials in the WMCS Introductory User's Manual. This chapter tells you how to do so.

Users should not begin the tutorials in the WMCS Introductory User's Manual until you complete this chapter.

Before beginning the procedure in this chapter, ensure that:

1. You are logged on to the system (you are logged on when the cursor appears next to a right-angle bracket, >, at the bottom of the screen) as the SYSTEM user. If you need to log on (and the power to the CPU and to your terminal is already on), begin with step 3 in the first chapter, complete that procedure, and begin the tutorial in this chapter.

2. You are in the /SYSLIB/ directory. If you are unsure of the directory you are in, type **def** next to the right angle bracket at the bottom of the screen, and strike return. This kind of message appears at the bottom of the screen when you strike return:

```
_DC0/SYSLIB/
```

If anything other than /SYSLIB/ is the last element in the characters that appear at the bottom of the screen, type the following next to the right-angle bracket that appears at the bottom of the screen and then strike return:

```
cd syslib
```

Step 1

Ensure that all of your system's peripherals (i.e., terminals, printers, modems, etc.) are connected properly to your computer.

The installation guide for your system and the operator's site preparation guide tell you how to prepare the cables that connect those peripherals to your computer (if you need to actually make or modify a cable) and where to plug in the cables.

Step 2

List the peripherals (i.e., terminals, printers, etc.) connected to the ports on your computer (a chart for this purpose appears on the following page). Use the following codes to indicate the kind of peripheral connected to each port:

T7000	Write T7000 in the column headed "Peripheral code" if a T7000 terminal is connected to the port.
MG8000	Write MG8000 in the column headed "Peripheral code" if an MG8000 terminal is connected to the port.
TVI912	Write TVI912 in the column headed "Peripheral code" if a TVI912 or TVI912c terminal is connected to the port.
VISUAL200	Write VISUAL200 in the column headed "Peripheral code" if a Visual 200 terminal is connected to the port.
FTO	Write FTO in the column headed "Peripheral code" if a printer, modem, or another computer is connected to the port.

NOTE: If you have a terminal of a type not listed above, read Appendix A of the Virtual Editing Window (VEW) User Reference Manual to find out what to do.

Port	Peripheral code
SP0	
SP1	
SP2	
SP3	
SP4	
SP5	
SP6	
SP7	
SP8	
SP9	
SP10	
SP11	
SP12	
SP13	
SP14	
SP15	
SP16	
SP17	
SP18	
SP19	
SP20	
SP21	
SP22	
SP23	
SP24	
SP25	
SP26	
SP27	
SP28	
SP29	
SP30	
SP31	
SP32	
PARALLEL PORT	

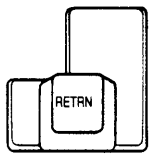
Step 3 | Type the following:

vew deviceup.com

DEVICEUP.COM is a file that the WMCS uses to find out what peripherals are connected to what ports, and to make it possible for each peripheral to function properly under the WMCS.

DEVICEUP.COM is divided into four parts:

Logical names associated with devices
Installing device drivers
Mounting devices
Assigning device characteristics

Step 4 | Strike 

Step 5 | Follow the instructions in DEVICEUP.COM.

Perform the following step when you have completed the instructions in DEVICEUP.COM.

Step 6 | Strike 

twice.

Step 7 | Type **ex**

Go on to the next tutorial in this chapter.

Shutting Down Your System

In order for the changes you made in DEVICEUP.COM to take effect, you must shutdown and reboot your system.

The SHUTDOWN Command prepares the WMCS to have the power to the computer turned off. Read the WMCS System Manager's Reference Manual, and the operator's guide for your system, for detail on turning off the power to your computer.

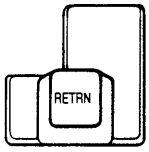
You should perform SHUTDOWN at the end of each workday. The SHUTDOWN Command is described in detail in the WMCS User's Reference Manual.

Before performing the following steps, ensure that no one else is using the system. Inasmuch as you will shut the system down at the end of this tutorial, you should make sure that doing so does not interrupt anyone.

Step 1 Type the following:

```
shutdown +0 :reboot
```

NOTE: Type a zero following the plus sign, not a capital O.

Step 2 Strike 

This kind of report and prompt appear:

```
Shutting down SYS$SYSNAME:
  There are 4 processes
  There are 0 active queues
Shutdown in 0 seconds (Y or N)? >
```

The first three lines of the foregoing sample report tell you that four processes are running on the system. This kind of report appears so that you can determine whether you actually wish to shut down the system.

The fourth line in the foregoing example asks whether or not you wish to shut down the system.

Step 3

Strike 

The following kind of report appears. (Do not be concerned if the report on your screen differs from this example.)

```
Halting queue _PQ0

(CTP_SYSTEM0 System shutdown in 0 seconds

LOGFLUSH_sys$use    Killed
Que_Manager         Killed
CTP_SYSTEM          Killed
WBASIC_SYSTEM       Killed

_DC0  Not Dismounted
_TT0  Dismounted
_TT1  Dismounted
_TT2  Dismounted
_TT4  Dismounted
_PQ0  Dismounted
_NULL Dismounted
_TT5  Dismounted
_DC0  Dismounted
Shutdown complete.
```

The first line indicates that the printer queue, _PQ0, is being halted.

The next three lines in this report tell you that the SYSTEM user initiated the SHUTDOWN Command to shut down the system immediately.

The remainder of the report tells you the processes that SHUTDOWN terminated as well as the devices (terminals, disk drives, printers, etc.) SHUTDOWN dismounted--or readied for shutdown.

Upon completion of SHUTDOWN, the system's hardware and software are prepared so that the power can be turned off without risking damage to them. Read the WMCS System Manager's Reference Manual and the operator's guide for your system for detail.

Notify the users on your system that they may begin the tutorials in the WMCS Introductory User's Manual (the tutorials in chapters 2-4 of this manual are the tutorials presented in the WMCS Introductory User's Manual). You may go on to the next chapter in this manual.

Chapter 7

Creating a Backup Copy of Files

Reserve at least 30 minutes to complete the tutorial in this chapter.

A backup copy of a file is like a photocopy that you make in case something happens to an original.

The system manager is solely responsible for regularly making backup copies of all the files on a system. This is one of the most important duties of the system manager. Read the WMCS System Manager's Reference Manual to find out how to perform this duty.

The tutorials in this chapter acquaint you with the BACKUP Command (described in detail in the WMCS User's Reference Manual) that is used to make backup copies of files.

A backup copy must be made on either a tape or a diskette that can be stored apart from the computer. Depending on the kind of system you have, you can make backup copies on a 5.25-in. diskette, a cipher tape, or a cartridge tape.

If you have a 5.25-in. diskette drive on your system, perform the steps in the first tutorial in this chapter. Perform the second tutorial if you have a cipher-tape drive on your system, and perform the third tutorial if your system has a cartridge-tape drive.

Before you begin any of the tutorials in this chapter, ensure that:

1. You are logged on to the system (you are logged on when the cursor appears next to a right-angle bracket, >, at the bottom of the screen) as the SYSTEM user. If you need to log on (and the power to the CPU and to your terminal is already on), begin with step 3 in the first chapter, complete that procedure, and begin the tutorial in this chapter.

2. You are in the /SYSLIB.SCHOOL/ directory. If you are unsure of the directory you are in, type **def** next to the right-angle

bracket at the bottom of the screen, and strike [RETRN]. This kind of message appears at the bottom of the screen when you strike [RETRN]:

```
_DC0/SYSLIB.SCHOOL/
```

If anything other than /SYSLIB.SCHOOL/ is the last element in the characters that appear at the bottom of the screen, type the following next to the right-angle bracket that appears at the bottom of the screen and then strike [RETRN]:

```
cd syslib.school
```

3. You have created a backup directory to keep records of what is copied and where it is copied. Type the following to create a backup directory within /SYSLIB.SCHOOL/, then strike [RETURN]:

```
crd .backup
```

Making Backup Copies on a 5.25-in. Diskette

Perform the steps in this tutorial if your system has a 5.25-in. diskette drive.

Step 1 | Insert a blank 5.25-in. diskette into the diskette drive and close the door to the drive.

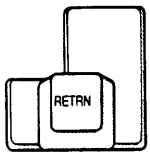
The operator's guide for your system tells you how to insert a diskette into the floppy-disk drive.

Step 2 | Type the following:

```
dinit _dx0 copies :format
```

DINIT is the mnemonic for the CIP command that you use to get a brand new diskette ready for the WMCS to use.

The foregoing command-line character string tells the CIP that you want to initialize, or make ready for use, the diskette in the first diskette drive on the system (the _DX0 is a the name by which the WMCS knows the first diskette drive). The command-line character string also tells the CIP to label the diskette (not the drive) COPIES.

Step 3 Strike 

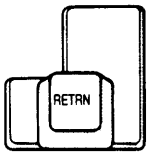
The cursor reappears next to a right-angle bracket at the bottom of the screen when the diskette is ready for use.

Step 4 Type the following:

mnt _dx0

MNT is the mnemonic for the MNT Command that is used, among other things, to get a diskette drive ready for use once you have put an initialized diskette in the drive.

The foregoing command-line character string tells the WMCS that you want the first floppy-disk drive (known by the WMCS as _DX0) made ready for use (i.e., mounted).

Step 5 Strike 

The following report appears:

_DX0 Mounted. Label is "copies".

This tells you that _DX0 is ready to use, and that it contains a diskette labeled COPIES.

Step 6

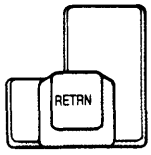
Type the following:

backup _dx0/rootdir/ * :logfile=.backup/daily.log

BACKUP is the mnemonic for the BACKUP Command that you use to make copies of files so that if anything happens to your system, you will be able to retrieve your work.

The foregoing command-line character string tells the CIP that you want to backup some files, that you want the backup copy of each file placed in /ROOTDIR/ on the diskette in drive _DX0, and that you want to make a backup copy of the most recently created version of each file in the directory you are in (since you are in /SYSLIB.SCHOOL/, the asterisk tells the CIP to make a copy of the most recently created version of each file in /SYSLIB.SCHOOL/). The :LOGFILE= Switch creates a file called DAILY.LOG in /SYSLIB.SCHOOL.BACKUP/.

Step 7

Strike 

The following report appears:

```
_DC0/SYSLIB.SCHOOL/
    1    LESSON..6          entered
    2    MANUALS.TXT.1      entered
    Copying log file
```

This report tells you what files in _DC0/SYSLIB.SCHOOL/are being copied to (or entered in) the backup file that BACKUP is creating on _DX0.

When BACKUP is finished, a copy of the report that appeared on your screen is also created on _DX0 and in /SYSLIB.SCHOOL.BACKUP/ so that you will have a permanent record of what was copied and where it was copied. This record is put in the file DAILY.LOG.

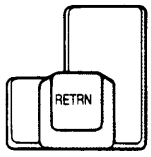
Following the appearance of "Copying log file," the cursor reappears next to a right angle bracket at the bottom of the screen.

Step 8

Type the following:

dir .backup/

Step 9

Strike 

This kind of report appears:

```
Directory listing of _DCO/SYSLIB.SCHOOL.BACKUP/
DAILY.LOG.1
```

Step 10

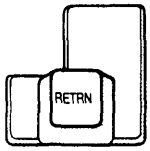
Type the following:

```
type .backup/daily.log
```

TYPE is the CIP command that allows you to look at the contents of a text file.

The foregoing command-line character string will allow you to see what DAILY.LOG contains.

Step 11

Strike 

This kind of information appears on the screen:

```
_DC0/SYSLIB.SCHOOL/
_DX0/ROOTDIR/12JAN0001.BAK  VOL # 1

  1    LESSON..6            entered.
  2    MANUALS.TXT.1        entered.
Backup.log file is written on volume #1
```

The first line in DAILY.LOG tells you the name of the directory containing LESSON..6 and MANUALS.TXT.1.

The second line tells you the name of the file BACKUP created on the diskette in _DX0 to contain the copies. Thus 12JAN0001.BAK is the backup file (BAK indicates that the file is a backup file) created on 12 January to contain copies of the two files. The 0001 tells you that this backup file is the first backup file created on 12 January.

The date on the second line of the display on your terminal screen will be today's date, not "12JAN". Therefore, the name of your backup file will be different than the examples in this tutorial.

The VOL refers to the diskette (i.e., the specified backup file is located on the first diskette used in the backup). This is useful when a backup fills more than one diskette, or volume.

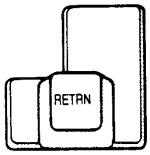
Finally, the report tells you that a copy of BACKUP.LOG was created on _DX0.

Step 12

Type the following:

```
dmnt _dx0 :auto
```

This command-line character string tells the CIP to dismount _DX0 (:AUTO tells the CIP to do so as soon as you strike [RETRN]). Use DMNT when you no longer wish to use the disk drive.

Step 13 Strike 

This kind of report appears:

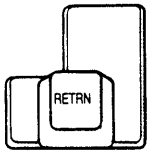
```
_DX0 Dismounted.
```

Step 14 Remove the diskette from the drive (the operator's guide for your system tells you how to do so).

Step 15 Type the following:

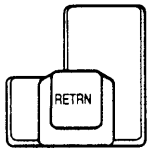
```
del lesson..6 :auto
```

This character string tells the CIP to delete LESSON..6 (:AUTO tells the CIP to do so as soon as you strike [RETRN]).

Step 16 Strike 

Step 17 Type the following:

```
dir
```

Step 18 Strike 

Note that LESSON..6 no longer appears in the directory listing.

The following steps show you how to retrieve a copy of LESSON..6.

Step 19 Insert the diskette (containing the backup file) in drive _DX0 and close the door of the drive.

Step 20

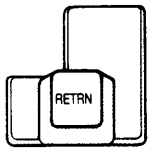
Type the following:

```
mnt _dx0
```

Note that you do not use DINIT. Use DINIT only on brand new diskettes (or diskettes whose data you wish to erase).

Use MNT whenever you want to use a diskette on which you have already used DINIT.

Step 21

Strike 

This kind of report appears:

```
_DX0 Mounted. Label is "copies".
```

Step 22

Type the following, substituting the correct date for "12JAN" in the filename 12JAN0001.BAK:

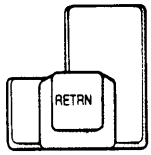
```
restore _dx0/rootdir/12JAN001.bak lesson..6 _dc0/syslib.school/
```

RESTORE is the mnemonic for the CIP command that you use to retrieve, or restore, a backup copy of a file.

The second element in the foregoing command-line character string (_DX0/ROOTDIR/12JAN0001.BAK) is the name of the backup file that contains the copy you want to restore.

LESSON..6 is the name of the copy you want to restore, and _DC0/SYSLIB.SCHOOL/ is the location to which you want LESSON..6 restored.

Step 23

Strike 

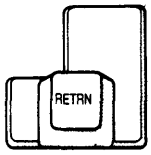
This kind of report appears:

```
_DC0/SYSLIB.SCHOOL/LESSON..6 restored as _DC0/SYSLIB.SCHOOL/LESSON
```

This tells you that LESSON..6 was restored to the location you specified.

Step 24 | Type the following:

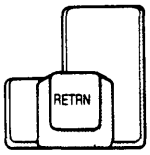
dir

Step 25 | Strike 

Note that LESSON now has a version number of 1 instead of 6 (because there were no versions of LESSON already in the directory to which the copy was restored).

Step 26 | Type the following:

dmnt _dx0 :auto

Step 27 | Strike 

Read the WICAT Multi-user Control System (WMCS) User Reference Manual for a thorough description of the commands used in this tutorial.

The WICAT Multi-user Control System (WMCS) System Manager Reference Manual tells you how to perform daily, weekly, and monthly backups of files.

You may go on to the next chapter in this manual.

Making Backup Copies on a Cipher Tape

Perform the steps in this tutorial if your system has a cipher-tape dr ve.

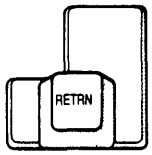
Step 1 | Follow the instructions in your system's operator's guide on how to load a tape and go to step 2 when the tape is loaded.

Step 2 | Type the following:

dinit _mt0 copies

DINIT is the mnemonic for the CIP command that you use to get a brand new tape ready for the WMCS to use.

The foregoing command-line character string tells the CIP that you want to initialize, or make ready for use, the tape in the cipher-tape drive (the _MT0 is a the name by which the WMCS knows that drive). The command-line character string also tells the CIP to label the tape (not the drive) COPIES.

Step 3 | Strike 

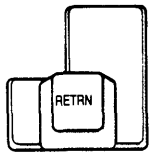
The cursor reappears next to a right-angle bracket at the bottom of the screen when the tape is ready for use.

Step 4 | Type the following:

mnt _mt0

MNT is the mnemonic for the MNT Command that is used, among other things, to get a tape drive ready for use once you have put an initialized tape in the drive.

The foregoing command-line character string tells the WMCS that you want the cipher-tape drive (known by the WMCS as _MT0) made ready for use (i.e., mounted).

Step 5 | Strike 

The following report appears:

_MT0 Mounted. Label is "copies".

This tells you that _MT0 is ready to use, and that it contains a tape labeled COPIES.

Step 6

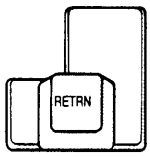
Type the following:

backup _mt0/rootdir/ * :logfile=.backup/daily.log

BACKUP is the mnemonic for the BACKUP Command that you use to make copies of files so that if anything happens to your system, you will be able to retrieve your work.

The foregoing command-line character string tells the CIP that you want to backup some files, that you want the backup copy of each file placed in /ROOTDIR/ on the tape in drive _MT0, and that you want to make a backup copy of the most recently created version of each file in the directory you are in (since you are in /SYSLIB.SCHOOL/, the asterisk tells the CIP to make a copy of the most recently created version of each file in /SYSLIB.SCHOOL/). The :LOGFILE= Switch creates a file called DAILY.LOG in /SYSLIB.SCHOOL.BACKUP/.

Step 7

Strike 

The following report appears:

```
_DC0/SYSLIB.SCHOOL/
     1    LESSON..6              entered
     2    MANUALS.TXT.1          entered
     Copying log file
```

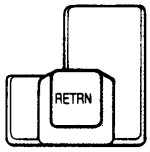
This report tells you what files in _DC0/SYSLIB.SCHOOL/are being copied to (or entered in) the backup file that BACKUP is creating on _MT0.

When BACKUP is finished, a copy of the report that appeared on your screen is also created on _MT0 and in /SYSLIB.SCHOOL.BACKUP/ so that you will have a permanent record of what was copied and where it was copied. This record is put in the file called DAILY.LOG.

Following the appearance of "Copying log file," the cursor reappears next to a right angle bracket at the bottom of the screen.

Step 8 Type the following:

dir .backup/

Step 9 Strike 

This kind of report appears:

```
Directory listing of _DC0/SYSLIB.SCHOOL.BACKUP/
DAILY.LOG.1
```

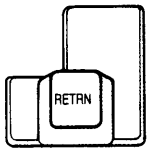
Step 10 Type the following:

type .backup/daily.log

TYPE is the CIP command that allows you to look at the contents of a text file.

The foregoing command-line character string will allow you to see what DAILY.LOG contains.

Step 11

Strike 

This kind of information appears on the screen:

```
_DC0/SYSLIB.SCHOOL/
_MT0/ROOTDIR/12JAN0001.BAK  VOL # 1

    1    LESSON..6            entered.
    2    MANUALS.TXT.1        entered.

 Backup.log file is written on volume #1
```

The first line in BACKUP.LOG tells you the name of the directory containing LESSON..6 and MANUALS.TXT.1 (i.e., the directory where the originals are located).

The second line tells you the name of the file BACKUP created on the tape in _MT0 to contain the copies. Thus 12JAN0001.BAK is the backup file (BAK indicates that the file is a backup file) created on 12 January to contain copies of the two files. The 0001 tells you that this backup file is the first backup file created on 12 January.

The date on the second line of the display on your terminal screen will be today's date, not "12JAN". Therefore, the name of your backup file will be different than the examples in this tutorial.

The VOL refers to the tape (i.e., the specified backup file is located on the first tape used in the backup). This is useful when a backup fills more than one tape, or volume.

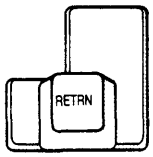
Finally, the report tells you that a copy of BACKUP.LOG was created on _MT0.

Step 12

Type the following:

```
dmnt _mt0 :auto
```

This command-line character string tells the CIP to dismount _MT0 (:AUTO tells the CIP to do so as soon as you strike [RETRN]). Use DMNT when you no longer wish to use the tape drive.

Step 13 Strike 

This kind of report appears:

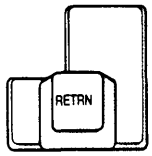
```
_MT0 Dismounted.
```

Step 14 Remove the tape from the drive (the operator's guide for your system tells you how to do so).

Step 15 Type the following:

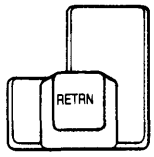
```
del lesson..6 :auto
```

This character string tells the CIP to delete LESSON..6 (:AUTO tells the CIP to do so as soon as you strike [RETRN]).

Step 16 Strike 

Step 17 Type the following:

```
dir
```

Step 18 Strike 

Note that LESSON..6 no longer appears in the directory listing.

The following steps show you how to retrieve a copy of LESSON..6.

Step 19 Insert the tape (containing the backup file) in drive _MT0, close the door of the drive, and follow the instructions in the operator's guide to load the tape.

Step 20

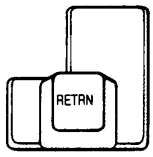
Type the following:

```
mnt _mt0
```

Note that you do not use DINIT. Use DINIT only on brand new tapes (or tapes whose data you wish to erase).

Use MNT whenever you want to use a tape on which you have already used DINIT.

Step 21

Strike 

This kind of report appears:

```
_MT0 Mounted. Label is "copies".
```

Step 22

Type the following, substituting the correct date for the "12JAN" in the filename 12JAN0001.BAK:

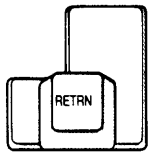
```
restore _mt0/rootdir/12jan0001.bak lesson..6 _dc0/syslib.school/
```

RESTORE is the mnemonic for the CIP command that you use to retrieve, or restore, a backup copy of a file.

The second element in the foregoing command-line character string (_MT0/ROOTDIR/12JAN0001.BAK) is the name of the backup file that contains the copy you want to restore.

LESSON..6 is the name of the copy you want to restore, and _DC0/SYSLIB.SCHOOL/ is the location to which you want LESSON..6 restored.

Step 23

Strike 

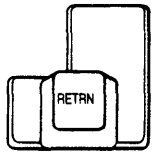
This kind of report appears:

```
_DC0/SYSLIB.SCHOOL/LESSON..6 restored as _DC0/SYSLIB.SCHOOL/LESSON
```

This tells you that LESSON..6 was restored to the location you specified.

Step 24 | Type the following:

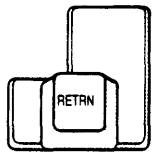
```
dir
```

Step 25 | Strike 

Note that LESSON now has a version number of 1 instead of 6 (because there were no versions of LESSON already in the directory to which the copy was restored).

Step 26 | Type the following:

```
dmnt _mt0 :auto
```

Step 27 | Strike 

Read the WMCS User's Reference Manual for a thorough description of the commands used in this tutorial.

The WMCS System Manager's Reference Manual tells you how to perform daily, weekly, and monthly backups of files.

You may go on to the next chapter in this manual.

Making Backup Copies on a Cartridge Tape

Perform the steps in this tutorial if your system has a cartridge-tape drive.

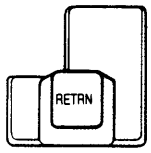
Step 1 | Follow the instructions in your system's operator's guide on how to load a cartridge tape and go to step 2 when the tape is loaded.

Step 2 | Type the following:

dinit _ct0 copies

DINIT is the mnemonic for the CIP command that you use to get a brand new tape ready for the WMCS to use.

The foregoing command-line character string tells the CIP that you want to initialize, or make ready for use, the tape in the cartridge-tape drive (the _CT0 is a the name by which the WMCS knows that drive). The command-line character string also tells the CIP to label the tape (not the drive) COPIES.

Step 3 | Strike 

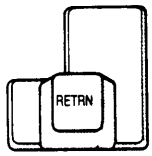
The cursor reappears next to a right angle bracket at the bottom of the screen when the tape is ready for use.

Step 4 | Type the following:

mnt _ct0

MNT is the mnemonic for the MNT Command that is used, among other things, to get a tape drive ready for use once you have put an initialized tape in the drive.

The foregoing command-line character string tells the WMCS that you want the cartridge-tape drive (known by the WMCS as _CT0) made ready for use (i.e., mounted).

Step 5 | Strike 

The following report appears:

_CT0 Mounted. Label is "copies".

This tells you that _CT0 is ready to use, and that it contains a tape labeled COPIES.

Step 6

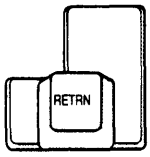
Type the following:

backup _ct0/rootdir/ * :logfile=.backup/daily.log

BACKUP is the mnemonic for the BACKUP Command that you use to make copies of files so that if anything happens to your system, you will be able to retrieve your work.

The foregoing command-line character string tells the CIP that you want to backup some files, that you want the backup copy of each file placed in /ROOTDIR/ on the tape in drive _CT0, and that you want to make a backup copy of the most recently created version of each file in the directory you are in (since you are in /SYSLIB.SCHOOL/, the asterisk tells the CIP to make a copy of the most recently created version of each file in /SYSLIB.SCHOOL/). The :LOGFILE= Switch creates a file called DAILY.LOG in /SYSLIB.SCHOOL.BACKUP/.

Step 7

Strike 

The following report appears:

```
_DC0/SYSLIB.SCHOOL/
    1    LESSON..6              entered
    2    MANUALS.TXT.1          entered
    Copying log file
```

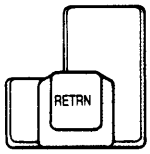
This report tells you what files in _DC0/SYSLIB.SCHOOL/are being copied to (or entered in) the backup file that BACKUP is creating on _CT0.

When BACKUP is finished, a copy of the report that appeared on your screen is also created on _CT0 and in /SYSLIB.SCHOOL.BACKUP/ so that you will have a permanent record of what was copied and where it was copied. This record is put in the file called DAILY.LOG.

Following the appearance of "Copying log file," the cursor reappears next to a right angle bracket at the bottom of the screen.

Step 8 | Type the following:

dir .backup/

Step 9 | Strike 

This kind of report appears:

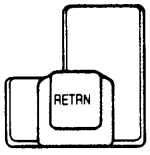
```
Directory listing of _DC0/SYSLIB.SCHOOL.BACKUP/
DAILY.LOG.1
```

Step 10 | Type the following:

type .backup/daily.log

TYPE is the CIP command that allows you to look at the contents of a text file.

The foregoing command-line character string will allow you to see what DAILY.LOG contains.

Step 11 | Strike 

This kind of information appears on the screen:

```
_DC0/SYSLIB.SCHOOL/
_CT0/ROOTDIR/12JAN0001.BAK  VOL # 1

    1    LESSON..6            entered.
    2    MANUALS.TXT.1        entered.

     Backup.log file is written on volume #1
```

The first line in BACKUP.LOG tells you the name of the directory containing LESSON..6 and MANUALS.TXT.1 (i.e., the directory where the originals are located).

The second line tells you the name of the file BACKUP created on the tape in _CT0 to contain the copies. Thus 12JAN0001.BAK is the backup file (BAK indicates that the file is a backup file) created on 12 January to contain copies of the two files. The 0001 tells you that this backup file is the first backup file created on 12 January.

The date on the second line of the display on your terminal screen will be today's date, not "12JAN". Therefore, the name of your backup file will be different than the examples in this tutorial.

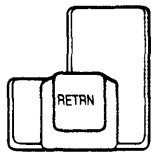
The VOL refers to the tape (i.e., the specified backup file is located on the first tape used in the backup). This is useful when a backup fills more than one tape, or volume.

Finally, the report tells you that a copy of BACKUP.LOG was created on _CT0.

Step 12 Type the following:

dmnt _ct0 :auto

This command-line character string tells the CIP to dismount _CT0 (:AUTO tells the CIP to do so as soon as you strike [RETRN]). Use DMNT when you no longer wish to use the tape drive.

Step 13 Strike 

This kind of report appears:

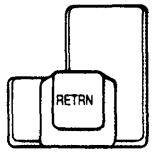
_CT0 Dismounted.

Step 14 Remove the tape from the drive (the operator's guide for your system tells you how to do so).

Step 15 Type the following:

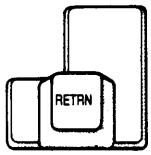
del lesson..6 :auto

This character string tells the CIP to delete LESSON..6 (:AUTO tells the CIP to do so as soon as you strike [RETRN]).

Step 16 Strike 

Step 17 Type the following:

```
dir
```

Step 18 Strike 

Note that LESSON..6 no longer appears in the directory listing.

The following steps show you how to retrieve a copy of LESSON..6.

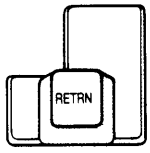
Step 19 Insert the tape (containing the backup file) in drive _CT0, and follow the instructions in the operator's guide to load the tape.

Step 20 Type the following:

```
mnt _ct0
```

Note that you do not use DINIT. Use DINIT only on brand new tapes (or tapes whose data you wish to erase).

Use MNT whenever you want to use a tape on which you have already used DINIT.

Step 21 Strike 

This kind of report appears:

```
_CT0 Mounted. Label is "copies".
```

Step 22

Type the following, substituting the correct date for the "12JAN" in the filename 12JAN0001.BAK:

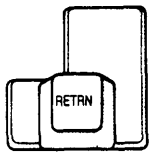
```
restore _ct0/rootdir/12jan0001.bak lesson..6 _dc0/syslib.school/
```

RESTORE is the mnemonic for the CIP command that you use to retrieve, or restore, a backup copy of a file.

The second element in the foregoing command-line character string (_CT0/ROOTDIR/12JAN0001.BAK) is the name of the backup file that contains the copy you want to restore.

LESSON..6 is the name of the copy you want to restore, and _DC0/SYSLIB.SCHOOL/ is the location to which you want LESSON..6 restored.

Step 23

Strike 

This kind of report appears:

```
_DC0/SYSLIB.SCHOOL/LESSON..6 restored as _DC0/SYSLIB.SCHOOL/LESSON
```

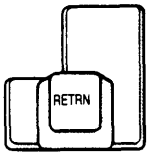
This tells you that LESSON..6 was restored to the location you specified.

Step 24

Type the following:

```
dir
```

Step 25

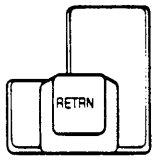
Strike 

Note that LESSON now has a version number of 1 instead of 6 (because there were no versions of LESSON already in the directory to which the copy was restored).

Step 26

Type the following:

```
dmnt _ct0 :auto
```

Step 27 | Strike 

Read the WMCS User's Reference Manual for a thorough description of the commands used in this tutorial.

The WMCS System Manager's Reference Manual tells you how to perform daily, weekly, and monthly backups of files.

You may go on to the next chapter in this manual.

Chapter 8

Epilogue

You have successfully performed many of the most frequently used functions and commands associated with your system and are now ready to go to work.

The WMCS User's Reference Manual contains detailed information on the commands available to help you fully utilize the capabilities of the WMCS.

The WMCS System Manager's Reference Manual tells you how to manage your system. The material in these publications is presented in a format that makes it easy for you to refer to the manuals when you have a question.

These publications are written to help you learn as you explore the many capabilities of your WICAT computer.

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Questions and Comments **Page No.**

Briefly describe examples, illustrations, or information that you think should be added to this manual.

_____ _____

_____ _____

_____ _____

What would you delete from the manual and why?

_____ _____

_____ _____

_____ _____

What areas need greater emphasis?

_____ _____

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List any terms or symbols used incorrectly.

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