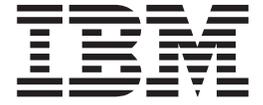


AIX 5L Version 5.1



Commands Reference, Volume 1

AIX 5L Version 5.1



Commands Reference, Volume 1

Third Edition (April 2001)

Before using the information in this book, read the general information in Notices.

This edition applies to AIX 5L Version 5.1 and to all subsequent releases of this product until otherwise indicated in new editions.

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Contents

About This Book	ix
Who Should Use This Book	ix
How to Use This Book	ix
ISO 9000	xiii
32-Bit and 64-Bit Support for the UNIX98 Specification	xiii
Related Information.	xiii
Trademarks	xiv
Alphabetical Listing of Commands.	1
ac Command	1
accept, reject Command	2
acctcms Command	2
acctcom Command	4
acctcon1 or acctcon2 Command	7
acctdisk or acctdusg Command.	9
acctmerg Command	11
acctprc1, acctprc2, or accton Command	13
acctwtmp Command	15
acledit Command	16
aciget Command.	17
aciput Command.	19
adb Command	21
addbib Command	23
addX11input Command	25
adecopyright command	25
adeinv command	27
adelppname command	31
adepackage command	35
adeprodid command	38
adfutil Command.	39
admin Command (SCCS)	40
aixterm Command	46
ali Command	72
alias Command	73
alog Command	75
alstat Command	77
alt_disk_install Command	79
anno Command	86
ap Command	88
apply Command	89
apropos Command	90
ar Command	91
arithmetic Command	97
arp Command.	98
as Command	101
asa or fpr Command	104
at Command.	106
ate Command	110
atmstat Command.	122
atq Command	124
atrm Command.	125
audit Command	126
auditbin Daemon	129

auditcat Command	131
auditconv Command	132
auditmerge Command	134
auditpr Command	135
auditselect Command	137
auditstream Command	141
autoconf6 Command	143
automount Daemon	144
automountd Daemon	146
autopush Command	146
awk Command	147
back Command	164
backup Command	164
banner Command	169
basename Command	170
batch Command	171
battery Command	173
bc Command	174
bdftopcf Command	186
bdiff Command	187
bellmail Command	188
bfcreate Command	191
bfs Command	194
bg Command	197
bicheck Command	198
biff Command	199
bindintcpu Command	200
bindprocessor Command	201
binld Daemon	202
biod Daemon	203
bj Command	205
bootinfo Command	206
bootlist Command	207
bootparamd Daemon	211
bootpd Daemon	212
bootptodhcp Command	213
bosboot Command	214
bosdebug Command	219
bs Command	220
bsh Command	229
bterm command	231
bugfiler Command	234
burst Command	236
cachefslog Command	239
cachefsstat Command	240
cachefswssize Command	241
cal Command	242
calendar Command	243
cancel Command	245
canonls Command	248
captainfo Command	249
capture Command	250
cat Command	251
catman Command	253
cb Command	255
ccss_pack Command	255

ccss_unpack Command	256
cd Command	257
cdc Command	259
cfgif Method	260
cfginet Method	261
cfgmgr Command	262
cfgqos Method	265
cfow Command	266
cfsadmin Command	268
chargefee Command	271
chauthent Command	271
chclass Command	272
chcod Command	275
chcondition Command	276
chcons Command	278
chdev Command	280
chdisp Command	282
chdoclang Command	283
chdsmitd Command	284
checkeq or checkmm Command	285
checknr Command	286
chfilt Command	287
chfn Command	288
chfont Command	290
chfs Command	291
chgif Method	294
chginet Method	296
chgroup Command	297
chgrp Command	300
chgrpmem Command	301
chhwkbd Command	302
chitab Command	304
chkbd Command	306
chkey Command	307
chlang Command	307
chlicense Command	310
chlv Command	311
chlvcopy Command	314
chmaster Command	316
chmod Command	317
chnamsv Command	321
chnfs Command	322
chnfsexp Command	323
chnfsmnt Command	325
chown Command	327
chpath Command	329
chprtsv Command	331
chps Command	334
chpv Command	335
chque Command	337
chquedev Command	338
chresponse Command	340
chrole Command	342
chroot Command	344
chsrc Command	345
chsec Command	348

chserver Command	350
chservices Command	352
chsh Command	353
chslave Command	355
chsys Command	356
chsubserver Command	359
chtc Command	361
chtun Command	362
chtz Command	365
chuser Command	365
chvfs Command	372
chvg Command	373
chvirprt Command	378
chvmode Command	379
chypdom Command	380
cifsClient send Command	381
ckpacct Command	382
ckprereq Command	383
cksum Command	385
clear Command	387
cmp Command	387
col Command	389
colcrt Command	390
colrm Command	391
comb Command (SCCS)	392
comm Command	393
command Command	395
comp Command	397
compress Command	400
comsat Daemon	401
conflict Command	402
cp Command	403
cpio Command	406
cplv Command	410
cpp Command	411
cpu_state Command	415
craps Command	417
crex Command	418
crfs Command	420
cron Daemon	423
cronadm Command	425
crontab Command	426
crvfs Command	430
cs Command	431
csplit Command	432
ct Command	434
ctags Command	437
ctsnap Command	438
cu Command	439
custom Command	444
cut Command	449
cw or checkcw Command	451
cxref Command	453
Appendix. Notices	455

Index 459

About This Book

This book is Volume 1 of the six-volume *AIX 5L Version 5.1 Commands Reference*, SBOF-1877, which contains reference information on operating system commands. It describes the tasks each command performs, how commands can be modified, how they handle input and output, who can run them, and provides a master index for all six volumes.

For a quick reference list of commands arranged in functional groups, see Volume 6.

Who Should Use This Book

This book is intended for users of operating system commands.

How to Use This Book

A command is a request to perform an operation or run a program. You use commands to tell the operating system what task you want it to perform. When commands are entered, they are deciphered by a command interpreter (also known as a shell) and that task is processed.

Some commands can be entered simply by typing one word. It is also possible to combine commands so that the output from one command becomes the input for another command. This is known as pipelining.

Flags further define the actions of commands. A flag is a modifier used with the command name on the command line, usually preceded by a dash.

Commands can also be grouped together and stored in a file. These are known as shell procedures or shell scripts. Instead of executing the commands individually, you execute the file that contains the commands.

Some commands can be constructed using Web-based System Manager applications or the System Management Interface Tool (SMIT).

Highlighting

The following highlighting conventions are used in this book:

Bold	Identifies commands, subroutines, keywords, files, structures, directories, and other items whose names are predefined by the system. Also identifies graphical objects such as buttons, labels, and icons that the user selects.
<i>Italics</i>	Identifies parameters whose actual names or values are to be supplied by the user.
Monospace	Identifies examples of specific data values, examples of text similar to what you might see displayed, examples of portions of program code similar to what you might write as a programmer, messages from the system, or information you should actually type.

Format

Each command may include any of the following sections:

Purpose	A description of the major function of each command.
Syntax	A syntax diagram showing command line options.
Description	A discussion of the command describing in detail its function and use.
Flags	A list of command line flags and associated variables with an explanation of how the flags modify the action of the command.
Parameters	A list of command line parameters and their descriptions.
Subcommands	A list of subcommands (for interactive commands) that explains their use.

Exit Status	A description of the exit values the command returns.
Security	Specifies any permissions needed to run the command.
Examples	Specific examples of how you can use the command.
Files	A list of files used by the command.
Related Information	A list of related commands in this book and related discussions in other books.

Listing of Installable Software Packages

To list the installable software package (fileset) of an individual command use the **lspp** command with the **-w** flag. For example, to list the fileset that owns the **installp** command, enter:

```
lspp -w /usr/sbin/installp
```

Output similar to the following displays:

File	Fileset	Type
-----	-----	-----
/usr/sbin/installp	bos.rte.install	File

To list the fileset that owns all file names that contain **installp**, enter:

```
lspp -w "*installp*"
```

Output similar to the following displays:

File	Fileset	Type
-----	-----	-----
/usr/sbin/installp	bos.rte.install	File
/usr/clvm/sbin/linstallpv	prpq.clvm	File
/usr/lpp/bos.sysmgmt/nim/methods/c_installp	bos.sysmgmt.nim.client	File

Syntax Diagrams

Operating system command syntax is represented by syntax diagrams and usage statements.

Syntax diagrams are designed to provide information about how to enter the command on the command line. A syntax diagram can tell you:

- Which flags can be entered on the command line
- Which flags must take a parameter
- Which flags have optional parameters
- Default values of flags and parameters, if any
- Which flags can and cannot be entered together
- Which flags and parameters are optional
- When you can repeat flag and parameter sequences.

Operating system commands use the following conventions in their syntax diagrams:

- Diagram items that must be entered literally on the command line are in **bold**. These items include the command name, flags, and literal characters.
- Diagram items representing variables that must be replaced by a name are in *italics*. These items include parameters that follow flags and parameters that the command reads, such as *Files* and *Directories*.
- Default values that do not have to be entered are in the normal font on a **bold** path.

The "Sample Syntax Diagram" illustrates the conventions used in syntax diagrams. Each part of the diagram is labeled. An explanation of the labels follows the diagram.

You interpret the example diagram as follows.

- 0 PATH LINE** The path line begins the syntax diagram.
- 1 COMMAND NAME** This item in the diagram is the name of the command you want to invoke. It is in bold, which indicates that it must be entered exactly as it appears in the diagram.
- In the example diagram, the path branches into two paths after the command name. You can follow either the lower path (discussed in item 2) or the upper path (discussed in item 3).
- 2 SINGLE CHOICE BOX** If you follow the lower path, you encounter a box with the words *one of* over it. You can choose only one item from this box.
- 3 DEFAULT LINE** If you follow the upper path, you bypass the single choice box, and enter nothing. The bold line around the box is a default line, which means that you do not have to enter anything from that part of the diagram. Exceptions are usually explained under "Description." One important exception, the blank default line around input and output files, is explained in item 10.
- 4 REPEAT ARROW** When you follow a path that takes you to a box with an arrow around it, you must choose at least one item from the box. Then you can either follow the arrow back around and continue to choose items from the box, or you can continue along the path. When following an arrow that goes around a box (rather than an arrow that includes several branches in the diagram), do not choose the same item more than once.
- 5 REQUIRED ITEM** Following the branch with the repeat arrow is a branch with three choices and no default line around them. This means that you must choose one of A, B, or C.
- 6 GO TO NEXT LINE** If a diagram is too long to fit on one line, this character tells you to go to the next line of the diagram to continue entering your command. Remember, the diagram does not end until you reach the vertical mark.
- 7 CONTINUE DIAGRAM** This character shows you where to continue with the diagram after it breaks on the previous line.
- 8 OPTIONAL PARAMETER** If a flag can (but does not have to) take a parameter, the path branches after the flag. If you cannot enter a space between the flag and parameter, you are told in a footnote.
- 9 DEFAULT VALUE** Often, a command has default values or actions that it will follow if you do not enter a specific item. These default values are indicated in normal font in the default line if they are equivalent to something you could enter on the command line (for example, a flag with a value). If the default is not something you can enter on the command line, it is not indicated in the diagram.
- Note:** Default values are included in the diagram for your information. It is not necessary to enter them on the command line.
- 10 INPUT OR OUTPUT** A command that can read either input files or standard input has an empty default line above the file parameter. If the command can write its output to either an output file or to standard output, it is also shown with an empty default line above the output file parameter.
- If a command can read only from standard input, an input file is not shown in the diagram, and standard input is assumed. If a command writes only to standard output, an output file is not shown in the diagram, and standard output is assumed.
- When you must supply a file name for input or output, the file parameter is included in the diagram without an empty default line above it.
- 11 FOOTNOTE** If a command has special requirements or restrictions, a footnote calls attention to these differences.
- 12 VERTICAL MARK** This ends the syntax diagram.

Running Commands in the Background

If you are going to run a command that takes a long time to process, you can specify that the command run in the background. Background processing is a useful way to run programs that process slowly. To run a command in the background, you use the `&` (ampersand) operator at the end of the command:

Command&

Once the process is running in the background, you can continue to work and enter other commands on your system.

At times, you might want to run a command at a specified time or on a specific date. Using the **cron** daemon, you can schedule commands to run automatically. Or, using the **at** and **batch** commands, you can run commands at a later time or when the system load level permits.

Entering Commands

You typically enter commands following the shell prompt on the command line. The shell prompt can vary. In the following examples, `$` is the prompt.

To display a list of the contents of your current directory, you would type **ls** and press the Enter key:

```
$ ls
```

When you enter a command and it is running, the operating system does not display the shell prompt. When the command completes its action, the system displays the prompt again. This indicates that you can enter another command.

The general format for entering commands is:

Command Flag(s) Parameter

The flag alters the way a command works. Many commands have several flags. For example, if you type the **-l** (long) flag following the **ls** command, the system provides additional information about the contents of the current directory. The following example shows how to use the **-l** flag with the **ls** command:

```
$ ls -l
```

A parameter consists of a string of characters that follows a command or a flag. It specifies data, such as the name of a file or directory, or values. In the following example, the directory named **/usr/bin** is a parameter:

```
$ ls -l /usr/bin
```

When entering commands, it is important to remember the following:

- Commands are usually entered in lowercase.
- Flags are usually prefixed with a - (minus sign).
- More than one command can be typed on the command line if the commands are separated by a ; (semicolon).
- Long sequences of commands can be continued on the next line by using the `\` (backslash). The backslash is placed at the end of the first line. The following example shows the placement of the backslash:

```
$ cat /usr/ust/mydir/mydata > \  
/usr/usts/yourdir/yourdata
```

When certain commands are entered, the shell prompt changes. Because some commands are actually programs (such as the **telnet** command), the prompt changes when you are operating within the command. Any command that you issue within a program is known as a subcommand. When you exit the program, the prompt returns to your shell prompt.

The operating system can operate with different shells (for example, Bourne, C, or Korn) and the commands that you enter are interpreted by the shell. Therefore, you must know what shell you are using so that you can enter the commands in the correct format.

Stopping Commands

If you enter a command and then decide to stop that command from running, you can halt the command from processing any further. To stop a command from processing, press the Interrupt key sequence (usually Ctrl-C or Alt-Pause). When the process is stopped, your shell prompt returns and you can then enter another command.

ISO 9000

ISO 9000 registered quality systems were used in the development and manufacturing of this product.

32-Bit and 64-Bit Support for the UNIX98 Specification

Beginning with Version 4.3, the operating system is designed to support The Open Group's UNIX98 Specification for portability of UNIX-based operating systems. Many new interfaces, and some current ones, have been added or enhanced to meet this specification, making Version 4.3 even more open and portable for applications.

At the same time, compatibility with previous releases of the operating system is preserved. This is accomplished by the creation of a new environment variable, which can be used to set the system environment on a per-system, per-user, or per-process basis.

To determine the proper way to develop a UNIX98-portable application, you may need to refer to The Open Group's UNIX98 Specification, which can be obtained on a CD-ROM by ordering *Go Solo 2: The Authorized Guide to Version 2 of the Single UNIX Specification*, ISBN: 0-13-575689-8, a book which includes The Open Group's UNIX98 Specification on a CD-ROM.

Related Information

The following books contain information about or related to commands:

- *AIX 5L Version 5.1 Files Reference*
- *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*
- *AIX 5L Version 5.1 System Management Guide: Communications and Networks*
- *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*
- *AIX 5L Version 5.1 System User's Guide: Communications and Networks*
- *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*
- *AIX 5L Version 5.1 Guide to Printers and Printing*
- *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*
- *AIX 5L Version 5.1 Technical Reference: Base Operating System and Extensions Volume 1*
- *AIX 5L Version 5.1 Technical Reference: Base Operating System and Extensions Volume 2*
- *AIX 5L Version 5.1 Technical Reference: Communications Volume 1*
- *AIX 5L Version 5.1 Technical Reference: Communications Volume 2*
- *AIX 5L Version 5.1 Technical Reference: Kernel and Subsystems Volume 1*
- *AIX 5L Version 5.1 Technical Reference: Kernel and Subsystems Volume 2*
- *AIX 5L for POWER-based Systems Keyboard Technical Reference*
- *Distributed SMIT 2.2 for AIX: Guide and Reference*

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Alphabetical Listing of Commands

ac Command

Purpose

Prints connect-time records.

Syntax

```
/usr/sbin/acct/ac [ -d ] [ -p ] [ -w File ] [ User ... ]
```

Description

The **ac** command prints the total connect time for all users or the connect time for specified users. Records are based on who logged in during the life of the current **wtmp** data file.

Connect-time records are created by the **init** and the **login** programs and are collected in the **/var/adm/wtmp** file, if that file exists. The root user or a member of the **adm** group should create the **/var/adm/wtmp** file with an initial record length of 0 (zero). Records should be processed periodically to keep the file from becoming too full. If the file has not been created, the following error message is returned:

```
No /var/adm/wtmp
```

If the file becomes too full, additional **wtmp** files are created. These files can be printed, if specified with the **-w** flag.

Flags

-d	Creates a printout for each day, from midnight to midnight.
-p	Prints connect-time totals by individual login. Without this flag, a total for the time period is printed.
-w File	Specifies a wtmp file other than the /var/adm/wtmp file.

Security

Access Control: This command should grant execute (x) access to all users.

Examples

1. To obtain a printout of the connect time for all users who logged in during the life of the current **wtmp** data file, enter:

```
/usr/sbin/acct/ac
```
2. To obtain a printout of the total connect time for users smith and jones, as recorded in the current **wtmp** data file, enter:

```
/usr/sbin/acct/ac smith jones
```
3. To obtain a printout of the connect-time subtotals for users smith and jones, as recorded in the current **wtmp** data file, enter:

```
/usr/sbin/acct/ac -p smith jones
```

Files

/usr/sbin/acct/ac	Contains the ac command.
/var/adm/wtmp	Contains the active data file for the collection of connect-time records.

Related Information

The **init** and **login** commands.

For more information about the Accounting System, the preparation of daily and monthly reports, and the accounting files, see Accounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Setting Up an Accounting System in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* explains the steps you must take to establish an accounting system.

accept, reject Command

Purpose

Accepts/rejects print requests.

Syntax

accept *Destinations*

reject [**-r** *Reason*] *Destination*

Description

The **accept** command allows the queuing of print requests for the named *Destinations*. A *Destination* can be either a printer or a class of printers. To find out the status of a destination, run **lpstat -a** command.

The **reject** command prevents queuing of print requests for the named *destinations*. A *destination* can be either a printer or a class of printers. To find out the status of a destination, run **lpstat -a** command.

Flags

-r *Reason* Assigns a *Reason* for rejection of requests. The *Reason* applies to all of the specified *Destinations*. The **lpstat -a** command reports the reason. If it contains blanks, *Reason* must be enclosed in quotes. The default reason is unknown reason for existing destinations, and new destination for destinations just added to the system but not yet accepting requests.

Files

*/var/spool/lp/**

Related Information

The **enable** command, **lpadmin** command, and **lpsched** command.

acctcms Command

Purpose

Produces command-usage summaries from accounting records.

Syntax

/usr/sbin/acct/acctcms [**-t** | **-a** [**-o**] [**-p**]] [**-c**] [**-j**] [**-n**] [**-s**] [*File ...*]

Description

The **acctcms** command reads each file specified by the *File* parameter, adds and sorts all records for identically named processes, and writes the records to standard output. By default, the output file is in binary format. Input files are usually in the **acct** file format.

When you use the **-o** and **-p** flags together, the **acctcms** command produces a report that combines prime and nonprime time. Prime and nonprime times are defined by entries in the **/etc/acct/holidays** file. Prime times are assumed to be the period when the system is most active, such as weekdays. Saturdays and Sundays are always nonprime time for the accounting systems, as are any holidays that you specify in the **/etc/acct/holidays** file. All the output summaries are of total usage, except for number of times run, CPU minutes, and real minutes, which are split into prime and nonprime minutes.

Flags

-a Displays output in ASCII summary format rather than binary summary format. Each output line contains the command name, the number of times the command was run, total kcore time (memory measurement in kilobyte segments), total CPU time, total real time, mean memory size (in K-bytes), mean CPU time per invocation of the command, and the CPU usage factor. The listed times are all in minutes. The **acctcms** command normally sorts its output by total kcore minutes. The unit kcore minutes is a measure of the amount of memory used (in kilobytes) multiplied by the amount of time it was in use. This flag cannot be used with the **-t** flag.

Use the following options only with the **-a** option:

-o Displays a command summary of non-prime time commands.

-p Displays a command summary of prime time commands.

When you use the **-o** and **-p** flags together, the **acctcms** command produces a report that combines prime and non-prime time. Prime and non-prime times are defined by entries in the **/etc/acct/holidays** file. Prime times are assumed to be the period when the system is most active, such as weekdays. Saturdays and Sundays are always non-prime time for the accounting systems, as are any holidays that you specify in the **/etc/acct/holidays** file. All the output summaries are of total usage, except for number of times run, CPU minutes, and real minutes, which are split into prime and non-prime minutes.

The default items have the following headings in the output:

TOTAL COMMAND SUMMARY

COMMAND NAME	NUMBER CMDS	TOTAL KCOREMIN	TOTAL CPU-MIN	TOTAL REAL-MIN
-----------------	----------------	-------------------	------------------	-------------------

MEAN SIZE-K	MEAN CPU-MIN	HOG FACTOR	CHARS TRNSFD	BLOCKS READ
----------------	-----------------	---------------	-----------------	----------------

-c Sorts by total CPU time rather than total kcore minutes. When this flag is used with the **-n** flag, only the **-n** flag takes effect.

-j Combines all commands called only once under the heading *other*.

-n Sorts by the number of times the commands were called. When this flag is used with the **-c** flag, only the **-n** flag takes effect.

-o Displays a command summary of nonprime time commands. You can use this flag only when the **-a** flag is used.

-p Displays a command summary of prime time commands. You can use this flag only when the **-a** flag is used.

-s Assumes that any named files that follow this flag are already in binary format.

-t Processes all records as total accounting records. The default binary format splits each field into prime and nonprime time sections. This option combines the prime and non-prime time parts into a single field that is the total of both, and provides upward compatibility with old style acctcms binary summary format records. This flag cannot be used with the **-a** flag.

Security

Access Control: This command should grant execute (x) access only to members of the **adm** group.

Examples

To collect daily command accounting records in a `today` file and maintain a running total in a `total` file, add the following to a shell script:

```
acctcms File . . . > today
cp total previoustotal
acctcms -s today previoustotal > total
acctcms -a -s total
```

The *File* parameters that you specify are redirected to a file called `today`, added to the previous total (in a file renamed `previoustotal`) to produce a new total (called `total`). All files are binary files. In the last line, the **-a** flag displays the `total` file in ASCII format so you can view the report.

Files

/etc/acct/holidays

Specifies prime and nonprime time for accounting records.

/usr/sbin/acct/acctcms

Contains the **acctcms** command.

Related Information

The **lastcomm** command, **runacct** command.

The **acct** file format, **utmp**, **wtmp**, **failedlogin** file format.

The **acct** subroutine.

For more information about the Accounting System, the preparation of daily and monthly reports, and the accounting files, see the Accounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Setting Up an Accounting System in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* describes the steps you must take to establish an accounting system.

Accounting Commands in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Performance Monitoring and Tuning Commands and Subroutines in *AIX 5L Version 5.1 Performance Management Guide*.

acctcom Command

Purpose

Displays selected process accounting record summaries.

Syntax

```
/usr/sbin/acct/acctcom [ [ -q | -o File ] | [ -a ] [ -b ] [ -c Classname ] [ -f ] [ -h ] [ -i ] [ -k ] [ -m ] [ -r ] [ -t ] [ -v ] [ -w ] ] [ -C Seconds ] [ -g Group ] [ -H Factor ] [ -I Number ] [ -l Line ] [ -n Pattern ] [ -O Seconds ] [ -u User ] [ -e Time ] [ -E Time ] [ -s Time ] [ -S Time ] [ File ... ]
```

Description

The **acctcom** command reads process accounting records from files specified by the *File* parameter from standard input or from the **/var/adm/pacct** file. Then the **acctcom** command writes the records you request to standard output. This command is stored in the **/usr/sbin/acct** directory, for access by all users.

If you do not specify a *File* parameter and if standard input is assigned to a workstation or to the **/dev/null** file, as when a process runs in the background, the **acctcom** command reads the **/var/adm/pacct** file.

If you specify a *File* parameter, the **acctcom** command reads each file chronologically by process completion time. Usually, the **/var/adm/pacct** file is the current file that you want the **acctcom** command to examine. Because the **ckpacct** procedure keeps this file from growing too large, a busy system may have several **pacct** files. All but the current file have the path name **/var/adm/pacct?**, where ? (question mark) represents an integer.

Each record represents one completed process. The default display consists of the command name, user name, tty name, start time, end time, real seconds, CPU seconds, and mean memory size (in kilobytes). These default items have the following headings in the output:

COMMAND			START	END	REAL	CPU	MEAN
NAME	USER	TTYNAME	TIME	TIME	(SECS)	(SECS)	SIZE(K)

If a process was run by the root user, the process name is prefixed with a # (pound sign). If a process is not assigned to a known workstation (for example, when the **cron** daemon runs the process), a ? (question mark) appears in the TTYNAME field.

Notes:

1. The **acctcom** command only reports on processes that have finished. Use the **ps** command to examine active processes.
2. If a specified time is later than the current time, it is interpreted as occurring on the previous day.

Security

Access Control: This command should grant execute (x) access to all users.

Flags

- a Shows some average statistics about the processes selected. The statistics are displayed after the output records.
- b Reads backwards, showing the most recent commands first. This flag has no effect when the **acctcom** command reads standard input.
- c *Classname* Selects processes belonging to the specified class.
Note: Accounting data cannot be retrieved for a deleted class.
- C *Seconds* Shows only processes whose total CPU time (system time + user time) exceeds the value specified by the *Seconds* variable.
- e *Time* Selects processes existing at or before the specified time. You can use the current locale to specify the order of hours, minutes, and seconds. The default order is *hh:mm:ss*.
- E *Time* Selects processes ending at or before the specified time. You can use the current locale to specify the order of hours, minutes, and seconds. The default order is *hh:mm:ss*. If you specify the same time for both the **-E** and **-S** flags, the **acctcom** command displays the processes that existed at the specified time.
- f Displays two columns related to the *ac_flag* field of the **acct.h** file: the first indicates use of the **fork** command to create a process, the second indicates the system exit value. Refer to the **acct** structure described in the **acct** file format in *AIX 5L Version 5.1 Files Reference*.
- g *Group* Selects processes belonging to the specified group. You can specify either the group ID or the group name.

-h	Instead of mean memory size, shows the fraction of total available CPU time consumed by the process (hog factor). This factor is computed as: (total CPU time) / (elapsed time)
-H Factor	Shows only the processes that exceed the value of the <i>Factor</i> parameter. This factor, called the hog factor, is computed as: (total CPU time) / (elapsed time)
-i	Displays columns showing the number of characters transferred in read or write operations (the I/O counts).
-k	Instead of memory size, shows total kcore minutes (memory measurement in kilobyte segments used per minute of run time).
-l Line	(lowercase L) Shows only processes belonging to workstation <i>/dev/Line</i> .
-l Number	(uppercase i) Shows only processes transferring more than the specified number of characters.
-m	Shows mean main-memory size. This is the default. The -h flag or -k flag turn off the -m flag.
-n Pattern	Shows only commands matching the value of the <i>Pattern</i> variable, where <i>Pattern</i> is a regular expression. Regular expressions are described in the ed command. In addition to the usual characters, the acctcom command allows you to use a + (plus sign) as a special symbol for the preceding character.
-o File	Copies selected process records to the specified file, keeping the input data format. This flag suppresses writing to standard output. This flag cannot be used with the -q flag.
-O Seconds	Shows only processes with CPU system time exceeding the specified number of seconds.
-q	Displays statistics but not output records. The statistics are the same as those displayed using the -a flag. The -q flag cannot be used with the -o flag.
-r	Shows CPU factor. This factor is computed as: (user-time) / (system-time + user-time)
-s Time	Shows only those processes that existed on or after the specified time. You can use the current locale to specify the order of hours, minutes, and seconds. The default order is <i>hh:mm:ss</i> .
-S Time	Shows only those processes starting at or after the specified time. You can use the current locale to specify the order of hours, minutes, and seconds. The default order is <i>hh:mm:ss</i> .
-t	Shows separate system and user CPU times.
-u User	Shows only processes belonging to the specified user. Enter one of the following for the <i>User</i> variable: a user ID, a login name to be converted to a user ID, a # (pound sign) to select processes run by the root user, or a ? (question mark) to select processes associated with unknown user IDs.
-v	Eliminates column headings from the output.
-w	Displays the classnames to which the processes belong.

Examples

1. To display information about processes that exceed 2 seconds of CPU time, enter:

```
/usr/sbin/acct/acctcom -0 2 < /var/adm/pacct
```

The process information is read from the **/var/adm/pacct** file.

2. To display information about processes belonging to the finance group, enter:

```
/usr/sbin/acct/acctcom -g Finance < /var/adm/pacct
```

The process information is read from the **/var/adm/pacct** file.

3. To display information about processes that belong to the **/dev/console** workstation and that run after 5 p.m., enter:

```
/usr/sbin/acct/acctcom -l /dev/console -s 17:00
```

The process information is read from the **/var/adm/pacct** file by default.

Files

/usr/sbin/acct/acctcom Contains the **acctcom** command.

<code>/var/adm/pacct</code>	Contains the current process accounting file.
<code>/etc/group</code>	Contains the basic group attributes of groups.
<code>/etc/passwd</code>	Contains the basic attributes of users.

Related Information

The **ed** command, **ps** command, **runacct** command, **su** command.

The **cron** daemon.

The **acct** subroutine.

The **acct** file format, **utmp**, **wtmp**, **failedlogin** file format.

Accounting Commands in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

For more information about the accounting system, the preparation of daily and monthly reports, and the accounting files, see the Accounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Setting Up an Accounting System in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* describes the steps you must take to establish an accounting system.

Performance Monitoring and Tuning Commands and Subroutines in *AIX 5L Version 5.1 Performance Management Guide*

The environment File describes environment variables and their functions.

acctcon1 or acctcon2 Command

Purpose

Performs connect-time accounting.

Syntax

```
acctcon1 [ -l File ] [ -o File ] [ -p ] [ -t ]
```

```
acctcon2
```

Description

acctcon1

The **acctcon1** command is called by the **runacct** command to convert a sequence of login and logoff records (read from standard input) to a sequence of login session records (written to standard output). Input is normally redirected from the `/var/adm/wtmp` file. The input file can be a file other than `/var/adm/wtmp`, as long as it is in the correct format.

The **acctcon1** command displays the following in ASCII format:

- Login device
- User ID
- Login name
- Prime connect time (seconds)

- Nonprime connect time (seconds)
- Session starting time (numeric)
- Starting date and time (in date/time format)

The **acctcon1** command also maintains a list of ports on which users are logged in. When the **acctcon1** command reaches the end of its input, the command writes a session record for each port that still appears to be active. Unless the **-t** flag is used, the **acctcon1** command assumes that input is a current file and uses the current time as the ending time for each session still in progress.

The summary file generated with the **-l** flag helps an administrator track line usage and identify bad lines. All hang-ups, terminations of the **login** command, and terminations of the login shell cause the system to write logoff records. Consequently, the number of logoffs is often much higher than the number of sessions.

acctcon2

The **acctcon2** command, also called by the **runacct** command, converts a sequence of login session records produced by the **acctcon1** command into connect-time total accounting records. These records are merged with other total accounting records by the **acctmerg** command to produce a daily report.

Flags

Note: The following flags are used with the **acctcon1** command.

- l** *File* (lowercase L) Writes a line-usage summary file showing the line name, the number of minutes used, the percentage of total elapsed time, the number of sessions charged, the number of logins, and the number of logoffs. If you do not specify a file name, the system creates the information in the **/var/adm/acct/nite/lineuse** file.
- o** *File* Writes to the specified file an overall record for the accounting period, giving starting time, ending time, number of restarts, and number of date changes. If you do not specify a file name, the system creates the **/var/adm/acct/nite/reboots** file.
- p** Displays only input. Line name, login name, and time are shown in both numeric and date/time formats. Without the **-p** flag specified, the **acctcon1** command would display input, converting input to session records, and write reports.
- t** Uses the last time found in the input as the ending time for any current processes. This, rather than current time, is necessary in order to have reasonable and repeatable values for files that are not current.

Security

Access Control: These commands should grant execute (x) access only to members of the **adm** group.

Examples

1. To convert a sequence of login records (in the **/var/adm/wtmp** file) to a sequence of login session records (stored in the **/var/adm/logsess** file), include the following in a shell script:

```
acctcon1 -t -l/var/adm/acct/nite/lineuse \  
-o/var/adm/acct/nite/reboots \  
</var/adm/wtmp > /var/adm/logsess
```

The login session reports show an ending time that corresponds with the last time input was provided. Two reports are generated: a line-usage summary file named **/var/adm/acct/nite/lineuse**, an overall record for the accounting period, reported in the **/var/adm/acct/nite/reboots** file.

2. To convert a series of login session records (in the **/var/adm/acct/nite/ctmp** file) to a total accounting record (stored in the **/var/adm/logacct** file), include the following in a shell script:

```
acctcon2 < /var/adm/acct/nite/ctmp \  
> /var/adm/logacct
```

Files

<code>/usr/sbin/acct/acctcon1</code>	Contains the acctcon1 command.
<code>/usr/sbin/acct/acctcon2</code>	Contains the acctcon2 command.
<code>/var/adm/wtmp</code>	Contains connect-time accounting data, including login, logout, and shutdown records.

Related Information

The **acctmerg** command, **fwtmp**, **acctwtmp**, or **wtmpfix** command, **init** command, **login** command, **runacct** command.

The **acct** file format, **utmp**, **wtmp**, **failedlogin** file format.

The **acct** subroutine.

For more information about the Accounting System, the preparation of daily and monthly reports, and the accounting files, see the Accounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Setting Up an Accounting System in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* describes the steps you must take to establish an accounting system.

acctdisk or acctdusg Command

Purpose

Performs disk-usage accounting.

Syntax

`/usr/sbin/acct/acctdisk`

`/usr/sbin/acct/acctdusg [-u File] [-p File]`

Description

The **acctdisk** and **acctdusg** commands are called by the **dodisk** command to perform disk-usage accounting. Usually, this procedure is initiated when the **cron** daemon runs the **dodisk** command.

Normally, the output of the **diskusg** command becomes the input of the **acctdisk** command. If a more thorough but slower version of disk accounting is needed, use the **dodisk -o** command to call the **acctdusg** command instead of the **diskusg** command.

Accounting is only done for files on the local file system for local users. System administrators who want to count remote users (such as YP clients or diskless clients) should use the **acctdusg -p** command.

acctdisk

The **acctdisk** command reads the output lines of the **diskusg** or **acctdusg** commands from standard input, converts each individual record into a total accounting record, and writes the records to standard output. These records are merged with other accounting records by the **acctmerg** command to produce the daily accounting report.

acctdusg

The **acctdusg** command is called by using the **dodisk -o** command, when a slow and thorough version of disk accounting is needed. Otherwise, the **dodisk** command calls the **diskusg** command.

The **acctdusg** command reads a list of files from standard input (usually piped from a **find / -print** command), computes the number of disk blocks (including indirect blocks) allocated to each file owner, and writes an individual record for each user to standard output. By default, the command searches for login names and numbers in the **/etc/passwd** file. You can search other files by specifying the **-p File** flag and variable. Each output record has the following form:

```
uid login #blocks
```

The **#blocks** value is the number of 1KB blocks utilized by the user.

Flags

- p File** Searches the specified file for login names and numbers, instead of searching the **/etc/passwd** file.
- u File** Places, in the specified file, records of the file names that are exempt from charges.

Security

Access Control: These commands should grant execute (x) access only to members of the **adm** group.

Examples

1. To start normal disk accounting procedures, add a line similar the following to a **crontab** file so that the **cron** daemon runs disk accounting commands automatically:

```
0 2 * * 4 /usr/sbin/acct/dodisk
```

In this example, the **dodisk** procedure runs at 2 a.m. (0 2) every Thursday (4) and the **dodisk** procedure calls the **diskusg** and **acctdisk** commands to write disk usage records to the **/usr/adm/acct/nite/dacct** file.

2. To start a thorough disk accounting procedure, add a line similar the following to a **crontab** file so that the **cron** daemon runs disk accounting commands automatically:

```
0 2 * * 4 /usr/sbin/acct/dodisk -o
```

In this example, the **dodisk** procedure runs at 2 a.m. (0 2) every Thursday (4) and the **dodisk** procedure calls the **acctdusg** and **acctdisk** commands to write disk usage records to the **/var/adm/acct/nite/dacct** file.

Files

/usr/sbin/acct/acctdisk	Contains the acctdisk command.
/usr/sbin/acct/acctdusg	Contains the acctdusg command.
/etc/passwd	Contains the basic attributes of user.
/usr/sbin/acct	Directory holding all accounting commands.

Related Information

The **acctmerg** command, **diskusg** command, **dodisk** command, **runacct** command.

The **cron** daemon.

The **acct** file format, **utmp**, **wtmp**, **failedlogin** file format.

The **acct** subroutine.

Accounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* provides more information about the accounting system, the preparation of daily and monthly reports, and the accounting files.

Setting Up an Accounting System in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* describes the steps you must take to establish an accounting system.

acctmerg Command

Purpose

Merges total accounting files into an intermediary file or a daily report.

Syntax

```
/usr/sbin/acct/acctmerg [ -a [ Specification ] ][ -h [ Specification ] ][ -i [ Specification ] ][  
-p [ Specification ] ][ -q Filename ] [ -v [ Specification ] ][ -t ] [ -u ] [ File ... ]
```

Description

The **acctmerg** command merges process, connect-time, fee, disk-usage, and queuing (printer) total accounting records (in **tacct** binary or **tacct** ASCII format) and then writes the results to standard output. (See the **tacct** structure in the **acct** File Format for a description of the total accounting format). The **acctmerg** command reads the total accounting records from standard input and from the additional files (up to nine) specified by the *File* parameter. The **acctmerg** command then merges the records by identical keys, usually a user ID and name. To facilitate storage, the **acctmerg** command writes the output in binary format unless you use either the **-a**, **-v**, or **-p** flag.

The **acctmerg** command is called by the **runacct** command to produce either an intermediate report when one of the input files is full, or to merge the intermediate reports into a cumulative total. The intermediate report is stored in the **/var/adm/acct/nite/daytacct** file. The cumulative report is stored in the **/var/adm/acct/sum/tacct** file. The cumulative total is the source from which the **monacct** command produces the ASCII-format monthly summary report. The monthly summary report is stored in the **/var/adm/acct/fiscal** file.

The *Specification* variable allows you to select input or output fields, as illustrated in Example 1. A field specification is a comma-separated list of field numbers, in the order specified in the **tacct** structure in the **acct** File Format. Field ranges may be used, with array sizes taken into account, except for the *ta_name* characters. In the following example:

```
-h2-3,11,15-13,2
```

The **-h** flag causes column headings to display for the following types of data, in this order:

- login name (2)
- prime CPU (3)
- connect time (11)
- fee (15)
- queuing system (14, as implied in the range)
- disk usage data (13)
- the login name again (2)

The default displays all fields, otherwise specified as 1-18 or 1-, and produces wide output lines containing all the available accounting data.

Queueing system, disk usage, or fee data can be converted into **tacct** records by using the **acctmerg -i Specification** command.

The **tacct** fields are:

No. Header	Description
1 UID	User ID number.
2 LOGIN NAME	Login name of user.
3 CPU PRIME	Cumulative CPU minutes during prime hours.
4 CPU NPRIME	Cumulative during non-prime hours.
5 KCORE PRIME	Cumulative minutes spent in the kernel during prime hours.
6 KCORE NPRIME	Cumulative during non-prime hours.
7 BLKIO PRIME	Cumulative blocks transferred during prime hours.
8 BLKIO NPRIME	Cumulative during non-prime hours.
9 RW/WR PRIME	Cumulative blocks read/written during prime hours.
10 RW/WR NPRIME	Cumulative during non-prime hours.
11 CONNECT PRIME	Cumulative connect time (minutes) during prime hours.
12 CONNECT NPRIME	Cumulative during non-prime hours.
13 DISK BLOCKS	Cumulative disk usage.
14 PRINT	Queueing system charges. (pages)
15 FEES	Fee for special services.
16 # OF PROCS	Count of processes.
17 # OF SESS	Count of login sessions.
18 # OF SAMPLES	Count of count of disk samples.

Flags

-a [<i>Specification</i>]	Produces output in the form of ASCII records.
-h [<i>Specification</i>]	Displays column headings. This flag implies the -a flag, but is effective with -p or -v .
-i [<i>Specification</i>]	Expects input files composed of ASCII records, which are converted to binary records.
-p [<i>Specification</i>]	Displays input without processing. The output is in ASCII format.
-q <i>Filename</i>	Reads the specified qacct file (accrec.h file format) and produces output records sorted by user ID and user name. These records contain the user ID, user name, and number of pages printed.
-t	Produces a single record that contains the totals of all input.
-u	Summarizes by user ID rather than by user name.
-v [<i>Specification</i>]	Produces output in ASCII format, with more precise notation for floating-point numbers.

Security

Access Control: This command should grant execute (x) access only to members of the **adm** group.

Examples

1. To merge disk accounting file **dacct** with field specification **-i1-2,13,18** into an existing total accounting file, **tacct**, enter:

```
acctmerg -i1-2,13,18 <dacct | acctmerg tacct >output
```

The **acctmerg** command reads the field specifications for the user ID, login name, number of blocks, and number of disk samples (**i1-2,13,18**) from the **dacct** file, merges this information with a **tacct** record, and writes the result to standard output.

2. To make repairs to the **tacct** format file **jan2.rpt**, first enter:

```
acctmerg -v <Jan.2.rpt >jan2.tmp
```

Now edit the file `jan2.tmp` as desired. This command redirects the content of `Jan2.rpt` to `Jan2.tmp`, with the output in ASCII format.

3. To redirect `Jan2.tmp` to `Jan2.rpt`, with the output in binary record format, enter the following command:

```
acctmerg -i <jan2.tmp >jan2.rpt
```

Files

<code>/usr/sbin/acct/acctmerg</code>	Contains the acctmerg command.
<code>/usr/include/sys/acct.h</code>	Contains the acct and tacct file formats.
<code>/var/adm/acct/nite/daytacct</code>	Contains an intermediate daily total accounting report in binary format.
<code>/var/adm/acct/sum/tacct</code>	Contains the cumulative total accounting report for the month in binary format.
<code>/var/adm/acct/fiscal</code>	Contains the monthly accounting summary report, produced from the records in the <code>/var/adm/acct/sum/tacct</code> file.

Related Information

The **acctcms** command, **acctcom** command, **acctcon1** or **acctcon2** command, **acctdisk** command, **acctprc1**, **acctprc2**, or **accton** command, **fwtmp** command, **runacct** command.

The **acct** file format, **utmp**, **wtmp**, **failedlogin** file format.

The **acct** subroutine.

Accounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Queuing System Overview for System Management in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Setting Up an Accounting System in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* describes the steps you must take to establish an accounting system.

acctprc1, acctprc2, or accton Command

Purpose

Performs process-accounting procedures.

Syntax

```
/usr/sbin/acct/acctprc1 [ InFile ]
```

```
/usr/sbin/acct/acctprc2
```

```
/usr/sbin/acct/accton [ OutFile ]
```

Description

The three **acctprc** commands, **acctprc1**, **acctprc2**, and **accton**, are called by the **runacct** command to perform process-accounting shell procedures.

The **acctprc1** command reads records from standard input that are in the **acct** format, adds the login names that correspond to user IDs, and then writes an ASCII record to standard output. This record contains the user ID, login name, prime CPU time, nonprime CPU time, the total number of characters transferred (in 1024-byte units), the total number of blocks read and written, and mean memory size (in 64-byte units) for each process.

If specified, the *InFile* parameter contains a list of login sessions in **utmp** format, sorted by user ID and login name. If the *File* parameter is not specified, **acctprc1** gets login names from the **/etc/passwd** password file. The information in the *InFile* parameter helps distinguish among different login names that share the same user ID.

The **acctprc2** command reads (from standard input) the records written by the **acctprc1** command, summarizes them by user ID and name, and writes the sorted summaries to standard output as total accounting records.

When the **accton** command is used without parameters, process accounting is turned off. If you specify the *OutFile* parameter (an existing file), process accounting is turned on, and the kernel adds records to that file. You must specify the *OutFile* parameter for process accounting to start. The *OutFile* parameter is not created by the **accton** command. The file specified by the *OutFile* parameter must already exist with the proper group, owner, and permissions. Many shell scripts expect the **/var/adm/pacct** file.

Security

Access Control: These commands should grant execute (x) access only to members of the **adm** group.

Examples

1. To add a user name to each process-accounting record in a binary file and convert the records to an ASCII file named *out.file*, enter the following commands or use the lines in a shell script:

```
/usr/sbin/acct/acctprc1 < /var/adm/pacct >out.file
```

2. To produce a total accounting record of the ASCII output file in example 1, enter the following commands or use the lines in a shell script:

```
/usr/sbin/acct/acctprc2 < out.file > \  
/var/adm/acct/nite/daytacct
```

The resulting file is a binary total accounting file in **tacct** format, containing individual records sorted by user ID. The file **/var/adm/acct/nite/daytacct** is merged with other total accounting records by the **acctmerg** command to produce the daily summary record in the **/var/adm/acct/sum/tacct** file.

3. To turn off process accounting, enter:

```
/usr/sbin/acct/accton
```

Files

/usr/sbin/acct/acctprc1	Contains the acctprc1 command.
/usr/sbin/acct/acctprc2	Contains the acctprc2 command.
/usr/sbin/acct/accton	Contains the accton command.
/etc/accton	Symbolic link to the actual accton command directory.
/etc/passwd	Contains the basic user attributes, including the user IDs used by the acctprc1 command.

Related Information

The **acctmerg** command, **runacct** command.

The **acct** file format, **utmp** file format.

For more information about the accounting system, the preparation of daily and monthly reports, and the accounting files, see the Accounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Setting Up an Accounting System in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* describes the steps you must take to establish an accounting system.

Accounting Commands in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Performance Monitoring and Tuning Commands and Subroutines in *AIX 5L Version 5.1 Performance Management Guide*

acctwtmp Command

Purpose

Manipulates connect-time accounting records by writing a **utmp** record to standard output.

Syntax

```
/usr/sbin/acct/acctwtmp "Reason"
```

Description

The **acctwtmp** command is called by the **runacct** command to write a **utmp** record to standard output. The standard output includes the current date and time, plus a *Reason* string of 11 characters or less that you must enter.

Flags

None.

Parameters

Reason String of 11 characters or less.

Security

Access Control: These commands should grant execute (x) access only to members of the **adm** group.

Files

<code>/usr/sbin/acct/acctwtmp</code>	Contains the acctwtmp command.
<code>/var/adm/wtmp</code>	Contains records of date changes that include an old date and a new date.
<code>/usr/include/utmp.h</code>	Contains history records that include a reason, date, and time.

Related Information

The **acctcon1** or **acctcon2** command, **acctmrg** command, **fwtmp** command, **runacct** command, **wtmpfix** command.

Setting Up an Accounting System in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

acledit Command

Purpose

Edits the access control information of a file.

Syntax

acledit *File*

Description

The **acledit** command lets you change the access control information of the file specified by the *File* parameter. The command displays the current access control information and lets the file owner change it with the editor specified by the **EDITOR** environment variable. Before making any changes permanent, the command asks if you want to proceed.

Note: The **EDITOR** environment variable must be specified with a complete path name; otherwise, the **acledit** command will fail. The entire ACL for a file cannot exceed one memory page (4096 bytes).

The access control information that displays includes a list of attributes, base permissions, and extended permissions.

The following is an example of the access control information of a file:

```
attributes: SUID
base permissions:
  owner  (frank): r w -
  group (system): r - x
  others : - - -
extended permissions:
  enabled
  permit  r w -   u:dhs
  deny    r - -   u:chas,   g:system
  specify r - -   u:john,   g:gateway, g:mail
  permit  r w -   g:account, g:finance
```

Base permissions are assigned to the file owner, group and other users and are the traditional read (r), write (w), and execute (x). Extended permissions give the owner of a file the ability to define access to that file more precisely. Three attributes can be added: **setuid (SUID)**, **setgid (SGID)** and **savetext (SVTX)**. For a complete discussion refer to the Access Control Lists.

Note: If the **acledit** command is operating in a trusted path, the editor must have the **trusted process** attribute set.

Security

Access Control: This command should be a standard user command and have the **trusted computing base** attribute.

Files Accessed:

Mode	File
x	/usr/bin/aclget
x	/usr/bin/aclput

Auditing Events: If the auditing subsystem has been properly configured and is enabled, the **acledit** command will generate the following audit record (event) every time the command is executed:

Event	Information
FILE_Acl	Lists access controls.

See "Setting up Auditing" in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* for more details about how to properly select and group audit events, and how to configure audit event data collection.

Examples

To edit the access control information of the `plans` file, enter:

```
acledit plans
```

Files

`/usr/bin/acledit` Contains the **acledit** command.

Related Information

The **aclget** command, **aclput** command, **auditpr** command, **chmod** command.

Access Control Lists in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

The Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains more about audits and audit events.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to Security Introduction in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

aclget Command

Purpose

Displays the access control information of a file.

Syntax

```
aclget [ -o OutFile ] File
```

Description

The **aclget** command writes the access control information of the file specified by the *File* parameter to standard output or to the file specified by the *OutFile* parameter.

The information that you view includes attributes, base permissions, and extended permissions. To see an example of access control information, refer to Access Control List.

Flags

-o *OutFile* Specifies that the access control information be written to the file specified by the *OutFile* parameter.

Security

Access Control: This command should be a standard user program and have the **trusted computing base** attribute.

Access Control Lists

In an access control list, attributes, base and extended permissions are in the following format:

```
Attributes: ( SUID | SGID | SVTX )
Base Permissions:
Owner (name): Mode
Group (group): Mode
Others: Mode
Extended Permissions: ( Enabled | Disabled )
Permit Mode u:Username,g:groupname
Deny Mode u:Username,g:groupname
Specify Mode u:Username,g:groupname
```

The access modes are: read (r), write (w), and execute/search (x), with the Mode parameter expressed as rwx (with a dash replacing each unspecified permission)

For example, the following ACL indicates that the file belongs to user *user1* and the group *staff*. In addition, the user *user2* has read access for the file:

```
Attributes:
Base Permissions:
Owner (user1): rw-
Group (group): r--
Others: ---
Extended Permissions: Enabled
Permit r-- u:user2
```

The following ACL indicates that the file belongs to same user the group, but in this example, every other user has read access except for *user2*:

```
Attributes:
Base Permissions:
Owner (user1): rw-
Group (group): r--
Others: r--
Extended Permissions: Enabled
Deny r-- u:user2
```

Examples

1. To display the access control information for the status file, enter:

```
aclget status
```

An access control list appears, similar to the example in Access Control Lists.

2. To copy the access control information of the plans file to the status file, enter:

```
aclget plans | aclput status
```

This copies the access control information.

3. To save the access control information of the plans file in the acl1 file to edit and use later, enter:

```
aclget -o acl1 plans
```

Files

`/usr/bin/aclget` Contains the **aclget** command.

Related Information

The **acledit** command, **aclput** command, **chmod** command.

Access Control Lists in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

The Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains more about audits and audit events.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to *Security Introduction in AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

aclput Command

Purpose

Sets the access control information of a file.

Syntax

```
aclput [ -i InFile ] File
```

Description

The **aclput** command sets the access control information of the file specified by the *File* parameter. The command reads standard input for the access control information, unless you specify the **-i** flag.

Note: If you are reading from standard input your entries must match the format of the access control information or you will get an error message. Use the Ctrl-D key sequence to complete the session.

Access Control List

In an access control list, attributes, base and extended permissions are in the following format:

Attributes: (SUID | SGID | SVTX)

Base Permissions:

Owner (name): Mode

Group (group): Mode

Others: Mode

Extended Permissions: (Enabled | Disabled)

Permit Mode u:Username,g:groupname

Deny Mode u:Username,g:groupname

Specify Mode u:Username,g:groupname

The access modes are: read (r), write (w), and execute/search (x), with the Mode parameter expressed as rwx (with a dash replacing each unspecified permission)

For example, the following ACL indicates that the file belongs to user *user1* and the group *staff*. In addition, the user *user2* has read access for the file:

Attributes:

Base Permissions:

Owner (user1): rw-

Group (group): r--

Others: ---

Extended Permissions: Enabled

Permit r-- u:user2

The following ACL indicates that the file belongs to same user the group, but in this example, every other user has read access except for *user2*:

Attributes:

Base Permissions:

Owner (user1): rw-

Group (group): r--

Others: r--

Extended Permissions: Enabled

Deny r-- u:user2

Flags

-i InFile Specifies the input file for access control information. If the access control information in the file specified by the *InFile* parameter is not correct, when you try to apply it to a file, an error message preceded by an asterisk is added to the input file.

Note: The entire Access Control List for a file cannot exceed one memory page (4096 bytes).

Security

Access Control: This command should be a standard user program and have the **trusted computing base** attribute.

Auditing Events: If the auditing subsystem has been properly configured and is enabled, the **aclput** command will generate the following audit record (event) every time the command is executed:

Event	Information
FILE_Acl	Lists file access controls.

See "Setting up Auditing" in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* for more details about how to properly select and group audit events, and how to configure audit event data collection.

Examples

1. To set the access control information for the status file with information from standard input, enter:

```
aclput status
attributes: SUID
```

and then press the Ctrl-D sequence to exit the session.

2. To set the access control information for the status file with information stored in the acldefs file, enter:

```
aclput -i acldefs status
```

3. To set the access control information for the status file with the same information used for the plans file, enter:

```
aclget plans | aclput status
```

4. To set the access control information for the status file with an edited version of the access control information for the plans file, you must enter two commands. First, enter:

```
aclget -o acl plans
```

This stores the access control information for the plans file in the acl file. Edit the information in the acl file, using your favorite editor. Then, enter:

```
aclput -i acl status
```

This second command takes the access control information in the acl file and puts it on the status file.

Files

/usr/bin/aclput Contains the **aclput** command.

Related Information

The **acledit** command, **aclget** command, **auditpr** command, **chmod** command.

Access Control Lists in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

The Auditing Overview in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* explains more about audits and audit events.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to Security Introduction in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

adb Command

Purpose

Provides a general purpose debug program.

Syntax

```
adb [ -k ] [ -l Directory ] [ -w ] [ ObjectFile [ CoreFile ] ]
```

Description

The **adb** command provides a debug program for programs. With this debug program, you can examine object and core files and provide a controlled environment for running a program.

Normally, the *ObjectFile* parameter is an executable program file that contains a symbol table. If the *ObjectFile* parameter does not contain a symbol table, the symbolic features of the **adb** command cannot be used, although the file can still be examined. The default for the *ObjectFile* parameter is **a.out**.

The *CoreFile* parameter is a core image file produced by running the *ObjectFile* parameter. The default for the *CoreFile* parameter is **core**.

While the **adb** command is running, it takes standard input and writes to standard output. The **adb** command does not recognize the Quit or Interrupt keys. If these keys are used, the **adb** command waits for a new command.

In general, requests to the **adb** command are in the following form:

```
[Address] [,Count] [Command] [;]
```

where *Address* and *Count* are expressions. The default for the *Count* expression is a value of 1. If the *Address* expression is specified, the . (period) variable is set to *Address*.

The interpretation of an address depends on the context in which it is used. If a subprocess is being debugged, addresses are interpreted in the usual way in the address space of the subprocess.

Enter more than one command at a time by separating the commands with a ; (semicolon).

The **adb** debug program allows the use of various:

- expressions
- operators
- subcommands
- variables
- addresses

See the **adb** Debug Program Overview in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs* for detailed information.

Note: If the object file does not contain the symbol table, the **adb** command will not be able to show the value of static, automatic, and external variables of a program.

Flags

-k	Causes kernel mapping.
-l <i>Directory</i>	Specifies a directory where files to be read with \$< or \$<< are sought. The default is the /usr/ccs/bin/adb file.
-w	Opens the <i>ObjectFile</i> and the <i>Corefile</i> parameters for reading and writing. If either file does not exist, this flag creates the file.

Return Values

The **adb** debug program is printed when there is no current command or format. The **adb** command indicates such things as inaccessible files, syntax errors, and abnormal termination of commands. Exit status is a value of 0, unless the last command was unsuccessful or returned non-zero status.

Files

/dev/mem	Provides privileged virtual memory read and write access.
a.out	Provides common assembler and link editor output.
core	Contains an image of a process at the time of an error.

Related Information

The **cc** command, **dbx** command.

adb Debug Program Overview in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

addbib Command

Purpose

Creates or extends a bibliographic database.

Syntax

```
addbib [ -a ] [ -p PromptFile ] Database
```

Description

The **addbib** command uses a series of prompts to guide the user through creating or extending a bibliographic database. The user can define responses to these prompts. All default prompts and instructions are contained in the **refer** message catalog.

The first prompt is Instructions?. If the answer is affirmative, you can receive directions.

If the answer is negative or if you press the Enter key, you cannot receive directions. The **addbib** command then prompts for various bibliographic fields, reads responses from the terminal, and sends output records to the database specified by the *Database* parameter.

Pressing the Enter key (a null response) means to omit a particular field. Typing a - (minus sign) means to return to the previous field. A trailing backslash allows a field to be continued on the next line. The repeating Continue? prompt allows you to resume, to quit the current session, or to edit the database. To resume, type the defined affirmative answer or press the Enter key. To quit the current session, type the defined negative answer.

To edit the database, enter any system text editor (vi, ex, edit, ed).

Flags

-a Suppresses prompting for an abstract. Prompting for an abstract is the default. Abstracts are ended by pressing a Ctrl-D key sequence.

-p*PromptFile*

Causes the **addbib** command to use a new prompting skeleton, which is defined in the file specified by the *PromptFile* parameter. This file contains prompt strings, a tab, and the key letters written to the specified database.

The following are the most common key letters and their meanings. The **addbib** command insulates you from these key letters, since it gives you prompts in English. If you edit the bibliography file later, you need to know this information.

%A	Author's name
%B	Book containing article referenced
%C	City (place of publication)
%D	Date of publication
%E	Editor of book containing article referenced
%F	Footnote number or label (supplied by the refer command)
%G	Government order number
%H	Header commentary, printed before reference
%I	Issuer (publisher)
%J	Journal containing article
%K	Keywords to use in locating reference
%L	Label field used by -k flag of the refer command
%M	Bell Labs memorandum (undefined)
%N	Number within volume
%O	Other commentary, printed at end of reference
%P	Page numbers
%Q	Corporate or foreign author (unreversed)
%R	Report, paper, or thesis (unpublished)
%S	Series title
%T	Title of article or book
%V	Volume number
%X	Abstract used by the roffbib command, not by the refer command
%Y,Z	Ignored by the refer command.

Note: Except for the **%A** key letter, each field should be given just once. Only relevant fields should be supplied.

Examples

The following is an example of a bibliography file:

```
%A Bill Tuthill
%T Refer - A Bibliography System
%I Computing Services
%C Berkeley
%D 1982
%O UNIX 4.3.5.
```

Related Information

The **indxbib** command, **lookbib** command, **refer** command, **roffbib** command, **sortbib** command.

addX11input Command

Purpose

Adds an X11 input extension record into the ODM (Object Data Manager) database.

Syntax

addX11input

Description

The **addX11input** command is used to add an X11 input extension record into the ODM database. When you enter **addX11input** on the command line, the **addX11input** command requests *DeviceName*, *GenericName*, and *ModuleName* values in turn. The entire record is then added to the ODM database.

The command is a root/system user command. Its action fails with a permissions error if an unauthorized user attempts to add a record.

Error Codes

ODM could not open class

Returned if the X11 Input extension records in the ODM database are not found in the */usr/lib/objrepos* directory.

Related Information

The **deleteX11input** command, **listX11input** command.

adecopyright command

Purpose

Generates a comprehensive copyright file for a **bff** (backup format file) image from a set of user provided copyright keywords.

Syntax

adecopyright -f Copyright_Master_Keyword_File -l LPP_Name -t ComplDs.Table File...

Description

The **adecopyright** command accepts a list of one or more input copyright keyword files and displays a comprehensive expanded copyright file to STDOUT. **adecopyright** uses a *Copyright_Master_Keyword_File* to do the keyword expansion and the *ComplDs.Table* file to determine the productID for the copyright file.

Flags

-f *Copyright_Master_Keyword_File*

Specifies the full path location of the copyright master keyword file.

-l *LPP_Name*

Specifies the lpp_name (BFF).

-t *ComplDs.Table*

Specifies the full (or relative) path location of the *ComplDs.Table* file.

File

Specifies the full path of the option key file(s) for substitution.

Input Files

copyright.map

The copyright master keyword file is required and will include a master list of valid keywords with substitution text. The format of this file is:

```
<prologue - contains standard prologue and comments.>  
HEADER  
<header - contains header entry lines.>  
KEYS  
<keys - contains valid keys with substitution data.>  
FOOTER  
<footer - contains footer entry lines.>
```

compids.table

The compids.table file is required; it includes vendor_id(s) and component/option information. The format of this file is:

prologue

Contains standard prologue and comments.

**** lines** Contains information concerning maintenance of this file.

%%_ lines

Contains vendor identification string and vendor id.

option entries

Contains the information required for packaging and distribution of each option. The required format is:

```
package name:component id:feature code:component release  
level: system release level:change team id(s):CMVC  
release:vendor_id:  
iFOR/LS_product_id:iFOR/LS_product_version:
```

Example:

```
bos.adt:575603001:5005:410:410:TX2527:XXX:  
IBM:1234567:12345678901:
```

option.cr

The option key file(s) are required and will include the copyright keys which will be substituted for copyright statements from the master file and placed in the output copyright file.

Sample format of this file:

```
%%_IBMa  
%%_ATTa  
%%_GSSIA  
%%_KSCa
```

Output Files

copyright

The copyright file is written to STDOUT and contains a comprehensive text expansion of copyright data for all of the option key files. This file should be archived first into **liblpp.a** for the package.

Examples

To generate a comprehensive expanded copyright file (copyright) from the option key file (*.cr) and displays it to STDOUT, type:

```
adecopyright -f /project/aix4/build/latest/ode_tools/power/usr/lib/copyright.map \  
-l bos.adt -t /project/aix4/build/latest/ode_tools/power/usr/lib/compids.table \  
/project/aix4/build/latest/src/packages/bos/adt/cls/bos.adt.cls.cr
```

adeinv command

Purpose

Generates the apply list, inventory file, tcb file, xref file and size files necessary for a product install and creates the **lpp.acf** file for library updates.

Syntax

```
adeinv -i Inslist -s Ship_Path1:Ship_Path2:... -l PackageName -u LPPFileName [ -t TableFileName ] [ -r ] [ -D ] [ -L ] [ -d OutputDir ] [ -U V.R.M.F ] [ -Y ] [ -v ]
```

Description

The **adeinv** command reads the inslist file specified with the **-i** flag and produces the following output files:

Option.al (**apply list file**)

Contains a list of all files, directories, and links that are to be restored from distribution media during installation. The pathnames are defined relative to the root directory. This file is necessary for a product installation using the **installp** command.

Option.inventory (**inventory file**)

Contains information about each file and directory that makes up an option after the installation or update is complete (that is, any file that is not temporary to the installation process). This file is an ASCII text file in stanza format. The inventory information is put into the Vital Products Database (VPD). For Trusted Computing Base (TCB) files this data is also included in the security database. This file is necessary for a product installation using the **installp** command.

Option.tcb (**Trusted Computing Base file**)

Contains information in stanza format about files and directories that are part of the Trusted Computing Base. This file is necessary for a product installation using the **installp** command.

Option.xref (**cross reference file**)

Data file used only for update creation. This file is not used to generate an install image.

Option.size (**size file**)

Contains a list of unique directories and the amount of filesystem blocks (4096 bytes each) required to store the files for the directory. This file is necessary for a product installation using the **installp** command.

lpp.acf

Identifies which members of a shared library need to be replaced during an update. This file is generated only for library updates, and is used by the **installp** command.

The prefix for the output file names is determined from the contents of the **-u LPPFileName** file. The first non-blank, non-comment line of this file contains the prefix. For the following line in the *LPPFileName* file:

```
bosdev.sendmail.obj N U En_US Berkeley sendmail #comment
```

the prefix for the **adeinv** output files would be **bosdev.sendmail.obj**.

You can provide additional size entry information using the *option.insize* file.

Input Files

lpname.insize

Optional file used to modify or override size values calculated for the **.size** file. Relative values (+ or -) will add to or subtract from calculated size values. For absolute values, the larger value between the insize and the calculated size will be included in the **.size** file. An example format of an **.insize** file:

```
/usr/lib/ps/ditroff.font +4096 10
/usr/lib/font +2560
/usr/bin/psplot 500
```

This **.insize** file specifies the following adjustments to the default size information:

- add 4096 blocks to the size value calculated by the **adeinv** command for the **/usr/lib/ps/ditroff.font** directory, and allocate 10 blocks during the installation for temporary processing space.
- add 2560 blocks to the size value calculated for the **/usr/lib/font** directory.
- The larger value between the regular size value calculated for **/usr/bin/psplot** and 500 will be reflected in the **.size** file.

Note: Relative (+ or -) values in the insize file may be negative, in which case the value is subtracted from the calculated size.

TableFileName (-t flag)

Optional file used to add to or supersede user and group id data for the system. The format of this file is:

```
uid user_name gid group_name
```

For example:

```
dbadmuser 200 dbadmgroup 300
```

For any entries in the inslist file with owner id 200 or group id 300, the **option.inventory** file reflect:

```
owner = dbadmuser
group = dbadmgroup
```

lppname.lp (-u flag)

The input **lpp_name** file is required. It contains user-supplied information prior to the build process. Sample input **lpp_name** file:

```
bos.rte N B En_US Base Operating System Runtime #comments
```

The fields in this file are:

```
[option name] [quiesce char] [content] [language] [product description]
[comments]
```

where:

option name

full name of the option that this file represents

quiesce char

indicates whether the subsystem must be stopped before updating this option. Valid values are:

- **Y** - Must stop subsystem; do not invoke bosboot.
- **N** - Do not need to stop subsystem; do not invoke bosboot.
- **B** - Must stop subsystem; must invoke bosboot and reboot.
- **b** - Do not need to stop subsystem; must invoke bosboot and reboot.

content indicates the contents of this option and is used to determine which SWVPD will be updated. Valid values are:

- **U** - /usr code only
- **B** - /usr and / (root) code
- **H** - /usr/share code only
- **D** - microcode language indicates the language used for the default messages for this option description the formal description of this option comments optional comments

inslist

Required input file containing a list of file names as they should be found in the ship tree. The format of an *inslist* file entry is:

```
type uid gid mode fileName
```

For example:

```
F 2 2 555 /usr/bin/grep
```

The format of a symlink entry in the *inslist* is:

```
type uid gid mode linkName targetFile
```

For example:

```
S 2 2 777 /usr/bin/fgrep /usr/bin/grep
```

Hard link entries (type **h** or **H**) should immediately follow the *inslist* entry of their target file. Hard links are considered attributes of the target file in the inventory database because they share the same inode as the target file. An example of an *inslist* entry with hard links is:

```
F 2 2 555 /usr/bin/awk
H 2 2 555 /usr/bin/nawk /usr/bin/awk
```

Flags

-i *Inslist*

Specifies a fully qualified path name to the *Inslist* file.

-s <i>Ship_Path1:Ship_Path2:...</i>	Specifies one or more path names to the ship trees. Multiple path names should be separated by a colon (:). The first occurrence of an inslist file in one of the ship tree paths is used for size information.
-I <i>PackageName</i>	Specifies the name of the LPP package. This is used during usr processing to calculate the name of the <code>/usr/lpp/lppname</code> install directory.
-u <i>LPPFileName</i>	Specifies the fully qualified path name to the <code>fileset.lp</code> file.
-t <i>TableFileName</i>	Specifies a fully qualified path name to the user provided table file that contains a mapping of user/group IDs to user/group names. This table overrides the default ID to name mapping provided by the system (<code>/etc/group</code> and <code>/etc/passwd</code> files).
-r	Tells adeinv to process only root entries. Root entries are lower case type file entries in the inslist file.
-D	Indicates a share data option. The object repository directory (the location where share data product information is stored) for these options is /usr/share/lib/objrepos .
-L	Tells adeinv to write symlink and hardlink information to the apply list. By default links are not written to the apply list. The sysck command creates links from the inventory file during installation.
-d <i>OutputDir</i>	Specifies the directory location for the output files.
-U <i>V.R.M.F</i>	Indicates update mode. The <i>V.R.M.F</i> (version, release, modification, fix) level is used to put the root files for the update in the /usr/lpp/lppname/option/inst_V.R.M.F/inst_root directory.
-Y	Indicates that adeinv should not return an error (non-zero return code) if one or more of the files from the inslist are not found in the ship trees. When this flag is specified, entries are not included in the inventory file or the apply list for the package. This allows an install for the package to complete for all of the files that are found in the ship trees and included on the media. This flag is intended for development purposes only and should not be used for product level packages.
-v	Use verbose messages.

Exit Status

- Warning messages contain the word **WARNING** and do not halt processing. If any action is taken by **adeinv** as the result of the warning, the message states the action. The return code is not affected.
- Fatal errors contain the word **ERROR** or **USAGE** and processing is terminated. The **adeinv** command exits with a non-zero return code if an error is detected.

Examples

- To process the **inslist** file for the **bos_net.tcp.server** product where the ship tree paths are **/project/ship1** and **/project/ship2**, type:

```
adeinv -s /project/ship1:/project/ship2 -l bos_net.tcp.server \
-i /project/src/bos.net.tcp.server.il -u bos_net.tcp.server.lp
```
- To process root entries for **bos_net.tcp.server** using the **/tmp/user.table** file to determine user names and group names from the ids listed in the **inslist**, type:

```
adeinv -s /project/ship1:/project/ship2 -l bos_net.tcp.server \
-i /project/src/bos.net.tcp.server.il -t /tmp/user.table -r \
-u bos_net.tcp.server.lp
```

adelppname command

Purpose

Generates the *lpp_name* file required by the **installp** command.

Syntax

```
adelppname -f Format -v Version -r ReleaseLevel -m Mod -F FixLevel -p Platform -u LppName.Ip -o OutputFile -c Compids.table [ -t Type ] [ -I ProductName ] [ -a Path/liblpp.a ] [ -d FilesDirectory ] [ -k APARsList ] [ -L ]
```

Description

In order to create the output *lpp_name* file, the **adelppname** command copies data from the input *lppname* file (including data from the input flags), appends three files (*option.prereq*, *option.size* and *option.supersede*), and calculates the space needed by the **liblpp.a** library and its members to include in the output file. If a **liblpp.a** file exists in the root subdirectory, the root size information will also be included in the output file.

Note: Since **adelppname** utilizes some of the files generated by **adeinventory**, it must be run after the **adeinventory** command has completed.

Input Files

lppname.lp

The input **lpp_name** file must be specified by the **-u** flag. It contains user-supplied information prior to the build process. Sample input **lpp_name** file follows:

```
bos.rte N B En_US Base Operating System Runtime #comments
```

The fields in this file are:

```
[option_name] [quiesce_char] [content] [language]  
[product_description] [comments]
```

where:

option_name

Indicates the full name of the option that this file represents

quiesce_char

Indicates whether the subsystem must be stopped before updating this option. Valid values are:

- **Y** - Must stop subsystem; do not invoke bosboot.
- **N** - Do not need to stop subsystem; do not invoke bosboot.
- **B** - Must stop subsystem; must invoke bosboot and reboot.
- **b** - Do not need to stop subsystem; must invoke bosboot and reboot.

content Indicates the contents of this option and is used to determine which SWVPD will be updated. Valid values are:

- **U** - /usr code only
- **B** - /usr and / (root) code
- **H** - /usr/share code only
- **D** - microcode

language

Indicates the language used for the default messages for this option description the formal description of this option

product_description

Indicates the formal description of this option

comments

Indicates optional comment

option.prereq

The *option.prereq* file is a user-supplied file that specifies requisite options that must be installed prior to or along with the specified option. **adelpname** looks for this file in the current working directory; or, specify an alternate directory location using the **-d** flag. The prereq file is appended to the output *lpp_name* file.

option.supersede

The *option.supersede* file is a user-supplied file. The meaning of this file is changing with AIX Version 4 of the operating system. Prior to AIX Version 4, the supersede file contained a list of PTF IDs that were superseded by the specified option during an update. The new update strategy for AIX Version 4 utilizes **vrmf** levels in place of PTF numbers. **vrmf** indicates version, release, modification level and fix level. Larger **vrmf** levels are assumed to supersede lower **vrmf** levels. Therefore requisites are satisfied by definition if the **vrmf** level of the option is greater than the requisite **vrmf**.

If for any reason this assumption becomes invalid, the supersede file is used in AIX Version 4 to indicate the earliest base level that is compatible with the current level. Any time a fileset has a requisite to an option that contains a supersede entry, the requisite is only satisfied if the **vrmf** level of the requisite is greater than or equal to the one indicated in the supersede file. The supersede file should only be used if binary compatibility is broken between base levels.

adelppname will look for this file in the current working directory; or, specify an alternate directory location using the **-d** flag. The supersede file is appended to the output **lpp_name** file.

option.size

This file is generated by the **adeinventory** command. **adelppname** looks for this file in the current working directory; or, specify an alternate directory location using the **-d** flag. The size file is included in the output **lpp_name** file.

root/option.size

This file is generated by the **adeinventory** command, if the specified option includes a root part. **adelppname** looks for this file relative to the current working directory. The *root/option.size* file is included in the output **lpp_name** file.

compids.table

The *compids.table* file must be specified by the **-c** flag if the file **-L** flag was specified to include **iFOR/LS** information in the **lpp_name** file. This is a user-supplied file that contains a list of components/options and the information required for packaging and distribution of these items. **adelppname** uses information from this table to include the appropriate keys in its output file. The format of this file is:

- prologue - contains standard prologue and comments.
- ****** lines - contains information concerning maintenance of this file.
- **%%_** lines - contains vendor identification and numeric_id.
- component/option lines - contains the information required for packaging and distribution of each component/option.

The format of these lines are:

```
package name:component id:feature code:component release level:  
system release level:change team id(s):CMVC release:vendor_id:  
iFOR/LS_product_id:iFOR/LS_product_version:
```

For example:

```
bos.adt:575603001:5005:410:410:TX2527:XXX:IBM:1234567:12345678901:
```


-m <i>Mod</i>	Specifies the modification level. Must be no more than 4 digits, for example, 0000
-o <i>OutputFile</i>	Specifies the pathname for the output <i>lpp_name</i> file.
-p <i>Platform</i>	Specifies the platform. Must be 1 uppercase character. Valid values are: <ul style="list-style-type: none"> • R (for POWER-based) • I (for Itanium-based).
-r <i>ReleaseLevel</i>	Specifies the release level of the LPP. Must be no more than 2 digits, for example 01
-t <i>Type</i>	Specifies the package type. The default value for package type is I . Valid values and their meanings are: <ul style="list-style-type: none"> • G - Single update, gold • I - Installation package • M - Maintenance packaging update • MC - Cumulative packaging update • ME - Enhancement packaging update • O - Other • S - Single update, normal • SF - Single update, install code • SR - Single update, required • T - tar formatted file
-u <i>LppName.lp</i>	Specifies the input lppname file. This file must contain a concatenation of all .lp files. There are no specific requirements for the name of this file, but it must end in .lp .
-v <i>Version</i>	Specifies the version of the LPP. Must be no more than 2 digits, for example, 04

Error Codes

The **adelpname** command terminates processing with a non-zero return code if any of the following errors are detected:

- The command line does not contain the minimum number of arguments. A usage message is displayed.
- An invalid argument is detected for an option. A message describing the expected argument format is displayed.
- The **lppname.lp** file (specified with the **-u** flag) argument is missing or the file specifies is empty or not found.
- The format value was 4 but the **-l** flag was not provided on the command line.
- The **-o** *OutputFile* flag was not specified on the command line.

Warnings do not affect the return code of **adelpname** and processing continues. **adelpname** displays a warning message describing any actions taken as the result of the warning.

If the content field (that is, the 3rd field on the first non-comment, non-blank line of the input **lpp_name** file) is **D** but the format (specified with the **-f** flag) is not **1**, **adelpname** displays a warning message and use a type 1 format. **D** indicates the content is microcode, which utilizes a 3.1 format for the **lpp_name** file.

adepackage command

Purpose

Creates an install image in **bff** (backup format file) or **tar** format.

Syntax

adepackage **-s** *Ship_Path1:Ship_Path2:...* **-l** *LppName* **-f** *Output_Device* **-i** *Inslist* [**-b** *Blocksize*] [**-F** *FileName*] [**-t**] [**-D**] [**-L**] [**-U** *V.R.M.F.*] [**-Y**]

Description

The **adepackage** command reads the *Inslist* file specified with the **-i** flag and produces an install image in the location specified by the **-f** flag. The default format of the install image is backup format. The **-t** flag overrides the default and produces a tar image.

adepackage searches for the files from the *Inslist* in consecutive order, first in the current directory and then in the ship trees. The first occurrence of a file in the ship tree list is backed up. **adepackage** looks for the *Lpp_Name* file in the current directory. It also looks for **liblpp.a** in the current directory unless the **-D** flag is specified.

Input Files

inslist

Required input file containing a list of file names as they should be found on the customer's system. The format of an *Inslist* file entry is:

```
type uid gid mode      fileName
```

For example:

```
F 2 2 555      /usr/bin/grep
```

The format of a symlink entry in the *Inslist* is:

```
type uid gid mode  linkName targetFile
```

For example:

```
S 2 2 777      /usr/bin/fgrep /usr/bin/grep
```

Hard link entries should immediately follow the *Inslist* entry of their target file. Hard links are considered attributes of the target file in the inventory database because they share the same inode as the target file. An example of an *inslist* entry with hard links is:

```
F 2 2 555 /usr/bin/awk  
H 2 2 555 /usr/bin/nawk /usr/bin/awk
```

firstFile

This file is specified with the **-F** flag and contains a list of filenames that should be included on the media first. These files are backed up before the *lpp_name* file and **liblpp.a**.

The format of this file is one file name per line. Comments should be denoted by a **#** in the first character of the line and are ignored. For example:

```
# Comments  
#  
#  
/bosinst.data  
/image.data
```

Flags

-s *Ship_Path1:Ship_Path2:*

Specifies the path(s) to the ship trees. Multiple paths are supported and must be separated by a colon (:), similar to the PATH environment variable.

<p>-l <i>LppName</i></p> <p>-i <i>Inslst</i></p> <p>-f <i>Output_Device</i></p> <p>-b <i>Blocksize</i></p>	<p>Specifies the name of the package to be processed.</p> <p>Specifies the name of the <i>Inslst</i> file.</p> <p>Specifies the location of the install image. This value can be a file name or a device name (/dev/rmt0)</p> <p>Overrides the default blocksize of 10240. The value of the blocksize parameter may be one of the following:</p> <p>integerb Specifies that the positive integer argument be multiplied by 512 to determine the blocksize.</p> <p>integerk Specifies that the positive integer argument be multiplied by 1024 to determine the blocksize.</p> <p>integerm Specifies that the positive integer argument be multiplied by 1024*1024 to determine the blocksize.</p> <p>int+int Specifies that the blocksize should be determined by adding the 2 positive integers.</p> <p style="text-align: center;">Note: The m, k, and b conversion cannot be applied to the addition expression. This format is consistent with the pax command.</p>
<p>-F <i>FileName</i></p> <p>-t</p> <p>-D</p> <p>-L</p> <p>-U <i>V.R.M.F</i></p> <p>-Y</p>	<p>Specifies the name of a file containing a list of one or more files which should be placed first on the output image, before the <i>Lpp_Name</i> file and the liblpp.a file.</p> <p>Specifies that the output image should be in tar format.</p> <p>Specifies that adepackage is to process shared data. If this flag is specified, adepackage obtains the liblpp.a file from the data subdirectory (relative to the current directory). The liblpp.a file will be backed up in the <i>/usr/share/lpp/<lppname></i> directory, where the LppName is specified with the -l flag.</p> <p>Specifies that the hardlinks and symlinks should be backed up onto the output media. Generally links are not shipped on the media. The sysck command creates links from the inventory information during the install process.</p> <p>Indicates that this bff is for an update image and not for an install image. The <i>V.R.M.F</i> (version, release, modification and fix level) argument is used to calculate the inst_root directory for the install as follows:</p> <p><i>/usr/lpp/LppName/option/inst_v.r.m.f/inst_root</i> where the <i>LppName</i> is specified with the -l flag.</p> <p>Indicates that adepackage should not fatally exit if one or more of the files from the <i>Inslst</i> are not found in the ship trees. If this flag is specified, then missing files are ignored and adepackage continues to back up any file it is able to find in the ship trees. This flag is intended for development purposes only and should not be used for product level packages.</p>

Exit Status

Warning messages may be displayed during execution of **adepackage**, but do not cause a non-zero return code. In the event of a fatal error, a message is displayed and **adepackage** exits with a non-zero return code.

Examples

1. To generate a backup image with a blocksize of 1024 blocks, where a block is 512 bytes. The output device is **/dev/rmt0** and the *Inslist* file is **bos.net.tcp.server.il**. The ship trees are **/project/ship1:/project/ship2**. Type:

```
adepackage -b 1024b -i /project/src/bos.net.tcp.server.il -f /dev/rmt0 -s \  
/project/ship1:/project/ship2 -l bos_net.tcp.server
```

2. To generate a **tar** image in **/selfix/tmp/tar.image** and a blocksize of (512+256=768) bytes, type:

```
adepackage -b 512+256 -i /project/src/bos.net.tcp.server.il -f \  
/selfix/tmp/tar.image -t -l bos_net.tcp.server -s /project/ship1:/project/ship2
```

adeprodid command

Purpose

Generates the *productid* file for an install or update package.

Syntax

```
adeprodid -l Product_Name -t Compids.table [ -d Output_Directory ]
```

Description

The **adeprodid** command generates the *productid* file for an installation or package update. The *productid* file contains a product name followed by a four-digit type field and a five-digit model field. The type and model values are separated by a dash (-). Both values make up the unique product ID.

This file is archived into the **liblpp.a** file for an install or update package. The **installp** command reads the *productid* file if it exists and stores the value in the Vital Products Database (VPD) for the LPP.

Fatal errors contain the word USAGE or FATAL ERROR followed by an error message printed to stderr. **adeprodid** exits with a non-zero return code if an error is detected.

Input Files

Compids.table

The *Compids.table* file is required. This file includes *vendor_id(s)* and component/option information. The format of this file is:

prologue	contains standard prologue and comments.
** lines	contains information concerning maintenance of this file.
%%_ lines	contains vendor identification string and vendor id.
component/option lines	contains the information required for packaging and distribution of each component/option. The format of these lines are: <ul style="list-style-type: none">• package name:component id:feature code:component release level:• system release level:change team id(s):CMVC release:vendor_id:• iFOR/LS_product_id:iFOR/LS_product_version:
	For example: bos.adt:575603001:5005:410:410:TX2527:XXX:IBM:1234567:12345678901:

Output Files

productid

The *productid* file is written to the current directory and contains the software product name followed by a numeric id. For the above *compids.table* entry, the product id file would contain:

```
bos.adt 5756-03001
```

Flags

-l *Product_Name*

Specifies the name of the software product or LPP.

-t *Compids.table*

Specifies the path name of the *Compids.table* file. This file is a data file containing the product information for each lpp and each option.

-d *Output_Dir*

Specifies the path name of the directory where the *productid* file should be generated.

Examples

1. To generate the *productid* file for **bos.adt**, type:

```
adeprodid -l bos.adt -t ode_tools/power/usr/lib/compids.table
```

2. To generate the *productid* file for **bos.adt.data** in the data subdirectory, type:

```
adeprodid -l bos.adt.data -t ode_tools/power/usr/lib/compids.table -d data
```

adfutil Command

Purpose

Provides the capability to merge Micro Channel information for PS/2 adapters with the AIX Version 3 Configuration Database.

Syntax

```
adfutil [ -d Device | -f File ] [ -a AdapterName | -c PS/2CardID ] [ -m FileName ... ] [ -q ]
```

Description

The **adfutil** command provides the capability to field merge Micro Channel resource information for existing PS/2 adapters with predefined information in the Version 3 Configuration database. This is accomplished by processing information found on DOS formatted diskettes provided with the PS/2 adapter hardware. Included on these diskettes are adapter description files that are ASCII representations of adapter hardware attributes.

The naming convention for an adapter description file found on the DOS formatted diskette is @XXXX.ADF where XXXX is the *PS/2CardID*. If the command is invoked without arguments, the search centers around the home directory of the default device. If no files are found in the form of @XXXX.ADF, an error message is sent to standard output and the **adfutil** command ends. If a single adapter description file is found, execution is continued on that file. If multiple adapter description files are found, an error message is written to standard output and processing ends. If the **-c** flag is specified, a string is built that represents the corresponding DOS file name representation of the desired adapter description file. If this file does not exist on the specified device and path name or default, an error message is sent to standard output and processing ends.

When the adapter description file is found, the contents are written in the **/tmp/adfnnn** file where *nnn* is the current process ID. This ID is removed after successful completion of the command.

Microcode files can be loaded independently of any adapter description file processing, and without disturbing the adapters database representation. Use the **-m** flag to load microcode files into the **/usr/lib/microcode** directory.

Attention: Micro Channel adapters require bus attribute processing beyond what is supported by the bus configuration program, and should not be added to the system due to the possibility of adversely effecting the configuration of other devices on the system.

Flags

-a <i>AdapterName</i>	Searches the ODM database for candid information to form correct DOS filename for the adapter description file. The <i>AdapterName</i> parameter is a valid device name.
-c <i>PS/2CardID</i>	Identifies the <i>PS/2CardID</i> for the adapter. The card identifier is a four character alpha-numeric string that is found in the root of the DOS filename of the adapter description file. There is no default.
-d <i>Device</i>	Identifies the <i>Device</i> where the adapter description file resides. The default is /dev/fd0 .
-f <i>File</i>	Identifies the file system path name for source adapter description file. If the -f flag is specified, any microcode keyword found in the adapter description file must specify a file system path name of the microcode source file.
-m <i>FileName</i>	Loads only microcode files found on diskette. If the <i>FileName</i> parameter is specified, files are loaded into the /usr/lib/microcode file. This is a microcode only flag.
-q	Toggles off the message to insert the adapter description file diskette.

Examples

1. To search the diskette drive **/dev/fd0** in the home directory for an adapter description file, enter:

```
adfutil
```

2. To read **/home/owner/adf.file** as an adapter description file, enter:

```
adfutil -f /home/owner/adf.file
```

3. To search the default device **/dev/fd0** for the adapter description file labeled **@OFFE.ADF** without interrupting execution for the insert diskette prompt, enter:

```
adfutil -c OFFE -q
```

4. To load adapter microcode without processing adapter description file information, enter:

```
adfutil -m FileName
```

Related Information

The **dosdir** command.

admin Command (SCCS)

Purpose

Creates and controls Source Code Control System (SCCS) files.

Syntax

To Create New SCCS Files

```
admin { -n -i[FileName] } [ -a { User | GroupID } ] ... [ -f HeaderFlag[Value] ] ... [ -r SID ] [ -t FileName ] [ -m ModificationRequestList ] [ -y[Comment] ] File ...
```

Note: Do not put a space between a flag and an optional (bracketed) variable.

To Modify Existing SCCS Files

```
admin [ -a { User | GroupID } ] ... [ -e { User | GroupID } ] ... [ { -d HeaderFlag | -f HeaderFlag[Value ] ... } ] [ -m ModificationRequestList ] [ -t[FileName ] ] [ -y[Comment ] ] File ...
```

Note: Do not put a space between a flag and an optional (bracketed) variable.

To Check Damaged SCCS Files

```
admin -h File ...
```

To Correct Damaged SCCS Files

```
admin -z File ...
```

Description

The **admin** command creates new Source Code Control System (SCCS) files or changes specified parameters in existing SCCS files.

The **admin** command can change the parameters controlling how the **get** command builds the files that you can edit. The parameters can also set conditions about who can access the file and which releases of the files may be edited.

If the file specified by the *File* parameter exists, the **admin** command modifies the file as specified by the flags. If the file does not exist and you supply the **-i** or **-n** flag, the **admin** command creates a new file and provides default values for unspecified flags.

If you specify a directory name for the *File* parameter, the **admin** command performs the requested actions on all SCCS files in that directory. All SCCS files contain the **s.** prefix before the file name. If you use a **-** (minus sign) for the *File* parameter, the **admin** command reads standard input and interprets each line as the name of an SCCS file. An end-of-file character ends input.

You must have write permission in the directory to create a file. All SCCS file names must have the form **s.Name**. New SCCS files are created with read-only permission. The **admin** command writes to a temporary x-file, which it calls **x.Name**. If it already exists, the x-file has the same permissions as the original SCCS file. The x-file is read-only if the **admin** command must create a new file. After successful completion of the **admin** command, the x-file is moved to the name of the SCCS file. This ensures that changes are made to the SCCS file only if the **admin** command does not detect any errors while running.

Directories containing SCCS files should be created with permission code 755 (read, write, and execute permissions for owner, read and execute permissions for group members and others). The SCCS files themselves should be created as read-only files (444). With these permissions, only the owner can use non-SCCS commands to modify SCCS files. If a group can access and modify the SCCS files, the directories should include group write permission.

The **admin** command also uses a temporary lock file (called **z.Name**), to prevent simultaneous updates to the SCCS file by different users.

You can enter flags and input file names in any order. All flags apply to all the files. Do not put a space between a flag and an optional variable (variable enclosed in bracket). Header flags can be set with the **-f** flag and unset with the **-d** flag. Header flags control the format of the g-file created with the **get** command.

Flags

- a** *User* or **-a** *GroupID*
- Adds the specified user to the list of users that can make sets of changes (deltas) to the SCCS file. The *User* value can be either a user name or a group ID. Specifying a group ID is the same as specifying the names of all users in that group. You can specify more than one **-a** flag on a single **admin** command line. If an SCCS file contains an empty user list, anyone can add deltas. If a file has a user list, the creator of the file must be included in the list in order for the creator to make deltas to the file. If the *User* or *GroupID* parameter is preceded by an ! (exclamation point), specified users are denied permission to make deltas. For example, enter **-a !User**.
- d** *HeaderFlag*
- Deactivates the effects of the specified header flag within the SCCS file. You can specify this flag only with existing SCCS files. You can also specify more than one **-d** flag in a single **admin** command. Refer to the list of header flags that follows to learn more about the supported values.
- e** *User* or **-e** *GroupID*
- Removes the specified user from the list of users allowed to make deltas to the SCCS file. Specifying a group ID is equivalent to specifying all *User* names common to that group. You can specify several **-e** flags on a single **admin** command line.
- f** *HeaderFlag*[*Value*]
- Activates the specified header flag and value in the SCCS file. You can specify more than one header flag in a single **admin** command. There are 12 header flags. Refer to the list of header flags that follows to learn more about the supported values. Do not put a space between the *HeaderFlag* and *Value* variables.
- h**
- Checks the structure of the SCCS file and compares a newly computed checksum with the checksum that is stored in the first line of the SCCS file. When the checksum value is not correct, the file has been improperly modified or damaged. This flag helps you detect damage caused by the improper use of non-SCCS commands to modify SCCS files, as well as accidental damage. The **-h** flag prevents writing to the file, so it cancels the effect of any other flags supplied. If an error message is returned indicating the file is damaged, use the **-z** flag to re-compute the checksum. Then test to see if the file is corrected by using the **-h** flag again.
- i**[*FileName*]
- Gets the text for a new SCCS file from the *FileName* variable. This text is the first delta of the file. If you specify the **-i** flag but omit the file name, the **admin** command reads the text from standard input until it reaches an end-of-file character. If you do not specify the **-i** flag, but you do specify the **-n** flag, the command creates an empty SCCS file. The **admin** command can only create one file containing text at a time. If you are creating two or more SCCS files with one call to the **admin** command, you must use the **-n** flag, and the SCCS files created will be empty. Each line of the file specified by the *FileName* variable cannot contain more than 512 characters. The file name can include MBCS (multibyte character set) characters. Do not put a space between the flag and the *FileName* variable.
- m** *ModificationRequestList*
- Specifies a list of Modification Request (MR) numbers to be inserted into the SCCS file as the reason for creating the initial delta. A null or empty list can be considered valid, depending on the validation program used. The **v** header flag must be set. The MR numbers are validated if the **v** header flag has a value (the name of an MR number validation program). The **admin** command reports an error if the **v** header flag is not set or if MR validation fails.

-n	Creates a new, empty SCCS file. When the -n flag is used without the -i flag, the SCCS file is created with control information but without any file data.
-r <i>SID</i>	Specifies the SCCS identification string (SID) file version to be created. The <i>SID</i> variable accepts a delta with four levels: release, level, branch, and sequence, for example 3.2.5.1. If only release is specified, the admin command automatically assumes level 1. If you do not specify the -r flag, the initial delta becomes release 1, level 1 (that is, 1.1). For more details on specifying the SID, refer to the SID Determination table described in the get command. You can specify the -r flag only if you also specify the -i or -n flag. Use this flag only when creating an SCCS file.
-t [<i>FileName</i>]	Takes descriptive text for the SCCS file from the file specified by the <i>FileName</i> variable. If you use the -t flag when creating a new SCCS file, you must supply a file name. In the case of existing SCCS files: <ul style="list-style-type: none"> • Without a file name, the -t flag removes any descriptive text currently in the SCCS file. • With a file name, the -t flag replaces any descriptive text currently in the SCCS file with text in the named file. • The file name can include MBCS (multibyte character set) characters.
-y [<i>Comment</i>]	Do not put a space between the flag and the <i>FileName</i> variable. Inserts the specified comment into the initial delta in a manner identical to that of the delta command. Use this flag only when you create an SCCS file. If you do not specify a comment, the admin command inserts a line of the following form: date and time created YY/MM/DD HH:MM:SS by Login The comments can include MBCS (multibyte character set) characters. Do not put a space between the flag and the <i>FileName</i> variable.
-z	Re-computes the SCCS file checksum and stores it in the first line of the SCCS file (see the -h flag). Attention: Using the admin command with the -z flag on a damaged file can prevent future detection of the damage. This flag should only be used if the SCCS file is changed using non-SCCS commands because of a serious error.
<i>File</i>	Specifies the name of the file created or altered by the admin command. If a - (minus sign) is specified, the admin command reads from standard input. An end-of-file character ends standard input.

Header Flags

The following list contains the header flags that can be set with the **-f** flag and unset with the **-d** flag. Header flags control the format of the g-file created with the **get** command.

b	Lets you use the -b flag of a get command to create branch deltas.
c <i>Number</i>	Makes the <i>Number</i> variable the highest release number that a get -e command can use. The value of the <i>Number</i> variable must be greater than 0 and less than or equal to 9999. (The default value is 9999.)
d <i>SID</i>	Makes the <i>SID</i> variable the default delta supplied to a get command.
f <i>Number</i>	Makes the <i>Number</i> variable the lowest release number that a get -e command can retrieve. The <i>Number</i> variable must be greater than 0 and less than 9999. (The default value is 1.)

i [<i>String</i>]	Treats the following informational message, issued by the get or delta command, as an error: There are no SCCS identification keywords in the file. (cm7)
	In the absence of this flag, the message is only a warning. The message is issued if no SCCS identification keywords are found in the text retrieved or stored in the SCCS file (refer to the get command). If a string is supplied, the keywords must match exactly the given string. The string must contain a keyword and have no embedded newlines.
j	Permits concurrent get commands for editing the same SID of an SCCS file. Use of the j header flag allows multiple concurrent updates to the same version of the SCCS file.
L <i>List</i>	(lowercase L) Locks the releases specified by the <i>List</i> variable against editing, so that a get -e command against one of these releases fails. The list has the following syntax: <pre><List> : : = <Range> <List> , <Range> <Range> : : = SID a</pre>
	where character a in the list is equivalent to specifying all releases for the named SCCS file.
m <i>Module</i>	Substitutes the <i>Module</i> variable for all occurrences of the %M% keyword in an SCCS text file retrieved by a get command. The default <i>Module</i> variable is the name of the SCCS file without the s. prefix. The module name can include MBCS (multibyte character set) characters.
n	Causes the delta command to create a null delta in any releases that are skipped when a delta is made in a new release. For example, if you make delta 5.1 after delta 2.7, releases 3 and 4 will be null. Releases 3 and 4 will be created as null delta entries in the delta table of the s. file. The resulting null deltas can serve as points from which to build branch deltas. Without this flag, skipped releases do not appear in the SCCS file.
q <i>Text</i>	Substitutes the specified text for all occurrences of the %Q% keyword in an SCCS text file retrieved by a get command.
t <i>Type</i>	Substitutes specified type for all %Y% keywords in a g-file retrieved by a get command.
v [<i>Program</i>]	Makes the delta command prompt for Modification Request (MR) numbers as the reason for creating a delta. The <i>Program</i> variable specifies the name of an MR-number validity-checking program. If the v flag is set in the SCCS file, the -m flag must also be used, even if its value is null. The program name can include MBCS (multibyte character set) characters.

Locating Damaged SCCS Files

Although SCCS provides some error protection, you may need to recover a file that was accidentally damaged. This damage may result from a system malfunction, operator error, or changing an SCCS file without using SCCS commands.

SCCS commands use the checksum to determine whether a file was changed since it was last used. The only SCCS command that processes a damaged file is the **admin** command when used with the **-h** or **-z** flags. The **-h** flag tells the **admin** command to compare the checksum stored in the SCCS file header against the computed checksum. The **-z** flag tells the command to re-compute the checksum and store it in the file header.

Exit Status

This command returns the following exit values:

0	Successful completion.
>0	An error occurred.

Examples

These examples use an imaginary text file called `test.c` and an editor such as **ed** to edit files.

1. First, create an ordinary SCCS file. To create an empty SCCS file named `s.test.c`, enter:

```
$ admin -n s.test.c
```

Using the **admin** command with the **-n** flag creates an empty SCCS file.

2. To convert an existing text file into an SCCS file, enter:

```
$ admin -itest.c s.test.c
There are no SCCS identification keywords in the file (cm7)
$ ls
s.test.c test.c
```

If you use the **-i** flag, the **admin** command creates delta 1.1 from the specified file. Once delta 1.1 is created, rename the original text file so it does not interfere with SCCS commands:

```
$ mv test.c back.c
```

The message There are no SCCS identification keywords in the file (cm7) does not indicate an error. SCCS writes this message when there are no identification keywords in the file. Identification keywords are variables that can be placed in an SCCS file. The values of these variables provide information such as date, time, SID, or file name. See the **get** command for an explanation of identification keywords. If no identification keywords exist, SCCS writes the message. However, if the **i** header flag is set in the **s.** file, this message causes an error condition. This flag is set by the user.

Give the SCCS file any name, beginning with **s.**. In the preceding example, the original file and the SCCS file have the same name, but that is not necessary.

Because you did not specify a release number, the **admin** command gave the SCCS file an SID of 1.1. SCCS does not use the number 0 to identify deltas. Therefore, a file cannot have an SID of 1.0 or 2.1.1.0, for example. All new releases start with level 1.

3. To start the `test.c` file with a release number of 3.1, use the **-r** flag with the **admin** command, as shown below, and enter:

```
$ admin -itest.c -r3 s.test.c
```

To restrict permission to change SCCS files to a specific set of user IDs, list user IDs or group ID numbers in the user list of the SCCS file by using the **-a** flag of the **admin** command. This flag may appear multiple times on the command line. These IDs then appear in the SCCS file header. Without the **-a** flag to restrict access, all user IDs can change the SCCS files.

4. To restrict edit permission to the user ID `dan`, enter:

```
$ admin -adan s.test.c
```

5. Check SCCS files on a regular basis for possible damage. The easiest way to do this is to run the **admin** command with the **-h** flag on all SCCS files or SCCS directories, as follows:

```
$ admin -h s.file1 s.file2 ...
$ admin -h directory1 directory2 ...
```

If the **admin** command finds a file where the computed checksum is not equal to the checksum listed in the SCCS file header, it displays this message:

```
ERROR [s. filename]:
1255-057 The file is damaged. (co6)
```

If a file was damaged, try to edit the file again or read a backup copy. After fixing the file, run the **admin** command with the **-z** flag and the repaired file name:

```
$ admin -z s.file1
```

This operation replaces the old checksum in the SCCS file header with a new checksum based on the current file contents. Other SCCS commands can now process the file.

Files

/usr/bin/admin Contains the SCCS **admin** command.

Related Information

The **delta** command, **ed** command, **get** command, **prs** command, **sccshelp** command, **what** command.

The **sccsfile** file format.

List of SCCS Commands in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

Source Code Control System (SCCS) Overview in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

aixterm Command

Purpose

Initializes an Enhanced X-Windows terminal emulator.

Syntax

```
aixterm [ -ah ] [ -ar ] [ -autopush ] [ -b NumberPixels ] [ -bd Color ] [ -bg Color ] [
-bw NumberPixels ] [ -cc CharRange:Value [ ,... ] ] [ -cr Color ] [ -csd CharShape ] [ -cu ] [
-C ] [ -display Name:Number ] [ -dw ] [ -f0 Font ] [ -f1 Font ] [ -f2 Font ] [ -f3 Font ] [
-f4 Font ] [ -f5 Font ] [ -f6 Font ] [ -f7 Font ] [ -f0 FontSet ] [ -f1 FontSet ] [ -f2 FontSet ] [
-f3 FontSet ] [ -f4 FontSet ] [ -f5 FontSet ] [ -f6 FontSet ] [ -f7 FontSet ] [ -fb Font ] [
-fg Color ] [ -fi FontSet ] [ -fn Font ] [ -fs Font ] [ -fullcursor ] [ -geometry Geometry ] [
#geometry Geometry ] [ -help ] [ -i ] [ -ib File ] [ -im InputMethod ] [ -j ] [ -keywords ] [
-lang Language ] [ -l ] [ -leftscroll ] [ -lf File ] [ -ls ] [ -mb ] [ -mc Number ] [ -ms Color ] [
-mn ] [ -n IconName ] [ -name Application ] [ -nb Number ] [ -nobidi ] [ -nonulls ] [
-nss NumShape ] [ -orient Orientation ] [ -outline Color ] [ -po Number ] [ -ps ] [ -pt Preedit ] [
-reduced ] [ -rfb Font ] [ -rfi Font ] [ -rfn Font ] [ -rfs Font ] [ -rf0 Font ] [ -rf1 Font ] [
-rf2 Font ] [ -rf3 Font ] [ -rf4 Font ] [ -rf5 Font ] [ -rf6Font ] [ -rf7 Font ] [ -rf0 FontSet ] [
-rf1 FontSet ] [ -rf2 FontSet ] [ -rf3 FontSet ] [ -rf4 FontSet ] [ -rf5 FontSet ] [
-rf6 FontSet ] [ -rf7 FontSet ] [ -rv ] [ -rw ] [ -s ] [ -sb ] [ -sf ] [ -si ] [ -sk ] [
-sl NumberLines ] [ -sn ] [ -st ] [ -suppress ] [ -symmetric ] [ -T Title ] [ -text TextType ] [
-ti ] [ -tm String ] [ -tn TerminalName ] [ -ut ] [ -v ] [ -vb ] [ -W ] [ -xrm String ] [ -132 ] [
-e Command ]
```

Description

The **aixterm** command provides a standard terminal type for programs that do not interact directly with Enhanced X-Windows. This command provides an emulation for a VT102 terminal or a high function terminal (HFT). The VT102 mode is activated by the **-v** flag.

The **aixterm** command supports the display for up to 16 colors at a time.

The **aixterm** terminal supports escape sequences that perform terminal functions such as cursor control, moving and deleting lines, and **aixterm** private functions.

Many of the special **aixterm** terminal features (like the scroll bar) can be modified under program control through a set of private **aixterm** command escape sequences. You can also use escape sequences to change the title in the title bar.

There are three different areas in the **aixterm** window:

- Scroll bar
- Status line
- Terminal window.

By default, only the terminal window is initially displayed.

The terminal window is the area provided for terminal emulation. When you create a window, a pseudo terminal is allocated and a command (usually a shell) is started.

The **aixterm** command automatically highlights the window border and the text cursor when the mouse cursor enters the window (selected) and unhighlights them when the mouse cursor leaves the window (unselected). If the window is the focus window, the window is highlighted regardless of the location of the mouse cursor. Any window manager, as in the case of the AIXwindows Window Manager (MWM), can cover the **aixterm** border, and the highlight and border color do not show.

The **WINDOWID** environment variable is set to the resource ID number of the **aixterm** window.

When running in an **aixterm** window, the **TERM** environment variable should be **TERM=aixterm** .

The **TERM** environment variable on your home machine determines what the **TERM** environment variable should be on the remote machine (unless it is overridden by your **.profile**).

When you use the **rlogin** , **tn** , or **rsh** commands to login to a different machine, the **TERM** environment variable should be set to **aixterm** . If this operation does not occur, you can perform the following two command line operations:

1. **TERM=aixterm**
2. **export TERM**

If commands (for example, the **vi** command) do not recognize the term type **aixterm** when you login to another system, perform the following one-time operation on the remote system:

1. **su**
2. **cd/tmp**
3. **mkdir Xxxxx**
4. **cd Xxxxx**
5. **ftp LocalSystemName**
6. **cd /usr/share/lib/terminfo**
7. **get ibm.ti**
8. **quit**
9. **TERMINFO=/tmp/Xxxxx**
10. **export TERMINFO**
11. **tic ibm.ti**
12. **ls**
13. **ls a**
14. **mkdir /usr/share/lib/terminfo/a**
15. **cp a/aixterm* /usr/share/lib/terminfo/a**
16. **cd /tmp**
17. **rm -r /tmp/Xxxxx**
18. **exit**
19. On the remote machine, enter the following:
 - a. **TERM=aixterm**
 - b. **export TERM**

Arabic/Hebrew Support

The **aixterm** command supports bidirectional languages such as Arabic and Hebrew. This command can open a window to be used with Arabic/Hebrew applications. You can create an Arabic/Hebrew window by specifying an Arabic or Hebrew locale (**ar_AA**, **Ar_AA**, **iw_IL**, or **Iw_IL**) with the **-lang** flag or by predefining an Arabic or Hebrew locale from SMIT for the system. You can also use the Web-based System Manager **wsm system** fast path and selecting the **Cultural Environment** icon.

The Arabic/Hebrew window supports bidirectional text display. Thus, English and Arabic or Hebrew text can be displayed on the same line. There are different aspects in the Arabic/Hebrew window:

- Screen Orientation
- Text mode
- Character shaping
- Numeric representation
- Status line

Screen Orientation: The screen orientation in an Arabic/Hebrew window can be either left-to-right or right-to-left. The default orientation is left-to-right unless otherwise specified with a flag or in the **.Xdefaults** file. While the window is active, you can reverse the screen orientation using special key combinations. You can reverse the screen orientation according to your needs.

Text Mode: An Arabic/Hebrew window supports two text modes and their corresponding manipulation:

- Implicit
- Visual

In the implicit text mode, characters are stored in same order that they are entered. The text is transformed into its visual form only when it is displayed. In the visual text mode, characters are stored in the same way that they are displayed on the window.

Character Shaping: The Arabic/Hebrew window represents Arabic and Hebrew texts differently, according to its context. Text is represented in one of the following forms:

- Automatic
- Isolated
- Initial
- Middle
- Final

Arabic/Hebrew can also be shaped according to the passthru mode. For more information on character shaping, see "Character Shaping" in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

Numeric Representation: Numerics can be represented in Arabic numerals, Hindi numerals, or in passthru mode. In implicit text mode, numerals can also be represented according to their contextual form. Thus, Arabic numbers can be displayed in English text or Hindi numbers can be displayed in Arabic text.

Status Line: The Arabic/Hebrew window can display an optional status line that shows the current status of the window. The status line contains the following values:

Value	Current Setting
E	English language
N	National language
SCR->	Left-to-right screen orientation
<-SCR	Right-to-left screen orientation
alef	Auto shape mode

Value	Current Setting
blank	Passthru shaping mode
ghain	Displayed in the currently used shaping mode
I	Implicit text mode
V	Visual text mode
U	Context numbers
A	Arabic numbers
H	Hindi numbers
P	Passthru for numbers

Note: Use the implicit text mode (the default text mode) for more efficient data sorting.

Use the following key combinations in an Arabic/Hebrew window to change certain settings.

Key Combination	Purpose
Alt + Enter	Reverses screen direction.
Alt + Right Shift	Enables Arabic/Hebrew keyboard layer.
Alt + Left Shift	Enables English keyboard layer.

For Implicit Mode only:

Alt + Kpd* Adjusts the column heading.

For Visual Mode only:

Alt + Kpd 1	Shapes characters in their initial form.
Alt + Kpd 2	Shapes characters in their isolated form.
Alt + Kpd 3	Shapes characters in their passthru form.
Alt + Kpd 4	Shapes characters automatically (Valid also for Implicit).
Alt + Kpd 7	Shapes characters in their middle form.
Alt + Kpd 8	Shapes characters in their final form.
Shift + Kpd /	Toggles the Push Mode (Push/End Push).
Alt + Kpd /	Toggles the Autopush function.

For more information on the Autopush function, the Push/End Push function, or other Arabic/Hebrew functions, see the **telnet,tn or tn3270** command.

Using the aixterm Command Data-Stream Support

The following is a list of the escape sequences supported by the **aixterm** command.

Some escape sequences activate and deactivate an alternate screen buffer that is the same size as the display area of the window. This capability allows the contents of the screen to be saved and restored. When the alternate screen is activated, the current screen is saved and replaced with the alternate screen. Saving lines scrolled off of the window is disabled until the original screen is restored.

The following table uses these abbreviations in the right hand column:

Xv	Supported by the aixterm command running in VT100 mode.
Xh	Supported by the aixterm command running in HFT mode.
H	Found in the HFT data stream.
V	Found in the VT100 data stream.

Name	Function	Data Stream	Support
	SINGLE-BYTE CONTROLS		
BEL	Bell	0x07	Xv, Xh, H, V
BS	Backspace	0x08	Xv, Xh, H, V
HT	Horizontal tab	0x09	Xv, Xh, H, V
LF	Linefeed	0x0A	Xv, Xh, H, V
VT	Vertical tab	0x0B	Xv, Xh, H, V
FF	Form feed	0x0C	Xv, Xh, H, V
CR	Carriage return	0x0D	Xv, Xh, H, V
SO	Shift out	0x0E	Xv, Xh, H, V
SI	Shift in	0x0F	Xv, Xh, H, V
DC1	Device control 1	0x11	H, V
DC3	Device control 3	0x13	H, V
CAN	Cancel	0x18	H, V
SUB	Substitute (also cancels)	0x1A	H, V
ESC	Escape	0x1B	Xv, Xh, H, V
SS4	Single Shift 4	0x1C	H
SS3	Single Shift 3	0x1D	H
SS2	Single Shift 2	0x1E	H
SS1	Single Shift 1	0x1F	H
cbt	cursor back tab	ESC [Pn Z	Xv, Xh, H
cha	cursor horizontal absolute	ESC [Pn G	Xv, Xh, H
cht	cursor horizontal tab	ESC [Pn I	H
ctc	cursor tab stop control	ESC [Pn W	H
cnl	cursor next line	ESC [Pn E	H
cpl	cursor preceding line	ESC [Pn F	Xv, Xh, H
cpr	cursor position report	ESC [PI; Pc R	Xv, Xh, H, V
cub	cursor backward	ESC [Pn D	Xv, Xh, H, V
cud	cursor down	ESC [Pn B	Xv, Xh, H, V
cuf	cursor forward	ESC [Pn C	Xv, Xh, H, V
cup	cursor position	ESC [PI; Pc H	Xv, Xh, H, V
cuu	cursor up	ESC [Pn A	Xv, Xh, H, V
cvt	cursor vertical tab	ESC [Pn Y	H
da1	DEVICE ATTRIBUTES		
	request (host to vt100)	ESC [c	Xv, Xh, V
	request (host to vt100)	ESC [0 c	Xv, Xh, V
	response (vt100 to host)	ESC [? 1 ; 2 c	Xv, Xh, V
dch	delete character	ESC [Pn P	Xv, Xh, H
decaln	screen alignment display	ESC # 8	Xv, Xh, V
deckpam	keypad application mode	ESC =	Xv, V
deckpnm	keypad numeric mode	ESC >	Xv, V
decrc	restore cursor & attributes	ESC 8	Xv, Xh, V

decsc	save cursor & attributes	ESC 7	Xv, Xh, V
decstbm	set top & bottom margins	ESC [Pt; Pb r	Xv, Xh, V
dl	delete line	ESC [Pn M	Xv, Xh, H
dscr	device status report	ESC [Ps n	
	0 response from vt100: ready		Xv, Xh, V
	5 command from host: please report status		Xv, Xh, V
	6 command from host: report active position		Xv, Xh, H, V
	13 error report sent from virtual terminal to host		H
dmi	disable manual input	ESC ' (back quote)	H
emi	enable manual input	ESC b	H
ea	erase area	ESC [Ps O	
	0 erase to end of area		Xv, Xh, H
	1 erase from area start		Xv, Xh, H
	2 erase all of area		Xv, Xh, H
ed	erase display	ESC [Ps J	
	0 erase to end of display		Xv, Xh, H, V
	1 erase from display star		Xv, Xh, H, V
	2 erase all of display		Xv, Xh, H, V
ef	erase field-e,s,all	ESC [Ps N	
	0 erase to end of field		Xv, Xh, H
	1 erase from field start		Xv, Xh, H
	2 erase all of field		Xv, Xh, H
el	erase line	ESC [Ps K	
	0 erase to end of line		Xv, Xh, H, V
	1 erase from start of line		Xv, Xh, H, V
	2 erase all of line		Xv, Xh, H, V
ech	erase character	ESC [Pn X	Xv, Xh, H
hts	horizontal tab stop	ESC H	Xv, Xh, H, V
hvp	horizontal and vertical position	ESC [PI; Pc f	Xv, Xh, H, V
ich	insert character	ESC [Pn @	Xv, Xh, H
il	insert line	ESC [Pn L	Xv, Xh, H
ind	index	ESC D	Xv, Xh, H, V
ls2	lock shift G2	ESC n	Xv
ls3	lock shift G3	ESC o	Xv
nel	next line	ESC E	Xv, Xh, H, V
ksi	keyboard status information	ESC [Ps p	H
pkf	PF key report	ESC [Pn q	Xh, H
rcp	restore cursor position	ESC [u	Xv, Xh, H

ri	reverse index	ESC M	Xv, Xh, H, V
ris	reset to initial state	ESC c	Xv, Xh, H, V
rm	reset mode, ANSI specified modes: See "set mode" following in this column.	ESC [Ps;...;Ps	
	reset mode, other private modes and XTERM private modes: See "set mode" following in this column.	ESC [? Ps;...;Ps I	
	restore mode, other private modes and XTERM private modes: See "set mode" following in this column.	ESC [? P;...;Ps r	
	save mode, other private modes and XTERM private modes: See "set mode" following in this column.	ESC [? Ps;...;Ps s	
sapv	select alternate presentation variant	ESC [Ps1;...;Psn]	Xh
	0 set default values for BIDI		
	1 set Arabic numeric shapes		
	2 set Hindi numeric shapes		
	3 set symmetric swapping mode for directional characters		
	5 the following graphic character is presented in its isolated form (Arabic only)		
	6 the following graphic character is presented in its initial form (Arabic only)		
	7 the following graphic character is presented in its middle form (Arabic only)		
	8 the following graphic character is presented in its final form (Arabic only)		
	13 set Special shaping mode		
	14 set standard shaping mode		
	15 reset symmetric mode		
	18 Passthru (everything)		
	19 Passthru (everything except numbers)		
	20 Contextual numbers (device dependent)		
	21 lock 5, 6, 7, 8		
	22 unlock		

	23 set the nonull mode		
	24 reset the nonull mode		
	Values 5-8 effect only the following character unless used with values 21 or 22.		
scp	save cursor position	ESC [s	Xv, Xh, H
scs	select character set		
	United Kingdom Set	ESC (A (G0)	Xv, V
		ESC) A (G1)	Xv, V
		ESC * A (G2)	Xv, V
		ESC + A (G3)	Xv, V
	ASCII Set (USASCII)	ESC (B (G0)	Xv, V
		ESC) B (G1)	Xv, V
		ESC * B (G2)	Xv, V
		ESC + B (G3)	Xv, V
	special graphics	ESC (0 (G0)	Xv, V
		ESC) 0 (G1)	Xv, V
		ESC * 0 (G2)	Xv, V
		ESC + 0 (G3)	Xv, V
sd	scroll down	ESC [Pn T	H
sl	scroll left	ESC [Pn Sp @	H
spd	select screen direction	ESC [Ps1;1 S	Xh
	0 turn screen to left-to-right, set to Latin keyboard		
	1 turn screen direction to right-to-left set to National keyboard		
sr	scroll right	ESC [Pn Sp A	H
srs	select reversed string	ESC [Ps[Xh
	0 end push		
	1 start push		
ss2	single shift G2	ESC N	Xv
ss3	single shift G3	ESC O	Xv
su	scroll up	ESC [Pn S	Xv, Xh, H
sgr	set graphic rendition	ESC [Ps m	
	0 normal		Xv, Xh, H, V
	1 bold		Xv, Xh, H, V
	4 underscore		Xv, Xh, H, V
	5 blink (appears as bold)		Xv, Xh, H, V
	7 reverse		Xv, Xh, H, V
	8 invisible		Xh, H
	10..17 fonts		Xh, H
	30..37 foreground colors		Xh, H

	40..47 background colors		Xh, H
	90..97 foreground colors		Xh, H
	100..107 background colors		Xh, H
sg0a	set GO character set	ESC (<	Xh, H
sg1a	set G1 character set	ESC) <	Xh, H
sm	set mode		
	ANSI specified modes	ESC [Ps;...;Ps h	
	4 IRM insert mode		Xv, Xh, H
	12 SRM send/rec mode		H
	18 TSM tab stop mode		H
	20 LNM linefeed/newline		Xv, Xh, H, V
	Other private modes	ESC [? Ps;...;Ps h	
	1 normal/application cursor		Xv, V
	3 80/132 columns		Xv, Xh, V
	4 smooth/jump scroll		Xv, Xh, V
	5 reverse/normal video		Xv, Xh, V
	6 origin/normal		Xv, Xh, V
	7 on/off autowrap		Xv, Xh, H, V
	8 on/off autorept		Xv, Xh, V
	21 CNM CR-NL		H
	XTERM private modes		
	40 132/80 column mode		Xv, Xh
	41 curses(5) fix		Xv, Xh
	42 hide/show scroll bar		Xv, Xh
	43 on/off save scroll text		Xv, Xh
	44 on/off margin bell		Xv, Xh
	45 on/off reverse wraparound		Xv, Xh
	47 alternate/normal screen buffer		Xv, Xh
	48 reverse/normal status line		Xv, Xh
	49 page/normal scroll mode		Xv, Xh
tbc	tabulation clear	ESC [Ps g (default Ps =0)	
	0 clear horizontal tab stop at active position		Xv, Xh, H, V
	1 vertical tab at line indicated by cursor		H
	2 horizontal tabs on line		H
	3 all horizontal tabs		Xv, Xh, H, V
	4 all vertical tabs		H
VTD	virtual terminal data	ESC [x	Xv, Xh, H

VTL	virtual terminal locator report	ESC [y	Xh, H
VTR	vt raw keyboard input	ESC [w	Xh, H
vts	vertical tab stop	ESC I	H
xes	erase status line	ESC [? E	Xv, Xh
xrs	return from status line	ESC [? F	Xv, Xh
xhs	hide status line	ESC [? H	Xv, Xh
xss	show status line	ESC [? S	Xv, Xh
xgs	go to column of status line	ESC [? Ps T	Xv, Xh
xst	set text parameters	ESC] Ps ; Pt \007	Xv, Xh
	0 change window name and title to Pt		Xv, Xh
	1 sets only the icon name		Xv, Xh
	2 sets only the title name		Xv, Xh
	Everything between ESC-P and ESC\ is ignored. aixterm will work as usual after the ESC\.	ESC-P...ESC\ 	Xv, Xh

Copy, Paste, and Re-execute Functions

When you create a terminal window, the **aixterm** command allows you to select text and copy it within the same window or other windows by using copy, paste, and re-execute button functions. These text functions are available in HFT and VT102 emulations. The selected text is highlighted while the button is pressed.

The copy, paste, and re-execute button functions perform as follows:

Copy

The left button is used to save text into the cut buffer. The **aixterm** command does a text cut, not a box cut. Move the cursor to beginning of the text, hold the button down while moving the cursor to the end of the region, and release the button. The selected text is highlighted and saved in the global cut buffer and made the **PRIMARY** selection when the button is released.

- Double clicking selects by words.
- Triple clicking selects by lines.
- Quadruple clicking goes back to characters, and so on.

Multiple clicking is determined from the time the button is released to the time the button is pressed again, so you can change the selection unit in the middle of a selection.

The right button extends the current selection. If you press this button while moving closer to the right edge of the selection than the left, it extends or contracts the right edge of the selection. If you contract the selection past the left edge of the selection, the **aixterm** command assumes you really meant the left edge, restores the original selection, and extends or contracts the left edge of the selection. Extension starts in the selection unit mode that the last selection or extension was performed in; you can multiple click to cycle through them.

Paste

Pressing both buttons at once (or the middle button on a three-button mouse) displays (pastes) the text from the **PRIMARY** selection or from the cut buffer into the terminal window that contains the mouse cursor, inserting it as keyboard input.

Re-execute

Pressing the Shift key and the left mouse button takes the text from the cursor (at button release) through the end of the line (including the new line), saves it in the global cut buffer and immediately retypes the line, inserting it as keyboard input. The selected text is highlighted. Moving the mouse cursor off of the initial line cancels the selection. If there is no text beyond the initial cursor point, the **aixterm** command sounds the bell, indicating an error.

By cutting and pasting pieces of text without trailing new lines, you can take text from several places in different windows and form a command to the shell. For example, you can take output from a program and insert it into your favorite editor. Since the cut buffer is globally shared among different applications, you should regard it as a file whose contents you know. The terminal emulator and other text programs should treat it as if it were a text file, that is, the text is delimited by new lines.

Menu Usage

The **aixterm** command has two different menus:

- Options
- Modes

Each menu pops up under the correct combinations of key and button presses. Most menus are divided into two sections that are separated by a horizontal line. The top portion contains various modes that can be altered. A check mark is displayed next to a mode that is currently active. Selecting one of these modes toggles its state. The bottom portion of the menu provides the command entries; selecting one of these performs the indicated function.

The Options menu pops up when the Ctrl key and the left mouse button are pressed simultaneously while the mouse cursor is in a window. The menu contains items that apply to all emulation modes.

The Modes menu sets various modes for each emulation mode. The menu is activated by pressing the Ctrl key and the middle mouse button at the same time, while the mouse cursor is in the window. In the command section of this menu, the soft reset entry resets the scroll regions. This is convenient when a program leaves the scroll regions set incorrectly. The full reset entry clears the screen, resets tabs to every eight columns, and resets the terminal modes (such as wrap and smooth scroll) to their initial states after the **aixterm** command finishes processing the command-line options. When the Auto Linefeed option is turned on, a carriage return is added when a carriage return, vertical tab, or form feed is received. The shells generally do this for the linefeed, but not for the vertical tab or form feed.

Scroll Bar

The **aixterm** command supports an optional scroll bar composed of a scroll button that displays at the top of the scroll bar and a scroll region that displays at the bottom. The scroll bar is hidden until you request it to display.

The scroll region displays the position and amount of text currently showing in the window (highlighted) relative to the amount of text actually saved in the scrolling buffer. As more text is saved in the scrolling buffer (up to the maximum), the size of the highlighted area decreases.

The scroll button causes the window to scroll up and down within the saved text. Clicking the right button moves the window position up (the text scrolls downward); clicking the left button moves the window position down (the text scrolls upward). The amount of scrolling is modified by the Shift and Ctrl keys. If neither key is pressed, the window scrolls a single line at a time. Pressing the Shift key causes the text to scroll a full window at a time, minus one line. Pressing the Ctrl key causes the text to be positioned at the extreme top or bottom of the file.

Character Classes

Clicking the left mouse button (the copy function) twice in rapid succession causes all characters of the same class (that is, letters, white space, punctuation, and so on) to be selected. Because people have different preferences for what should be selected (for example, if file names be selected as a whole or only the separate subnames), you can override the default mapping by using the **charClass** (class **CharClass**) resource.

The **charClass** resource is a list of *CharRange:Value* pairs where the range is either a single number or a low-to-high number in the range of 0 to 127, corresponding to the ASCII code for the character or characters to be set. The value is arbitrary, although the default table uses the character number of the first character occurring in the set.

The default table is as follows:

```
static int charClass[128] = {
/* NUL SOH STX ETX EOT ENQ ACK BEL */
  32,  1,  1,  1,  1,  1,  1,  1,
/* BS  HT  NL  VT  NP  CR  SO  SI */
  1, 32,  1,  1,  1,  1,  1,  1,
/* DLE DC1 DC2 DC3 DC4 NAK SYN ETB */
  1,  1,  1,  1,  1,  1,  1,  1,
/* CAN  EM  SUB  ESC  FS  GS  RS  US */
  1,  1,  1,  1,  1,  1,  1,  1,
/* SP  !   "   #   $   %   &  ' */
  32, 33, 34, 35, 36, 37, 38, 39,
/* (   )   *   +   ,   -   .   / */
  40, 41, 42, 43, 44, 45, 46, 47,
/* 0   1   2   3   4   5   6   7 */
  48, 48, 48, 48, 48, 48, 48, 48,
/* 8   9   :   ;   <  =   >  ? */
  48, 48, 58, 59, 60, 61, 62, 63,
/* @   A   B   C   D   E   F   G */
  64, 48, 48, 48, 48, 48, 48, 48,
/* H   I   J   K   L   M   N   O */
  48, 48, 48, 48, 48, 48, 48, 48,
/* P   Q   R   S   T   U   V   W */
  48, 48, 48, 48, 48, 48, 48, 48,
/* X   Y   Z   [   \   ]   ^   _ */
  48, 48, 48, 91, 92, 93, 94, 48,
/* '   a   b   c   d   e   f   g */
  96, 48, 48, 48, 48, 48, 48, 48,
/* h   i   j   k   l   m   n   o */
  48, 48, 48, 48, 48, 48, 48, 48,
/* p   q   r   s   t   u   v   w */
  48, 48, 48, 48, 48, 48, 48, 48,
/* x   y   z   {   |   }   ~  DEL */
  48, 48, 48, 123, 124, 125, 126, 1};
```

For example, the string "33:48,37:48,45-47:48,64:48" indicates that the ! (exclamation mark), % (percent sign), - (dash), . (period), / (slash), and & (ampersand) characters should be treated the same way as characters and numbers. This is very useful for cutting and pasting electronic mailing addresses and UNIX file names.

Key Translations

It is possible to rebind keys (or sequences of keys) to arbitrary strings for input. Changing the translations for events other than key and button events is not expected, and causes unpredictable behavior.

The actions available for key translations are as follows:

insert()	Processes the key in the normal way (that is, inserts the ASCII character code corresponding to the keysym found in the keyboard mapping table into the input stream).
string(<i>String</i>)	Rebinds the key or key sequence to the string value; that is, inserts the string argument into the input stream. Quotation marks are necessary if the string contains white space or non-alphanumeric characters. If the string argument begins with the characters "0x," it is interpreted as a hex character constant and the corresponding character is sent in the normal way.
keymap(<i>Name</i>)	Takes a single string argument naming a resource to be used to dynamically define a new translation table; the name of the resource is obtained by appending the string <code>Keymap</code> to <i>Name</i> . The keymap name None restores the original translation table (the very first one; a stack is not maintained). Uppercase and lowercase is significant.
insert-selection(<i>Name</i>[,<i>Name</i>]...)	Retrieves the value of the first (leftmost) named selection that exists and inserts the value into the input stream. The <i>Name</i> parameter is the name of any selection, for example, PRIMARY or SECONDARY . Uppercase and lowercase is significant.

For example, a debugging session might benefit from the following bindings:

```
*aixterm.Translations: #override <Key>F13: keymap(dbx)
*aixterm.dbxKeymap.translations:\
<Key>F14: keymap(None) \n\
<Key>F17: string("next") string(0x0d) \n\
<Key>F18: string("step") string(0x0d) \n\
<Key>F19: string("continue") string(0x0d) \n\
<Key>F20: string("print") insert-selection(PRIMARY)
```

Key and Button Bindings

The key and button bindings for selecting text, pasting text, and activating the menus are controlled by the translation bindings. In addition to the actions listed in the Key Translations section, the following actions are available:

mode-menu()	Posts one of the two mode menus, depending on which button is pressed.
select-start()	Deselects any previously selected text and begins selecting new text.
select-extend()	Continues selecting text from the previous starting position.
start-extend()	Begins extending the selection from the farthest (left or right) edge.
select-end(<i>Name</i>[,<i>Name</i>]...)	Ends the text selection. The <i>Name</i> parameter is the name of a selection into which the text is to be copied. The aixterm command asserts ownership of all the selections named. Uppercase and lowercase is significant.
ignore()	Quietly discards the key or button event.
bell([<i>Volume</i>])	Rings the bell at the specified volume increment above or below the base volume.

The default bindings are:

```

static char defaultTranslations =
"
    <KeyPress>: insert() \n\
_Shift Ctrl  _Meta <Btn1Down>: mode-menu(options) \n\
_Shift Ctrl  _Meta <Btn2Down>: mode-menu() \n\
_Shift Ctrl  _Meta <Btn3Down>: mode-menu(modes) \n\
_Shift Ctrl  _Meta <Btn1Down>: select-start() \n\
_Shift Ctrl  _Meta <Btn1Motion>: select-extend() \n\
_Shift Ctrl  _Meta <Btn1Up>: select-end(PRIMARY)\n\
_Shift Ctrl  _Meta <Btn2Down>: ignore() \n\
_Shift Ctrl  _Meta <Btn2Up>: insert-selection(PRIMARY)\n\
_Shift Ctrl  _Meta <Btn3Down>: start-extend() \n\
_Shift Ctrl  _Meta <Btn3Motion>: select-extend() \n\
_Shift Ctrl  _Meta <Btn3Up>: select-end(PRIMARY)\n\
Shift Ctrl  _Meta <Btn1Down>: reexecute() \n\
Shift Ctrl  _Meta <Btn1Motion>: select-extend() \n\
Shift Ctrl  _Meta <Btn1Up>: select-end(PRIMARY)\n\
Shift Ctrl  _Meta <Btn2Down>: select-start() \n\
Shift Ctrl  _Meta <Btn2Motion>: select-extend() \n\
Shift Ctrl  _Meta <Btn2Up>: select-end(PRIMARY)\n\
Shift Ctrl  _Meta <Btn3Down>: ignore() \n\
Shift Ctrl  _Meta <Btn3Up>: insert-selection(PRIMARY)\n\
Shift Ctrl  _Meta <BtnDown>: size(toggle) \n\
Shift Ctrl  _Meta <BtnUp>: ignore() \n\
                <BtnDown>: bell(0) \n\
                <BtnUp>: bell(0) \n\
";

```

aixterm Command Internationalization (I18N)

To run an aixterm with a different keyboard layout than the X server's (such as a French keyboard layout on a Swiss German X server), run the following commands:

1. Change the X server to a French keyboard:

```
xmodmap /usr/lpp/X11/defaults/xmodmap/Fr_FR/keyboard
```
2. Set the locale environment variable to Fr_FR using one of the following:
 - For Korn shells: export LANG=Fr_FR
 - For C shells: setenv LANG Fr_FR
 - For Bourne shells: LANG=Fr_FR; export LANG
3. Start an aixterm terminal emulator:

```
aixterm &
```
4. Reset the X server's keyboard file to its original language:

```
xmodmap /usr/lpp/X11/defaults/xmodmap/Gr_SW/keyboard
```

The **aixterm** command continues to use the keyboard layout that the X server was using when the aixterm started. It ignores **KeymapNotify** by default.

The **aixterm** command uses the Input Method to convert the X server's keysyms into either printable characters or nonprintable escape strings such as function keys. The Input Method uses its own keymap files, in **/usr/lib/nls/loc**, to convert X keysyms into code points for the printable characters, and escape strings for nonprintable characters. There is a keymap file for each language and one keymap file for escape sequences. The escape sequences are in **C@outbound.imkeymap**; the source is **C@outbound.imkeymap.src**. The other keymap files begin with the locale name and look like: **locale.imkeymap** and **locale.codeset.imkeymap**. For example:

US English in codeset IBM-850	En_US.IBM-850.imkeymap
US English in codeset ISO8859-1	en_US.ISO8859-1.imkeymap
Turkish in codeset ISO8859-9	tr_TR.ISO8859-9.imkeymap
Japanese in codeset IBM-932	Ja_JP.IBM-932.imkeymap
Japanese in codeset IBM-943	Ja_JP.IBM-943.imkeymap
Japanese in codeset EUC(JP)	ja_JP.IBM-eucJP.imkeymap

The following dependencies apply:

- You can change the locale by entering the following SMIT fast path: `smit m1e_sel_menu`, or by using the Web-based System Manager **wsm system** fast path and selecting the **Cultural Environment** icon. You can also change the locale temporarily by modifying the `LANG` environment variable.
- You can change the system keyboard definition by selecting the following SMIT menu items: System Environments, Manage Language Environment, and Change the Keyboard Map for the Next System Restart, or by using the Web-based System Manager **wsm system** fast path and selecting the **Cultural Environment** icon.
- Codeset depends on the locale (`LC_ALL`, `LANG` environment variables).
- Default fonts and font sets depend on the codeset and locale. Using a font that does not match the codeset may produce incorrect output.
- Input Method depends on the locale. The Input Method for the locale should be installed. The Input Method maps Keysyms to a codeset.
- Compose keys (dead keys) depend on the Input Method and X keyboard mapping. An incorrect input method or X keyboard mapping may produce incorrect input.
- Error messages and menu contents depend on the locale and a correct font or fontset. The message catalogs for the locale should be installed. The default messages are English. An incorrect font or fontset can result in garbled menu text and messages.
- Text display depends on the locale and a correct font or fontset. An incorrect font or fontset can result in garbled text. Changing the locale (`LC_ALL`, `LANG` environment variables) in an `aixterm` does not change the codeset that the `aixterm` displays. If the codeset of the new locale differs from the codeset of `aixterm`, incorrect output (garbled text) may be displayed.
- The X keyboard mapping depends on the system keyboard definition. Xinit sets the X keyboard mapping to match the system keyboard definition. The mapping is changed with `xmodmap`. The X keyboard mapping maps key presses to Keysyms.

Availability of Characters in `aixterm`

ASCII characters 32 (0x20) to 126 (0x7e) are available in most of the codesets and fonts. Characters (bytes) 0 (0x00) to 31 (0x1f) are treated as control sequences and unprintable characters. Other characters 127 (0x7f) to 255 (0xff) vary with codeset and fonts. Using a font that does not match the codeset the `aixterm` is started in leads to unpredictable results. For example, box characters (line drawing) are available in `aixterm` vt100 mode with the default `vtsingle` font. If you use a different font, other characters may be displayed instead. Another example is using a ISO8859-1 font while running in the IBM-850 codeset. Trying to display box characters (line drawing) generates accented characters. Trying to display accented characters generates different accented characters or blanks.

Box, Line Drawing and Special Graphics Characters in `aixterm`

Older versions of `aixterm` operate in codeset IBM-850 (pc850). This codeset uses box characters for drawing boxes around things for SMIT. The new codesets do not have these box characters. New escape sequences were added to the `terminfo` entry to support drawing these characters no matter what codeset is being used. The older versions of `aixterm` do not support these new escape sequences. When using an older `aixterm` to access a newer `aixterm` (such as a 3.1 `aixterm` and `telnet` to access 3.2 on another system), set the `TERM` environment variable to `aixterm-old` (or `aixterm-m-old`). These `terminfo` entries assume the IBM-850 codeset.

Key Assignments for Bidirectional Languages

In addition to the above key and button bindings, the following key assignments for bidirectional languages are supported by the `aixterm` command:

<code>scr-rev()</code>	Reverses the screen orientation and sets the keyboard layer to the default language of the new orientation.
<code>ltr-lang()</code>	Enables the English keyboard layer.
<code>rtl-lang()</code>	Enables the Arabic/Hebrew keyboard layer.
<code>col-mod()</code>	Enables the column heading adjustment which handles each word as a separate column.

auto-push()	Toggles the Autopush function. This function handles mixed left-to-right and right-to-left text. When you enable the Autopush function, reversed segments are automatically initiated and terminated according to the entered character or the selected language layer. Thus, you are relieved of manually invoking the Push function.
chg-push()	Toggles the Push mode. This mode causes the cursor to remain in its position and pushes the typed characters in the direction opposed to the field direction.
shp-in()	Shapes Arabic characters in their initial forms.
shp-is()	Shapes Arabic characters in their isolated forms.
shp-p()	Shapes Arabic characters in their passthru forms.
shp-asd()	Shapes Arabic characters in their automatic forms.
shp-m()	Shapes Arabic characters in their middle forms.
shp-f()	Shapes Arabic characters in their final forms.

The BIDI bindings (for Arabic/Hebrew) are:

```

_Shift_Ctrl Mod1 <Key>Return:      scr-rev() \n\
_Shift_Ctrl Mod2 <Key>Return:      scr-rev() \n\
_Shift_Ctrl Mod1 <Key>Shift_L: ltr-lang() \n\
_Shift_Ctrl Mod2 <Key>Shift_L: ltr-lang() \n\
_Shift_Ctrl Mod1 <Key>Shift_R: rtl-lang() \n\
_Shift_Ctrl Mod2 <Key>Shift_R: rtl-lang() \n\
_Shift_Ctrl Mod1 <Key>KP_Multiply:  col-mod() \n\
_Shift_Ctrl Mod2 <Key>KP_Multiply:  col-mod() \n\
_Shift_Ctrl Mod1 <Key>KP_Divide:    auto-push() \n\
_Shift_Ctrl Mod2 <Key>KP_Divide:    auto-push() \n\
_Shift_Ctrl Meta <Key>KP_Divide:    chg-push() \n\
_Shift_Ctrl Mod1 <Key>KP_1:        shp-in() \n\
_Shift_Ctrl Mod2 <Key>KP_2:        shp-in() \n\
_Shift_Ctrl Mod1 <Key>KP_1:        shp-is() \n\
_Shift_Ctrl Mod1 <Key>KP_2:        shp-is() \n\
_Shift_Ctrl Mod1 <Key>KP_3:        shp-p() \n\
_Shift_Ctrl Mod2 <Key>KP_3:        shp-p() \n\
_Shift_Ctrl Mod1 <Key>KP_4:        shp-asd() \n\
_Shift_Ctrl Mod2 <Key>KP_4:        shp-asd() \n\
_Shift_Ctrl Mod1 <Key>KP_7:        shp-m() \n\
_Shift_Ctrl Mod2 <Key>KP_7:        shp-m() \n\
_Shift_Ctrl Mod1 <Key>KP_8:        shp-f() \n\
_Shift_Ctrl Mod2 <Key>KP_8:        shp-f() \n\

```

You can change these values in the **.Xdefaults** file. For example, if you want to use Ctrl+Shift to change language layer, you can add the following line in the **.Xdefaults** file:

```

Translations:  Ctrl<Key>Shift_R: rtl-lang() \n\
               Ctrl<Key>Shift_L: ltr-lang()

```

Flags

A flag takes on the opposite value if the - (minus sign) is changed to a + (plus sign). The following options override those set in the **.Xdefaults** file:

-ah	Highlights the cursor at all times.
-ar	Turns on the autoraise mode of aixterm , which automatically raises the window (after a delay determined by the .Xdefaults keyword autoRaiseDelay) when the mouse cursor enters the window. The default is off.
- autopush	This flag can be turned on and off from the Options menu. Enables the Autopush function for the visual text type.
-b <i>NumberPixels</i>	Specifies the width in pixels of an inner border. The inner border is the distance between the outer edge of the characters and the window border. The default is 2.

-bd <i>Color</i>	Specifies the color of the highlighted border on color displays. The default is black.
-bg <i>Color</i>	Specifies the color of the window background on color displays. The default is white.
-bw <i>NumberPixels</i>	Specifies the width of the window border in pixels. The default is 2 pixels. Some window managers can override this option.
-C	Intercepts console messages.
-cc <i>CharRange: Value,...</i>	Changes the types of characters that are part of a word. For example, the string <code>-cc 48-52:3</code> would make the characters 01234 one word and 56789 a different word. The <code>:3</code> defines a word group number 3. By default, numbers are in class 48. The character classes are used by cut and paste.
-cr <i>Color</i>	Determines the color of the text cursor on color displays. The default is the foreground color.
-csd <i>CharShape</i>	Specifies the default shape of Arabic text. The <i>CharShape</i> variable can be one of the following options: <ul style="list-style-type: none"> automatic Shapes the characters automatically. passthru Does not shape the characters. The characters are displayed in the same way that they are entered. isolated Displays the characters in their isolated form (valid in visual mode only). initial Displays the characters in their initial form (valid in visual mode only). middle Displays the characters in their middle form (valid in visual mode only). final Displays the characters in their final form (valid in visual mode only).
-cu	Causes certain curses applications to display leading tabs correctly. The default is off.
-display <i>Name:Number</i>	This flag can be turned on and off from the Modes menu. Identifies the host name and X Server display number where the aixterm command is to run. By default, aixterm gets the host name and display number from the DISPLAY environment variable.
-dw	Causes the mouse cursor to move (warp) automatically to the center of the aixterm window when the aixterm icon window is deiconified. The default is off.
-e <i>Command</i>	Specifies a command to be executed in the window. This flag runs the command; it does not start a shell. If this flag is used, the command and its arguments (if any) must be displayed last on the aixterm command line.
-f0 <i>Font</i>	When the command exits, the aixterm command exits. Specifies the name of the default font on the command line. Also specifies the name of the font placed in position 0 in the font table. This flag is similar to the -fn flag. For example, to specify a default font on the command line, enter the following: <pre>aixterm -f0 rom11 -tn aixterm-old</pre>
-f1 <i>Font</i>	Specifies the name of the font placed in position 1 in the font table. This flag is similar to the -fb flag.

-f2 <i>Font</i>	Specifies the name of the font placed in position 2 of the font table. This flag is similar to the -fi flag.
-f3 <i>Font</i>	Specifies the name of the font placed in position 3 of the font table.
-f4 <i>Font</i>	Specifies the name of the font placed in position 4 of the font table.
-f5 <i>Font</i>	Specifies the name of the font placed in position 5 of the font table.
-f6 <i>Font</i>	Specifies the name of the font placed in position 6 of the font table.
-f7 <i>Font</i>	Specifies the name of the font for position 7 in the font table.
—f0 <i>FontSet</i>	Specifies the name of the font set for position 0 in the font table. This flag is similar to the -fn flag.
—f1 <i>FontSet</i>	Specifies the name of the font set for position 1 in the font table. This flag is similar to the -fb flag.
—f2 <i>FontSet</i>	Specifies the name of the font set for position 2 in the font table. This flag is similar to the -fi flag.
—f3 <i>FontSet</i>	Specifies the name of the font set for position 3 in the font table.
—f4 <i>FontSet</i>	Specifies the name of the font set for position 4 in the font table.
—f5 <i>FontSet</i>	Specifies the name of the font set for position 5 in the font table.
—f6 <i>FontSet</i>	Specifies the name of the font set for position 6 in the font table.
—f7 <i>FontSet</i>	Specifies the name of the font set for position 7 in the font table.
-fb <i>Font</i>	Specifies the name of the bold font. This font must be the same height and width as the normal font.
-fi <i>FontSet</i>	Specifies the name of the italic font set.
-fg <i>Color</i>	Determines the foreground color of the text on color displays. The default is black.
-fn <i>Font</i>	Specifies the name of a normal full-text font set. Any fixed-width font set can be used. In HFT emulation, the default is Rom14.500 for a large display or Rom10.500 for a small display. In VT102 emulation, the default is vtsingle . To specify a font set in the resource file, use aixterm.Fontset FontSet .
-fs <i>Font</i>	Specifies the name of the special graphics font.
-fullcursor	Uses a full block cursor instead of the default underscore cursor.
-geometry <i>Geometry</i>	Specifies the location and dimensions of a window. The default is 80x25+0+0 . Some window managers (such as the mwm command) can override these defaults.
#geometry <i>Geometry</i>	Specifies the location of an icon window. If specified, width and height are ignored. Width and height are taken from the size of the bitmap and the length of the title. The window manager can override the location of the icon.
	Note: When you use one of these values as part of an sh (shell) command, enclose the value in " (double quotation marks). Normally, # (the pound sign) indicates a comment in a shell script.
-help	Lists the available option flags.
-i	Displays the icon window rather than the normal window when the window is opened. The default is false.
	Note: This flag does not work unless the window manager has started.
-ib <i>File</i>	Specifies name of the bitmap file to read for use as the icon bitmap file instead of the default bitmap file. You can access a /usr/include/X11/bitmaps file from an operating system shell to see a sample bitmap file.
-im <i>InputMethod</i>	Specifies a modifier string that identifies the input method to be used by the aixterm command.
-j	Causes the aixterm command to move multiple lines up at once (jump scroll) if many lines are queued for display. The default is false.
	This flag can be turned on and off from the Modes menu.
-keywords	Lists the .Xdefaults keywords.

-lang <i>Language</i>	Specifies the language to be used under the aixterm command. The language should follow the format for the locale, as used by the setlocale function.
-l	Causes the aixterm command to append output from the window to the end of the logfile file. The default is false. This flag can be turned on and off from the Options menu. This does not override LogInhibit in the .Xdefaults file.
-leftscroll	Places the scroll bar on the left when it is displayed. The default is on the right side of the text window.
-lf <i>File</i>	Specifies the file where the output is saved, instead of the default AixtermLog.XXXXXX file, where XXXXXX is the process ID of the aixterm command. The file is created in the directory where the aixterm command is started, or in the home directory for a login aixterm command. If the file name begins with a (pipe symbol), the rest of the string is interpreted as a command to be executed by the shell, and a pipe is opened to the process.
-ls	This flag must be used in conjunction with the -l flag to work effectively. Causes the shell run under the aixterm command to be a login shell. The user's .login or .profile file is read, and the initial directory is usually the home directory. The default is false.
-mb	Turns on the right margin bell. The default is false.
-mc <i>Number</i>	This flag can be turned on and off from the Modes menu. Determines the multiple-click time. This is used by the cut and paste button functions.
-mn	Ignores the XMappingNotify event. The -mn flag is the default.
-ms <i>Color</i>	Determines the color of the mouse cursor on color displays. The default is the foreground color.
-n <i>IconName</i>	Specifies the icon name for use by the aixterm command.
-name <i>Application</i>	Specifies the application name to use for the .Xdefaults file.
-nb <i>Number</i>	Specifies the right margin distance at which the margin bell rings. The default is 10 spaces from the right edge of the window.
-nobidi	Disables the Arabic/Hebrew functions such as screen reverse, while maintaining an Arabic/Hebrew locale.
- nonulls	Enables a Nonulls mode in which nulls within a line are replaced by spaces.
-nss <i>NumShape</i>	Specifies the default shape of numerals. The <i>NumShape</i> variable can be one of the following options: bilingual Displays numerals according to the surrounding text. For example, Arabic numerals are displayed within Arabic text and English numerals within English text. hindi Displays numerals in Hindi. arabic Displays numerals in Arabic. passthru Displays numerals the same way they are entered.
- orient <i>Orientation</i>	Specifies the default screen orientation. The orientation can be one of the following options: LTR Left-to-right screen orientation RTL Right-to-left screen orientation

-outline <i>Color</i>	Determines the color of the outline attribute (Keisen) on color displays. The default is the foreground color.
-po <i>Number</i>	The outline attribute for a character is similar to other character attributes such as bold or reverse video. The outline attribute is displayed as a box drawn to enclose a character or group of characters. Specifies the number of lines from the previous screen that display on the screen when the window scrolls one page. The default is 1 line.
-ps	Turns on the page scroll mode.
-pt <i>Preedit</i>	After a page of lines is displayed, the aixterm command stops displaying new lines and the text cursor is no longer displayed. Pressing the Enter key displays one new line. Pressing the Spacebar key or a character key displays a new page. The default is false. Specifies the pre-edit type for text composing. The possible pre-edit types are: over Places the pre-edit window over the spot of character composition. off Places the pre-edit window off the spot of character composition in the status area. root Composes character outside of the current window tree. none Specifies that the input method has no pre-edit area. Causes the aixterm command to begin in reduced mode.
-reduced	Specifies the name of the reduced bold font. This font must be the same width and height as the reduced normal font.
-rfb <i>Font</i>	Specifies the name of the reduced italic font. This font must be the same width and height as the reduced normal font.
-rfi <i>Font</i>	Specifies the name of the reduced normal font.
-rfn <i>Font</i>	Specifies the name of the reduced special graphics font.
-rfs <i>Font</i>	Specifies the name of the reduced font placed in position 0 in the font table. This flag is similar to the -rfn flag.
-rf0 <i>Font</i>	Specifies the name of the reduced font placed in position 1 in the font table. This flag is similar to the -rfb flag.
-rf1 <i>Font</i>	Specifies the name of the reduced font placed in position 2 in the font table. This flag is similar to the -rfi flag.
-rf2 <i>Font</i>	Specifies the name of the reduced font placed in position 3 in the font table.
-rf3 <i>Font</i>	Specifies the name of the reduced font placed in position 4 in the font table.
-rf4 <i>Font</i>	Specifies the name of the reduced font placed in position 5 in the font table.
-rf5 <i>Font</i>	Specifies the name of the reduced font placed in position 6 in the font table.
-rf6 <i>Font</i>	Specifies the name of the reduced font placed in position 7 in the font table.
-rf7 <i>Font</i>	Specifies the name of the reduced fontset placed in position 0 in the font table. This flag is similar to the -rfn flag.
—rf0 <i>FontSet</i>	Specifies the name of the reduced fontset placed in position 1 in the font table. This flag is similar to the -rfb flag.
—rf1 <i>FontSet</i>	Specifies the name of the reduced fontset placed in position 2 in the font table. This flag is similar to the -rfi flag.
—rf2 <i>FontSet</i>	Specifies the name of the reduced fontset placed in position 3 in the font table.
—rf3 <i>FontSet</i>	Specifies the name of the reduced fontset placed in position 4 in the font table.
—rf4 <i>FontSet</i>	Specifies the name of the reduced fontset placed in position 5 in the font table.
—rf5 <i>FontSet</i>	Specifies the name of the reduced fontset placed in position 6 in the font table.

—rf6 <i>FontSet</i>	Specifies the name of the reduced fontset placed in position 6 in the font table.
—rf7 <i>FontSet</i>	Specifies the name of the reduced fontset placed in position 7 in the font table.
-rv	Reverses the foreground and background colors. This becomes the normal video mode.
-rw	This flag can be turned on and off from the Modes menu. Turns on the reverse-wraparound mode. The default is false. This mode allows the cursor to wraparound from the leftmost column to the rightmost column of the previous line. This can be useful in the shell to allow erasing characters backwards across the previous line.
-s	This flag can be turned on and off from the Modes menu. Turns off synchronous scrolling on the display. The default is true. When this flag is specified, the aixterm command no longer attempts to keep the screen current while scrolling and can run faster when network latencies are very high.
-sb	Causes the scroll bar to display. This flag can be turned on and off from the Modes menu. The default is off.
-sf	Generates the Sun function keycodes for programmed-function (PF) keys in VT102 mode.
-si	Specifies that while using the scroll bar to review previous lines of text, the window is normally repositioned automatically at the bottom of the scroll region before output to the screen is processed. The default is true.
-sk	This flag disables window repositioning on output. Causes the window to be repositioned automatically in the normal position at the bottom of the scroll region when a key is pressed. The default is false. This flag is intended for use with the scroll bar to review previous lines of text. Pressing a key also creates output, which is affected by the -si flag.
-sl <i>NumberLines</i>	This flag can be turned on and off from the Scrollbar menu. Specifies the maximum number of lines to save that scroll off of the top of the window. The default is 64.
-sn	Displays the status line to be displayed in normal video (the status line is still enclosed in a box). By default, the status line is displayed in reverse-video relative to the rest of the window. This flag can be turned on and off from the Modes menu.
-st	Displays the status line on startup. The default is false.
-suppress	Specifies that the preediting function in the input method IMIoctl call is suppressed.
- symmetric	Enables the Symmetric Swapping mode for handling bidirectional character pairs such as <> and ().
-T <i>Title</i>	Sets the title bar name, but not the icon name. If the -n option is not specified, or the icon name is not a specified keyword in the .Xdefaults file, the title is used as the icon name.

-text <i>TextType</i>	Specifies the type of data stream. The <i>TextType</i> variable can be one of the following options: <ul style="list-style-type: none"> - implicit Characters are stored in key stroke order. - visual Characters are stored the same way that they are displayed. You can use the Autopush mode or Push mode with different shape types.
-ti	Displays the title to the right of the bitmap in the icon window. By default, the title is displayed under the bitmap (if the window manager allows it).
-tm <i>String</i>	Specifies a series of terminal setting keywords followed by the characters that should be bound to those functions. Allowable keywords include: intr , quit , erase , kill , eof , eol , start , stop , susp , dsusp , rprnt , flush , weras , and lnext .
-tn <i>TerminalName</i>	Specifies the terminal environment variable. Use the -tn flag to change the terminal environment variable only. The terminal environment variable should not be changed to match the terminal in which the X Server is running. The aixterm command has no direct access to the terminal where the X Server is running.
-ut	Disables the addition of the login ID to /etc/utmp .
-v	Enables VT102 emulation. By default, HFT is emulated. <p style="text-align: center;">Note: The keyboard map is needed for this mode.</p>
-vb	Enables the visual bell mode. The visual bell flashes the window on receipt of the Ctrl-G key combination instead of ringing the bell. The default is false.
-W	Causes the mouse cursor to move (warp) to the middle of the aixterm window when the window is created. The default is false.
-xrm <i>String</i>	Sets the resource string. For example, aixterm.foreground: blue
-132	Causes the sm/rm escape sequences to be recognized and the aixterm window to be resized as specified. Normally, the sm/rm escape sequences that switch between the 80-column and 132-column modes are ignored. The default is false. This flag can be turned on and off from the Modes menu.

.Xdefaults Keywords

Use the following keywords to set the defaults for the **aixterm** command.

alwaysHighlight	If true, always highlights the cursor, even when the mouse pointer is outside the window.
autoRaise	If true, raises the aixterm window automatically (after a delay of autoRaiseDelay) when the mouse cursor enters the window. The default is false. Window managers can override this option.
autoRaiseDelay	If autoRaise is true, specifies the number of seconds to delay before automatically raising a window. The default is 2 seconds. Window managers can override this option.
background	Specifies the color of the window background on color displays. The default is a white background.
boldFontSet	Specifies the name of a bold font. This font must have the same height and width as the normal sized font.
borderColor	Specifies the color of the window border. Window managers can override this option.
borderWidth	Specifies the width of the window border in pixels. The default is 2 pixels.

c132	If true, specifies that the sm/rm escape sequences to resize the aixterm window between 80 and 132 columns be recognized. The default is false.
charClass	Specifies the character class.
charShape	If set to automatic, the characters are shaped automatically. If set to passthru, the characters do not exert any shaping. If set to isolated, the characters are displayed in isolated shape. If set to initial, the characters are displayed in initial shape. If set to final, the characters are displayed in final shape.
console	If set to true, the aixterm command intercepts console messages. The default is false.
curses	If true, causes certain curses applications to display leading tabs correctly. The default is false.
cursorColor	Specifies the color of the text cursor on color displays. The default is the foreground color.
deiconifyWarp	If true, moves or warps the mouse to the center of the window when replacing the aixterm icon window with the aixterm window. The default is false.
expandTail	The "seen", "sheen", "sad", "dad" Arabic characters and their tails are displayed as two characters.
fASD	Enables the automatic shaping function.
fAutoPush	Enables the Autopush function.
fEndPush	Enables the End Push function.
fLTR	Enables the LTR screen orientation.
font0	Specifies the name of the font placed in position 0 in the font table. This flag is similar to the -fn flag.
font1	Specifies the name of the font placed in position 1 in the font table. This flag is similar to the -fb flag.
font2	Specifies the name of the font placed in position 2 of the font table. This flag is similar to the -fi flag.
font3	Specifies the name of the font placed in position 3 of the font table.
font4	Specifies the name of the font placed in position 4 of the font table.
font5	Specifies the name of the font placed in position 5 of the font table.
font6	Specifies the name of the font placed in position 6 of the font table.
font7	Specifies the name of the font for position 7 in the font table.
fontSet	Specifies the name of the normal sized text font used in the body of the aixterm window.
fontSet0	Specifies the name of the font set for position 0 in the font table. This flag is similar to the -fn flag.
fontSet1	Specifies the name of the font set for position 1 in the font table. This flag is similar to the -fb flag.
fontSet2	Specifies the name of the font set for position 2 in the font table. This flag is similar to the -fi flag.
fontSet3	Specifies the name of the font set for position 3 in the font table.
fontSet4	Specifies the name of the font set for position 4 in the font table.
fontSet5	Specifies the name of the font set for position 5 in the font table.
fontSet6	Specifies the name of the font set for position 6 in the font table.
fontSet7	Specifies the name of the font set for position 7 in the font table.
foreground	Specifies the color for the text displayed inside the body of the window on color displays. The default is black.
fPush	Enables the Push function.
fRTL	Enables the RTL screen orientation.
fScrev	Enables the Screen Reverse function.
fShapeF	Enables the Final Shape function.
fShapeIN	Enables the Initial Shape function.
fShapeIS	Enables the Isolated Shape function.
fShapeM	Enables the Middle Shape function.
fShapeP	Enables the Passthru shape function.
fullCursor	Displays the full cursor. The default is an underscore cursor.

geometry	Specifies the location or dimensions of the window.
iconBitmap	Reads the bitmap file name and uses the resulting bitmap as the icon.
iconGeometry	Specifies the location of the icon window.
iconName	Specifies the icon name.
iconStartup	If true, causes the aixterm command to start by displaying an icon window rather than the normal window.
inputMethod	Specifies the input method to be used by the aixterm command.
internalBorder	Specifies the number of pixels between the text characters and the window border. The default is 2 pixels.
italicFontSet	Specifies the name of the italic font set.
jumpScroll	If true, enables jump scroll. The default is false.
language	Specifies the language to be used under the aixterm command. The language should follow the format for the locale, as used by the setlocale function.
logFile	If logging is true, specifies the file in which the log is written. The default is AixtermLog.XXXXXX , where XXXXXX is a unique ID of the aixterm command.
logging	If true, appends all input from the pseudo tty to the logfile. The default is false.
logInhibit	If true, prevents a user or an application program from enabling logging. This overrides any values set for logging .
loginShell	If true, indicates that the aixterm command should start as a login shell. The default is false.
mappingNotify	If set to false, ignores the XMappingNotify event. The default is false.
marginBell	If true, enables the right margin bell. The default is false.
multiClickTime	Specifies the number of milliseconds between button clicks when cutting and pasting. The default is 250 milliseconds.
multiScroll	If true, allows asynchronous scrolling.
nMarginBell	Specifies the distance from the right edge of the window where the margin bell rings. The default is 10 spaces from the right edge of the window.
noNulls	Replaces nulls with spaces within a line.
numShape	If set to bilingual, the numbers are shaped according to context. If set to hindi, the numbers are represented in Arabic. If set to arabic, the numbers are represented in English. If set to passthru, the numbers are represented as they are.
orientation	If set to LTR, left-to-right is set as the default screen orientation. If set to RTL, right-to-left is set as the default screen orientation.
outline	Determines the color of the outline attribute (Keisen) on color displays. The default is the foreground color. The outline attribute for a character is similar to other character attributes such as bold or reverse video. The outline attribute is displayed as a box drawn to enclose a character or group of characters.
pageOverlap	Specifies the number of lines from the previous screen that remain on the screen when the terminal scrolls one page. In page scroll mode, a page is the number of lines in the scrolling region minus the page overlap. The default is 1 line.
pageScroll	If true, enables the page scroll mode. The default is false. After a page of lines displays, aixterm stops displaying new lines and the text cursor disappears. Pressing the Enter key displays one new line. Pressing the Spacebar key or a character key displays a new page.
preeditType	Specifies the pre-edit type for text composing. The possible pre-edit types are:
over	Places the pre-edit window over the spot of character composition.
off	Places the pre-edit window off the spot of character composition in the status area.
root	Composes character outside of the current window tree.

none	Specifies that the input method has no pre-edit area.
pointerColor	Specifies the color of the mouse cursor on color displays. The default is the foreground color.
pointerShape	Specifies the shape of the mouse cursor to be used in an aixterm window. The default is XC_xterm . The cursors are listed in the /usr/include/X11/cursorfont.h file.
reducedBoldFontSet	Specifies the name of the reduced fontset placed in position 1 in the font table.
reducedFont0	Specifies the name of the reduced font placed in position 0 in the font table.
reducedFont1	Specifies the name of the reduced font placed in position 1 in the font table.
reducedFont2	Specifies the name of the reduced font placed in position 2 in the font table.
reducedFont3	Specifies the name of the reduced font placed in position 3 in the font table.
reducedFont4	Specifies the name of the reduced font placed in position 4 in the font table.
reducedFont5	Specifies the name of the reduced font placed in position 5 in the font table.
reducedFont6	Specifies the name of the reduced font placed in position 6 in the font table.
reducedFont7	Specifies the name of the reduced font placed in position 7 in the font table.
reducedFontSet	Specifies the name of the reduced fontset placed in position 0 in the font table.
reducedFontSet0	Specifies the name of the reduced fontset placed in position 0 in the font table.
reducedFontSet1	Specifies the name of the reduced fontset placed in position 1 in the font table.
reducedFontSet2	Specifies the name of the reduced fontset placed in position 2 in the font table.
reducedFontSet3	Specifies the name of the reduced fontset placed in position 3 in the font table.
reducedFontSet4	Specifies the name of the reduced fontset placed in position 4 in the font table.
reducedFontSet5	Specifies the name of the reduced fontset placed in position 5 in the font table.
reducedFontSet6	Specifies the name of the reduced fontset placed in position 6 in the font table.
reducedFontSet7	Specifies the name of the reduced fontset placed in position 7 in the font table.
reducedItalicFontSet	Specifies the name of the reduced fontset placed in position 2 in the font table.
reducedSpecialFont	Specifies the name of the reduced special graphics font.
reducedStartup	Causes the aixterm command to begin in reduced mode.
reverseVideo	If true, reverses the foreground and background color. The default is false.
reverseWrap	If true, sets reverse-wraparound mode, which allows the cursor to wrap from the leftmost column to the rightmost column of the previous line. The default is false.
rtArrow	The Right Arrow key is handled as a movement key.
saveLines	Specifies the maximum number of lines to save when lines scroll off the top of a window. The default is 64 lines.
scrollBar	If true, displays the scroll bar during startup.
scrollInput	Specifies whether output to the terminal automatically causes the scroll bar to go to the bottom of the scrolling region. The default is true.
scrollKey	If true, repositions the window at the bottom of the scroll region (normal position) when a key is pressed while using the scroll bar to review previous lines of text. The default is false.
	Pressing a key also creates input, which is affected by the scrollInput keyword.
scrollPosition	If left, positions the scroll bar to the left side of the screen. The default is right.
signalInhibit	If true, specifies that the signals should not be listed. The default is false.
specialFont	Specifies the name of the special graphics font.

statusLine	If true, displays the status line on startup. The default is false.
statusNormal	If true, displays the status line in normal video (the status line is still enclosed in a box). By default, the status line is in reverse-video relative to the rest of the window.
sunFunctionKeys	If true, the PF keys generate Sun function keycodes when in the VT102 mode. The default is false.
suppress	If true, specifies that the pre-editing function in the input method IMIOctl call is suppressed.
symmetric	Enables symmetric character swapping.
termName	Specifies the terminal environment variable, \$TERM . Use the termName keyword to change the terminal environment variable only. The terminal environment variable should not be changed to match the terminal in which the X Server is running. The aixterm command has no direct access to the terminal where the X Server is running.
textType	If set to implicit, the data stream type is set to implicit. If set to visual, the data stream type is set to visual.
textUnderIcon	If False, displays the title of the icon window at the right of the bitmap in the icon window. By default, the title is displayed under the bitmap.
title	Specifies the title to show in the title bar. The default is aixterm .
ttyModes	Specifies the tty settings.
translations	Specifies the key and button translations to be supplied.
utmpInhibit	If False, adds the login ID to the /etc/utmp file. The default is false.
visualBell	If true, enables the visual bell mode which flashes the window on receipt of a Ctrl-G key sequence. The default is false.
vt102	If true, enables VT102 mode. The default is emulation.
warp	If true, automatically warps (moves) the mouse cursor to the center of a newly created aixterm window. The default is false.

Example

The following example can be used to create an **aixterm**, specifying the size and location of the window, using a font other than the default, and also specifying the foreground color that is used in text. The **aixterm** command then runs a command in that window.

```
aixterm -geometry 20x10+0+175 -fn Bld14.500 -fg DarkTurquoise -e
/tmp/banner_cmd &
```

The **aixterm** command is NOT an X Toolkit based application. Because of this, the **aixterm** command gets resource files as follows:

- **System defaults** from the first of these it finds:

```
$XFILESEARCHPATH %T=app-defaults %N=Xdefaults %L=$LANG
$XFILESEARCHPATH %T=app-defaults %N=Xdefaults %L=
/usr/lpp/X11/defaults/$LANG/Xdefaults
/usr/lpp/X11/defaults/Xdefaults
/usr/lib/X11/$LANG/app-defaults/Xdefaults
/usr/lib/X11/app-defaults/Xdefaults
/usr/lpp/X11/defaults/app-defaults/Xdefaults
```
- **Application system defaults** from the first of these it finds:

```
$XFILESEARCHPATH %T=app-defaults %N=Aixterm %L=$LANG
$XFILESEARCHPATH %T=app-defaults %N=Aixterm %L=
$XFILESEARCHPATH %T=app-defaults %N=aixterm %L=$LANG
$XFILESEARCHPATH %T=app-defaults %N=aixterm %L=
/usr/lpp/X11/defaults/$LANG/Aixterm
/usr/lpp/X11/defaults/Aixterm
/usr/lib/X11/$LANG/app-defaults/Aixterm
/usr/lib/X11/app-defaults/Aixterm
/usr/lib/X11/defaults/app-defaults/Aixterm
/usr/lpp/X11/defaults/$LANG/aixterm
```

```
/usr/lpp/X11/defaults/aixterm
/usr/lib/X11/$LANG/app-defaults/aixterm
/usr/lib/X11/app-defaults/aixterm
/usr/lib/X11/defaults/app-defaults/aixterm
```

- **User application defaults** from the first of these it finds:

```
$XUSERFILESEARCHPATH %T=app-defaults %N=Aixterm %L=$LANG
$XUSERFILESEARCHPATH %T=app-defaults %N=Aixterm %L=
$XUSERFILESEARCHPATH %T=app-defaults %N=aixterm %L=$LANG
$XUSERFILESEARCHPATH %T=app-defaults %N=aixterm %L=
$XAPPLRESDIR/$LANG/Aixterm
$XAPPLRESDIR/Aixterm
$XAPPLRESDIR/$LANG/aixterm
$XAPPLRESDIR/aixterm
$HOME/$LANG/Aixterm
$HOME/Aixterm
$HOME/$LANG/aixterm
```

- **User defaults** from the first of these it finds:

```
dpy->xdefaults (A.K.A. "RESOURCE_MANAGER" property)
$HOME/$LANG/.Xdefaults
$HOME/.Xdefaults
```

- **Host defaults** from the first of these it finds:

```
$XENVIRONMENT
$HOME/$LANG/.Xdefaults-hostname
$HOME/.Xdefaults-hostname
```

Note: XFILESEARCHPATH and XUSERFILESEARCHPATH support is limited to the %T, %N and %L substitution strings. Also, \$LANG is actually whatever the result of the `setlocale(LC_CTYPE,NULL)` call is.

Related Information

telnet, tn, or tn3270 command.

Bidirectionality and Arabic Character Shaping Overview in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

ali Command

Purpose

Lists mail aliases and their addresses.

Syntax

```
ali [ -alias File ] [ -list | -nolist ] [ -normalize | -nonormalize ] [ -user User | -nouser ] [ Alias ... ]
```

Description

The **ali** command lists mail aliases and their addresses. By default, this command searches the **/etc/mh/MailAliases** file and writes to standard output each alias and its address defined in the file. To specify an alternate mail aliases file, use the **-alias** *File* flag.

If you specify the **-user** flag, the **ali** command searches the alias files for the user name and writes to standard output the aliases that contain this user name.

Flags

-alias *File* Specifies the mail alias file to be searched. The default is the **/etc/mh/MailAliases** file.

- help** Lists the command syntax, available switches (toggles), and version information.

- Note:** For MH, the name of this flag must be fully spelled out.
- list** Displays each address on a separate line.
- nolist** Displays addresses on as few lines as possible. This flag is the default.
- nonormalize** Prevents conversion of local host nicknames to official host names. This is the default.
- normalize** Converts local host nicknames to their official host names.
- nouser** Lists the address for an alias. This flag is the default.
- user *User*** Lists the aliases that contain the specified user. When the **-user** and **-nonormalize** flags are used together, the result may be a partial list of aliases that contain the specified user.

Examples

1. To display a list of all aliases and their addresses in the `/etc/mh/MailAliases` file, enter:

```
ali
```

2. To list the names and addresses of the mygroup alias, enter:

```
ali mygroup
```

A list similar to the following is displayed on your local system:

```
mike@mercury  george@helium  vicky@venus
```

Files

<code>\$HOME/.mh_profile</code>	Contains the MH user profile.
<code>/etc/group</code>	Contains a list of groups.
<code>/etc/passwd</code>	Contains a list of users.
<code>/etc/mh/MailAliases</code>	Contains the default mail alias file.
<code>/usr/bin/ali</code>	Contains the ali command.

Related Information

The **comp** command, **dist** command, **forw** command, **repl** command, **send** command, **whom** command.

Mail Overview in *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

alias Command

Purpose

Defines or displays aliases.

Syntax

```
alias [ -t ] [ -x ] [ AliasName [ =String ] ] ...
```

Description

The **alias** command creates or redefines alias definitions or writes existing alias definitions to standard output.

If no flags or parameters are supplied, all existing alias definitions are written to standard output. You can display a specific alias definition by using the *AliasName* parameter.

Create a new alias by using the *AliasName*=*String* parameter pair. When the shell encounters an alias on the command line or in a shell script, it substitutes the definition supplied by the string. The *String* variable

can contain any valid shell text. Enclose the value of the *String* variable in single quotes if the string contains spaces. If the *AliasName* parameter is not a valid name, the **alias** command displays an error message.

If you specify the **-t** flag, the shell displays aliases that are *tracked*. A tracked command uses the full path name of the command. A tracked command can become undefined when the value of the **PATH** environment variable is reset, but aliases created with the **-t** flag remain tracked.

If you specify the **-x** flag, the shell displays aliases that are *exported*. An exported alias is active in all shells.

An alias definition affects the current shell environment and the execution environments of any subshells. The alias definition affects neither the parent process of the current shell nor any utility environment invoked by the shell.

Flags

- t** Sets or displays all existing tracked aliases. If this flag is used with the *AliasName* parameter, the new alias is tracked and the alias definition includes the full path name obtained by doing a path search. When the value of the **PATH** environment variable is reset, the alias definition becomes undefined but remains tracked.
- x** Displays all existing exported alias definitions. If this flag is used with the *AliasName* parameter, the new alias is exported. Exported alias are not defined across separate invocations of the shell. You must put alias definitions in your environment file to have aliases defined for separate shell invocations.

Exit Status

The following exit values are returned:

- 0** Successful completion.
- >0** One of the specified alias name did not have an alias definition, or an error occurred.

Examples

1. To change the **ls** command so that it displays information in columns and annotates the output, enter:

```
alias ls='ls -CF'
```
2. To create a command for repeating previous entries in the command history file, enter:

```
alias r='fc -s'
```
3. To use 1KB units for the **du** command, enter:

```
alias du=du\ -k
```
4. To create a command to display all active processes for user Dee, enter:

```
alias psc='ps -ef | grep Dee'
```
5. To see the full path name of the **ls** command, enter:

```
alias -t ls
```

The screen displays `ls=/usr/bin/ls`.

Files

- /usr/bin/ksh** Contains the Korn shell **alias** built-in command.
- /usr/bin/alias** Contains the **alias** command.

Related Information

The **ksh** command.

alog Command

Purpose

Creates and maintains fixed-size log files created from standard input.

Syntax

To Show the Contents of a Log File

```
alog -f LogFile [ -o ]
```

To Log Data to a Specified Log File

```
alog -f LogFile | [ [ -q ] [ -s Size ] ]
```

To Display the Verbosity Value of a Specified Log Type

```
alog -t LogType -V
```

To Change the Attributes of a Specified Log Type

```
alog -C -t LogType [ -f LogFile ] [ -s Size ] [ -w Verbosity ]
```

To Display the Current Attributes of a Specified Log Type

```
alog -L [ -t LogType ]
```

Description

The **alog** command reads standard input, writes to standard output, and copies the output into a fixed-size file. This file is treated as a circular log. If the file is full, new entries are written over the oldest existing entries.

The **alog** command works with log files that are specified on the command line or with logs that are defined in the **alog** configuration database. Logs that are defined in the **alog** configuration database are identified by *LogType*. The **File**, **Size**, and **Verbosity** attributes for each defined *LogType* are stored in the **alog** configuration database with the *LogType*. You can add a new *LogType* to the **alog** configuration database using the **odmadd** command. You can change the attributes of *LogType* defined in the **alog** configuration database using the **alog** command.

Flags

-C Changes the attributes for a specified *LogType*. Use the **-C** flag with the **-f**, **-s**, and **-w** flags to change the **File**, **Size**, and **Verbosity** attributes for the specified *LogType*. The **-t** *LogType* flag is required.

If the **-C** flag is used, the **alog** command does not copy standard input to standard output or to a log file.

When the **-C** flag is used to modify the attributes for the console log type, the console log file is also modified and the console device driver is updated to use the new values. This is a deviation from the normal operation of **alog -C** and is done to accommodate special formatting in the console log file.

-f *LogFile* **Note:** You must have root user authority to change **alog** attributes. Specifies the name of a log file. If the specified *LogFile* does not exist, one is created. If the **alog** command is unable to write to *LogFile*, it writes to **/dev/null**. Use the **-f** *LogFile* flag with the **-C** and **-t** flags to change the **File** attribute for a *LogType* defined in the **alog** configuration database.

- L** Lists the log types currently defined in the alog configuration database. If you use the **-L** flag with the **-t LogType** flag, the attributes for a specified *LogType* are listed. The current values of the **File**, **Size**, and **Verbosity** attributes are listed as colon separated values:
 <File>:<Size>:<Verbosity>
- If the **-L** flag is used, the **alog** command does not copy standard input to standard output or to **File**.
- o** Lists the contents of *LogFile*. Writes the contents of *LogFile* to standard output in sequential order.
- q** Copies standard input to *LogFile* but does not write to standard output.
- s Size** Specifies the *LogFile* size limit in bytes. The space for *LogFile* is reserved when it is created. If you create a new *LogFile* and do not specify the **Size** attribute, the minimum *LogFile* size, 4096 bytes, is used. If *LogFile* already exists, its size will be changed. The size you specify is rounded upward to the next integral multiple of 4096 bytes. If you decrease the size of *LogFile*, the oldest entries in the log are deleted if they do not fit within the new size limit. You must have write permission for *LogFile* to change its size.
- Use the **-s Size** flag with the **-C** and the **-t** flags to change the **Size** attribute for *LogType* defined in the alog configuration database. The new **Size** attribute value is used the next time *LogFile* is created.
- t LogType** Identifies a log defined in the alog configuration database. The **alog** command gets the log's file name and size from the alog configuration database. If *LogFile* does not exist, one is created.
- If the **alog** command cannot get the information for the specified *LogType* from the alog configuration database or if the **alog** command is unable to write to *LogFile*, it writes to **/dev/null**.
- v** If you specify *LogType* and *LogFile* using the **-f** flag, *LogFile* is used and *LogType* is ignored. Writes the current value of the **Verbosity** attribute for *LogType* that is defined in the alog configuration database to standard output. If you do not specify *LogType*, or the *LogType* you specify is not defined, nothing is written to standard output.
- The value output using the **alog** command with the **-t LogType** and the **-v** flags can be used by a command that is piping its output to the **alog** command to control the verbosity of the data it writes to the pipe.
- w Verbosity** Changes the **Verbosity** attribute for *LogType* defined in the alog configuration database when used with the **-C** and the **-t** flags.
- The **Verbosity** attribute can have a value from 0 to 9. If the value is 0, no information is copied to *LogFile* by the **alog** command. All of the information is still written to standard output. If the value is not 0, all of the information piped to the **alog** command's standard input is copied to *LogFile* and to standard output.

Examples

- To record the current date and time in a log file named `sample.log`, enter:

```
date | alog -f /tmp/sample.log
```
- To list the contents of `/tmp/sample.log` log file, enter:

```
alog -f /tmp/sample.log -o
```
- To change the size of the log file named `/tmp/sample.log` to 8192 bytes, enter:

```
echo "resizing log file" | alog -f /tmp/sample.log -s 8192
```
- To add a new log type `sample` to the alog configuration database, create the `alog.add` file in the following format:

```
SWservAt:
  attribute="alog_type"
  deflt="sample"
  value="sample"
```

```
SWservAt:
  attribute="sample_logname"
  deflt="/tmp/sample.log"
  value="/tmp/sample.log"
```

```
SWservAt:
  attribute="sample_logsize"
  deflt="4096"
  value="4096"
```

```
SWservAt:
  attribute="sample_logverb"
  deflt="1"
  value="1"
```

After creating the `alog.add` file, enter:

```
odmadd alog.add
```

This adds the `alog.add` file to the `SWservAt` database.

5. To change the name of the log file for the log type `sample` to `/var/sample.log` in the `alog` configuration database, enter:

```
alog -C -t sample -f /var/sample.log
```

Files

`/etc/objrepos/SWservAt`

Software Service Aids Attributes Object Class

Related Information

The **odmadd** command.

How to Add Objects to an Object Class in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

alstat Command

Purpose

Shows alignment exception statistics.

Syntax

```
alstat [ -e | -v ] [ Interval ] [ Count ]
```

Description

The **alstat** command displays alignment exception statistics. Alignment exceptions may occur when the processor cannot perform a memory access due to an unsupported memory alignment offset (such as a floating point double load from an address that is not a multiple of 8). However, some types of unaligned memory references may be corrected by some processors and does not generate an alignment exception.

The alignment exception count since the last time the machine was rebooted and the count in the current interval are displayed. You can optionally display emulation exception statistics or individual processor alignment statistics.

The default output displays statistics every second. The sampling *Interval* and *Count* of iterations can be also specified.

Implementation Specifics

This command is valid only on the POWER-based platform.

Parameters

Interval Interval between samples.
Count Number of iterations.

Flags

-e Displays emulation exception statistics. This flag cannot be used with the **-v** flag.
-v Display individual processor statistics. This flag cannot be used with the **-e** flag.

Examples

1. To display alignment exception statistics every second, type:

```
alstat
```

This produces the following output:

```
Alignment  Alignment
SinceBoot  Delta
8845591    0
8845591    0
8845591    0
8845591    0
8845591    0
8845591    0
...
```

2. To display emulation and alignment exception statistics every two seconds, a total of 5 times, type:

```
alstat -e 2 5
```

This produces the following output:

```
Emulation  Emulation  Alignment  Alignment
SinceBoot  Delta      SinceBoot  Delta
21260604   0          70091846   0
23423104   2162500    72193861   2102015
25609796   2186692    74292759   2098898
27772897   2163101    76392234   2099475
29958509   2185612    78490284   2098050
```

3. To display alignment exception statistics, every 5 seconds, for each processor, type:

```
alstat -v 5
```

This produces the following output:

```
Alignment  Alignment  Alignment  Alignment
SinceBoot  Delta      Delta00     Delta01
88406295   0          0           0
```

93697825	5291530	0	5291530
98930330	5232505	5232505	0
102595591	3665261	232697	3432564
102595591	0	0	0

Related Information

The **emstat** command.

alt_disk_install Command

Purpose

Installs an alternate disk with a mksysb install image or clones the currently running system to an alternate disk.

Syntax

```
" Create Alternate Disk: "
  alt_disk_install { -d device | -C } [ -i image.data ] [ -s script ] [ -R resolv_conf ] [ -D ] [ -B ] [ -V ]
  [ -r ]
  [ -p platform ] [ -L mksysb_level ]
  [ -b bundle_name ] [ -I installp_flags ]
  [ -l images_location ] [ -f fix_bundle ]
  [ -F fixes ] [ -e exclude_list ] [ -w filesets ]
  [ -n ] [ -P phase_option ] target_disks...

"Clean Up Alternate Disk Volume Group:"
  alt_disk_install -X
```

For alt_disk_install AIX 4.3.2 or greater:

```
" Determine Volume Group Boot Disk:"
  alt_disk_install -q disk

"Put-to-sleep Volume Group:"
  alt_disk_install -S

"Rename Alternate Disk Volume Group:"
  alt_disk_install -v new_volume_group_name disk

"Wake-up Volume Group:"
  alt_disk_install -W disk

"Clean Up Alternate Disk Volume Group:"
  alt_disk_install -X [ volume_group]
```

Description

The **alt_disk_install** command allows users a way to update the operating system to the next release or maintenance level, without taking the machine down for an extended period of time. This can be done in two ways, by installing a mksysb image on a separate disk, or by cloning the current system and then applying updates to get to the next maintenance level.

The first function, installing a mksysb, requires a 4.3 or 5.1 mksysb image, a 4.3 or 5.1 mksysb tape, or a 4.3.3 or 5.1 mksysb CD. The **alt_disk_install** command is called with a disk or disks that are not currently in use, and the mksysb is restored to those disks such that, if the user chooses, the next reboot boots the system on a 4.3 system.

Note: If needed, the **bootlist** command can be run after the new disk has been booted, and the bootlist can be changed to boot back to the older version of the operating system.

The second function, cloning the running rootvg, allows the user to create a backup copy of the root volume group. This copy could be used as a back up in case the rootvg failed, or it could be modified by installing additional updates. One scenario might be to clone a 4.2.0 system, then install updates to bring the cloned rootvg to 4.2.1.0. This would update the system while it was still running, then rebooting from the new rootvg would bring the level of the running system to 4.2.1. If there was a problem with this level, changing the bootlist back to the 4.2.0 disk and rebooting would bring the system back to 4.2.0. Other scenarios would include cloning the rootvg and applying individual fixes, rebooting the system and testing those fixes, and rebooting back to the original rootvg if there was a problem.

Currently, you can run the **alt_disk_install** command on 4.1.4.0 and higher systems for both of these functions. The **bos.alt_disk_install.rte** fileset must be installed on the system to execute the **alt_disk_install** command, and the **bos.alt_disk_install.boot_images** fileset must also be installed to perform a mksysb install to an alternate disk.

The mksysb image that is used must be created ahead of time and have all the necessary device and kernel support required for the system that it's going to be installed on. No new device or kernel support can be installed before the system is rebooted from the newly installed disk.

Note: The version release maintenance level of mksysb that you are installing must match the level of the **bos.alt_disk_install.boot_images** fileset.

When cloning the rootvg volume group, a new boot image is created with the **bosboot** command. When installing a mksysb image, a boot image for the level of mksysb and platform type is copied to the boot logical volume for the new alternate rootvg. When the system is rebooted, the **bosboot** command is run in the early stage of boot, and the system is rebooted once again. This is to synchronize the boot image with the mksysb that was just restored. The system then boots in normal mode.

At the end of the install, a volume group, **altinst_rootvg**, is left on the target disks in the varied off state as a place holder. If varied on, it shows as owning no logical volumes, but it does indeed contain logical volumes, but they have been removed from the ODM because their names now conflict with the names of the logical volumes on the running system. It is recommended that you not vary on the **altinst_rootvg** volume group, but just leave the definition there as a place holder.

After the system reboots from the new alternate disk, the former rootvg volume group does not show up in a **lspv** listing, unless the **alt_disk_install** version is 4.3.2 or higher.

For **alt_disk_install** 4.3.2 or greater:

After rebooting from the new alternate disk, the former rootvg volume group shows up in a **lspv** listing as "old_rootvg", and includes all disk(s) in the original rootvg. This former rootvg volume group is set to NOT varyon at reboot, and should ONLY be removed with the -X flag (i.e. **alt_disk_install -X old_rootvg**).

If a return to the original rootvg is necessary, the **bootlist** command is used to change the bootlist to reboot from the original rootvg.

For **alt_disk_install** 4.3.2 or greater:

If it is unclear which disk is the boot disk for a specific volume group, the -q flag can be used to determine the boot disk. This can be useful when a volume group is comprised of multiple disks and a change in the bootlist is necessary.

The alternate root file system is mounted as `/alt_inst`, so other file systems would have that prefix (`/alt_inst/usr`, `/alt_inst/var`). This is how they should be accessed if using a customization script.

Attention: If you have created an alternate rootvg with `alt_disk_install`, but no longer wish to use it, or want to run `alt_disk_install` commands, do not run `exportvg` on `altinst_rootvg`.

Simply run the `alt_disk_install -X` command to remove the `altinst_rootvg` definition from the ODM database. The reason you cannot run the `exportvg` command (or the `reducevg` command) is that the logical volume names and file systems now have the real names, and `exportvg` removes the stanza's for the real file system from `/etc/filesystems` for the real rootvg.

If `exportvg` is run by accident, be sure to recreate the `/etc/filesystems` file before rebooting the system. The system will not reboot without a correct `/etc/filesystems` file.

This function is also available with the Network Installation Management (NIM). See the NIM Guide for more information.

The AIX 4.3.1 and greater version of `alt_disk_install` can be executed in phases. The install is divided into three phases, and the default is to perform all three phases.

- Phase 1** Creates the `altinst_rootvg` volume group, the `alt_` "logical volumes", the `/alt_inst` file systems, and restores the `mksysb` or `rootvg` data.
- Phase 2** Runs any specified customization script, installs updates, new filesets, fixes or bundles (cloning only), copies a `resolv.conf` file if specified, and copies files over to remain a NIM client if specified.
- Phase 3** Unmounts the `/alt_inst` file systems, renames the file systems and logical volumes, removes the `alt_logical` volumes, names ODM and varies off the `altinst_rootvg`. It sets the bootlist and reboots if specified.

You can run each phase separately, run Phases 1 and 2 together, or run Phases 2 and 3 together. Phase 2 can be run multiple times before Phase 3 is run.

You must run Phase 3 to get a volume group that is a usable rootvg. Running Phase 1 and 2 leave the `/alt_inst` file systems mounted.

If you have run Phase 1 and or Phase 2, and want to start over (remove the `altinst_rootvg`), run the `alt_disk_install-x` command to clean up.

For `alt_disk_install` 4.3.2 or greater:

If data access is necessary between the original rootvg and the new alternate disk, a volume group "wake-up" can be accomplished, using the `-W` flag, on the non-booted volume group. The "wake-up" puts the volume group in a post `alt_disk_install` phase 1 state (i.e. the `/alt_inst` file systems will be mounted).

Note: The volume group that experiences the "wake-up" will be renamed "altinst_rootvg".

Limitation

The running system's version of operating system must be greater than or equal to the operating system version of the volume group that undergoes the "wake-up". This may mean that it's necessary to boot from the "altinst_rootvg" and "wake-up" the "old_rootvg".

For example: An alternate disk is created from an `alt_disk_install` 4.3.3 `mksysb`, on a 4.1.5 running system. To access data between the two volume groups, it is necessary to boot from the 4.3.3 alternate disk and "wake-up" the 4.1.5 "old_rootvg" volume group.

This limitation is caused by a jfs log entry incompatibility. It is possible to "wake-up" a volume group that contains a greater operating system version, but the volume group could not have ever been the system rootvg. If so, the volume group would have made jfs log entries that could not be interpreted by an older operating system version rootvg, when the volume group was experiencing a "wake-up". JFS log entries are usually present for file systems that were not unmounted before a reboot, for example, /, /usr.

The **alt_disk_install** command will not allow a "wake-up" to occur on a volume group with a greater operating system version, unless the FORCE environment variable is set to "yes".

Attention: If a FORCE "wake-up" is attempted on a volume group that contains a greater operating system version than the running operating system, **AND** the "waking" volume group has been a system rootvg, errors will occur.

When data access is no longer needed, the volume group can be put to sleep, using the -S flag.

Note: The volume group that has experienced a "wake-up" **MUST** be "put-to-sleep" before it can be booted and used as the rootvg.

Flags

-B	Would specify not running bootlist after the mkysyb or clone. If set, then -r flag cannot be used.
-C	Clone rootvg.
-d device	<p>Note: -d and -C are mutually exclusive.</p> <p>The value for <i>device</i> can be:</p> <p>tape device - for example, /dev/rmt0</p> <p>OR</p> <p>path name of mkysyb image in a file system.</p> <p>Note: -d and -C are mutually exclusive.</p>
-D	Turn on debug (set -x output).
-i image.data	<p>Optional image.data file to use instead of default image.data from mkysyb image or image.data created from rootvg. The image.data file name must be a full pathname, for example, /tmp/my_image.data.</p> <p>For alt_disk_install 4.3.2 or greater:</p> <p>If certain logical volumes need to be placed on a specific target disk, this should be annotated in the logical volume LV_SOURCE_DISK_LIST field of the user specified image.data file.</p>
-p platform	This is a platform to use to create the name of the disk boot image, which may be supplied by a vendor that wanted to support this function. The default value would be the platform of the running system obtained with the bootinfo -T command on AIX 4.1 or the bootinfo -p command in AIX 4.2. This flag is only valid for mkysyb installs (-d flag).
-Pphase	<p>The <i>phase</i> to execute during this invocation of alt_disk_install. Valid values are: 1, 2, 3, 12, 23, or all.</p> <ul style="list-style-type: none">• 12 - performs phases 1 and 2.• 23 - performs phases 2 and 3.• all - performs all three phases
-r	Would specify to reboot from the new disk when the alt_disk_install command is complete.
-R resolv_conf	The resolv.conf file to replace the existing one after the mkysyb has been restored or the rootvg has been cloned. You must use a full pathname for <i>resolv_conf</i> .

- s** *script* Optional customization script to run at the end of the mksysb install or the rootvg clone. This file must be executable. This script is called on the running system before the /alt_inst file systems are unmounted, so files can be copied from the running system to the /alt_inst file systems before the reboot. This is the only opportunity to copy or modify files in the alternate file system because the logical volume names will be changed to match rootvg's, and they will not be accessible until the system is rebooted with the new alternate rootvg, or a "wake-up" is performed on the altinst_rootvg. You must use a full pathname for *script*.
- V** Turn on verbose output. This shows the files that are being backed up for rootvg clones. This flag shows files that are restored for mksysb alt_disk_installs.
- L** *mksysb_level* This level will be combined with the platform type to create the boot image name to use (for example, rspc_4.3.0_boot). This must be in the form V.R.M. The default will be AIX 4.3. The mksysb image will be checked against this level to verify that they are the same.
- n** Remain NIM client. The **/rhosts** and **/etc/niminfo** files are copied to the alternate rootvg's file system.
- X** To remove the altinst_rootvg volume group definition from the ODM database. This returns the **lspv** listing for the volume group to "None". This will not remove actual data from the volume group. Therefore, you can still reboot from that volume group, if you reset your bootlist.

For **alt_disk_install** 4.3.2 or greater, the flag allows for specified volume group name ODM database definition removal, for example, **-X old_rootvg**.

The following flags are only valid for use when cloning the rootvg (**-C**).

- b** *bundle_name* Pathname of optional file with a list of packages or filesets that will be installed after a rootvg clone. The **-I** flag must be used with this option.

-e *exclude_list*

Optional *exclude.list* to use when cloning rootvg. The rules for exclusion follow the pattern matching rules of the **grep** command. The *exclude_list* must be a full pathname.

Note: If you want to exclude certain files from the backup, create the **/etc/exclude.rootvg** file, with an ASCII editor, and enter the patterns of file names that you do not want included in your system backup image. The patterns in this file are input to the pattern matching conventions of the **grep** command to determine which files will be excluded from the backup. If you want to exclude files listed in the **/etc/exclude.rootvg** file, select the Exclude Files field and press the Tab key once to change the default value to yes.

For example, to exclude all the contents of the directory called *scratch*, edit the exclude file to read as follows:

```
/scratch/
```

For example, to exclude the contents of the directory called **/tmp**, and avoid excluding any other directories that have **/tmp** in the pathname, edit the exclude file to read as follows:

```
^./tmp/
```

All files are backed up relative to **.** (current working directory). To exclude any file or directory for which it is important to have the search match the string at the beginning of the line, use **^** (caret character) as the first character in the search string, followed by **.** (dot character), followed by the filename or directory to be excluded.

If the filename or directory being excluded is a substring of another filename or directory, use **^.** (caret character followed by dot character) to indicate that the search should begin at the beginning of the line and/or use **\$** (dollar sign character) to indicate that the search should end at the end of the line.

-f *fix_bundle*

Optional file with a list of APARs to install after a clone of rootvg. The **-I** flag must be used with this option.

-F *fixes*

Optional list of APARs (for example, "IX123456") to install after a clone of rootvg. The **-I** flag must be used with this option.

-I *installp_flags*

The flags to use when updating or installing new filesets into the cloned *alt_inst_rootvg*. Default flags: "-acgX" The **-I** flag must be used with this option.

-l *images_location*

Location of installp images or updates to apply after a clone of rootvg. This can be a directory full pathname or device name (like **/dev/rmt0**).

-w *filesets*

List of filesets to install after cloning a rootvg. The **-I** flag must be used with this option.

The following flags are available for **alt_disk_install** version 4.3.2 or greater:

-q *disk*

Used to return the volume group boot disk name. This is especially useful when trying to determine the boot disk from several disks in the "old_rootvg" volume group, after rebooting from the alternate disk.

-S

Will "put-to-sleep" the volume group. This is used after a volume group "wake-up". (**-W**).

-v *new_volume_group_name disk*

Used to rename the alternate disk volume group. This is especially useful when creating multiple alternate disks, on multiple volume groups, and name identification is necessary.

-W disk

Used to "wake-up" a volume group for data access between the rootvg and the alternate disk rootvg.

Note: The volume group that experiences the "wake-up" will be renamed "altinst_rootvg".

Limitation

The running system's version of the operating system must be greater than or equal to the operating system version of the volume group that undergoes the "wake-up". This may mean that it's necessary to boot from the "altinst_rootvg" and "wake-up" the "old_rootvg".

Parameters

target_disks Specifies the name or names of the target disks where the alternate rootvg will be created. This disk or these disks must not currently contain any volume group definition. The **lspv** command should show these disks as belonging to volume group **None**.

Examples

1. To clone the running 4.2.0 rootvg to hdisk3, then apply updates from /updates to bring the cloned rootvg to a 4.2.1 level:

```
alt_disk_install -C -F 4.2.1.0_AIX_ML -l /updates hdisk3
```

The bootlist would then be set to boot from hdisk3 at the next reboot.

2. To install a 4.3 mksysb image on hdisk3, then run a customized script (/home/myscript) to copy some user files over to the alternate rootvg file systems before reboot:

```
alt_disk_install -d /mksysb_images/4.3_mksysb -s /home/myscript hdisk3
```

3. To remove the original rootvg ODM database entry, after booting from the new alternate disk:

```
alt_disk_install -X old_rootvg
```

The **lspv** listing for the original rootvg will be changed to "None". Therefore, a new volume group could be created on those disks.

4. To determine the boot disk for a volume group with multiple physical volume:

```
alt_disk_install -q hdisk0
```

Illustrated Example

```
# lspv
hdisk0      00006091aef8b687    old_rootvg
hdisk1      00076443210a72ea    rootvg
hdisk2      0000875f48998649    old_rootvg
# alt_disk_install -q hdisk0
hdisk2
```

In this case, the boot disk for "old_rootvg" is actually hdisk2. Therefore, you could reset your bootlist to hdisk2 and reboot to the original rootvg volume group.

5. To modify an **alt_disk_install** volume group name:

```
alt_disk_install -v alt_disk_432 hdisk2
```

Illustrated Example

```
# lspv
hdisk0      00006091aef8b687    rootvg
hdisk1      00000103000d1a78    rootvg
hdisk2      000040445043d9f3    altinst_rootvg
```

```

hdisk3      00076443210a72ea  altinst_rootvg
hdisk4      0000875f48998649    None
hdisk5      000005317c58000e  None
# alt_disk_install -v alt_disk_432  hdisk2
#lspv
hdisk0      00006091aef8b687    rootvg
hdisk1      00000103000d1a78    rootvg
hdisk2      000040445043d9f3    alt_disk_432
hdisk3      00076443210a72ea    alt_disk_432
hdisk4      0000875f48998649    None
hdisk5      000005317c58000e    None

```

6. To "wake_up" an original rootvg, after booting from the new alternate disk:

```
alt_disk_install -W hdisk0
```

Illustrated Example

```

# lspv
hdisk0      000040445043d9f3    old_rootvg
hdisk1      00076443210a72ea    rootvg
# alt_disk_install -W hdisk0
# lspv
hdisk0      000040445043d9f3    altinst_rootvg
hdisk1      00076443210a72ea    rootvg

```

At this point, the "altinst_rootvg" volume group is varied-on and the /alt_inst file systems will be mounted.

7. To "put-to-sleep" a volume group that had experienced a "wake-up":

```
alt_disk_install -S
```

Illustrated Example

```

# lspv
hdisk0      000040445043d9f3    altinst_rootvg
hdisk1      00076443210a72ea    rootvg
# alt_disk_install -S
# lspv
hdisk0      000040445043d9f3    altinst_rootvg
hdisk1      00076443210a72ea    rootvg

```

The "altinst_rootvg" is no longer varied-on and the /alt_inst file systems are no longer mounted. If it's necessary for the "altinst_rootvg" volume group name to be changed back to "old_rootvg", this can be done with the "-v" flag.

Files

/usr/sbin/alt_disk_install Contains the alt_disk_install command

Related Information

The **bootlist**, **nim**, **lspv**, and **bosboot** commands.

anno Command

Purpose

Annotates messages.

Syntax

```
anno [ +Folder ][ Messages ][ -component Field ][ -inplace | -noinplace ][ -text "String" ]
```

Description

The **anno** command annotates messages with text and dates. If you enter the **anno** command without any flags, the system responds with the following prompt:

Enter component name:

Typing a component name and pressing the Enter key annotates the component name and system date to the top of the message being processed. You cannot annotate an existing field. You can only add lines to the top of a message file. The annotation fields can contain only alphanumeric characters and dashes.

Note: To simply add distribution information to a message, use the **dist**, **forw**, or **repl** commands.

Flags

- component** *Field* Specifies the field name for the annotation text. The *Field* variable must consist of alphanumeric characters and dashes. If you do not specify this flag, the **anno** command prompts you for the name of the field.
- +Folder** Identifies the message folder that contains the message to annotate. The default is the current folder.
- help** Lists the command syntax, available switches (toggles), and version information.
- Note:** For MH (Message Handler), the name of this flag must be fully spelled out.
- inplace** Forces annotation to be done in place in order to preserve links to the annotated messages.
- Messages* Specifies what messages to annotate. This parameter can specify several messages, a range of messages, or a single message. If several messages are specified, the first message annotated becomes the current message. Use the following references to specify messages:
- Number* Number of the message. When specifying several messages, separate each number with a comma. When specifying a range, separate the first and last number in the range with a hyphen.
- Sequence* A group of messages specified by the user. Recognized values include:
- all** All messages in the folder.
 - cur or . (period)** Current message. This is the default.
 - first** First message in a folder.
 - last** Last message in a folder.
 - next** Message following the current message.
 - prev** Message preceding the current message.
- noinplace** Prevents annotation in place. This flag is the default.
- text "String"** Specifies the text to be annotated to the messages. The text must be enclosed with quotation marks.

Profile Entries

The following entries can be made to the *UserMhDirectory/mh_profile* file:

Current-Folder: Sets the default current folder.

Path: Specifies the location of a user's MH (Message Handler) directory.

Examples

1. To annotate the message being processed with the date and time, enter:

```
anno
```

The following prompt is displayed on your screen:

```
Enter component name: _
```

After responding to this prompt, type:

```
Date
```

Press Enter. The component name you entered becomes the prefix to the date and time on the message. The caption appended to the message is similar to the following:

```
Date: Tues, 28 Mar 89 13:36:32 -0600
```

2. To annotate the message being processed with the date, time, and a message, enter:

```
anno -component NOTE -text "Meeting canceled."
```

A two-line caption similar to the following is appended to the message:

```
NOTE: Mon, 15 Mar 89 10:19:45 -0600
```

```
NOTE: Meeting canceled.
```

3. To annotate message 25 in the meetings folder, enter:

```
anno +meetings 25 -component NOTE -text "Meeting delayed  
until Friday."
```

The top of message 25 is annotated with a caption similar to the following:

```
NOTE: Wed, 19 Jun 87 15:20:12 -0600
```

```
NOTE: Meeting delayed until Friday.
```

Note: Do not press the Enter key until the entire message has been entered, even though the message may be wider than the screen.

Files

<code>\$HOME/mh_profile</code>	Contains the MH user profile.
<code>/usr/bin/anno</code>	Contains anno command.

Related Information

The **dist** command, **forw** command, **repl** command.

The **mh_alias** file format, **mh_profile** file format.

Mail Overview in *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

ap Command

Purpose

Parses and reformats addresses.

Syntax

ap [**-form** *File* | **-format** *String*] [**-normalize** | **-nonnormalize**] [**-width** *Number*] *Address*

Description

The **ap** command parses and reformats addresses. The **ap** command is not started by the user. The **ap** command is called by other programs. The command is typically called by its full path name, **/usr/lib/mh/ap**.

The **ap** command parses each string specified by the address parameter and attempts to reformat it. The default output format for the **ap** command is the ARPA RFC 822 standard. When the default format is used, the **ap** command displays an error message for each string it is unable to parse.

Alternate file and string formats are specified by using the **-form** and **-format** flags.

Flags

-form <i>File</i>	Reformats the address string specified by the <i>Address</i> parameter into the alternate format described in the <i>File</i> variable.
-format <i>String</i>	Reformats the address string specified by the <i>Address</i> parameter into the alternate format specified by the <i>String</i> variable. The default format string follows: <pre>%<{error}%{error}:%{Address}%:(putstr(proper{ Address}))%></pre>
-help	Lists the command syntax, available switches (toggles), and version information.
-nonnormalize	Note: For MH, the name of this flag must be fully spelled out. Does not attempt to convert local nicknames of hosts to their official host names.
-normalize	Attempts to convert local nicknames of hosts to their official host names. This flag is the default.
-width <i>Number</i>	Sets the maximum number of columns the ap command uses to display dates and error messages. The default is the width of the display.

Files

/etc/mh/mtstailor	Contains the MH tailor file.
\$HOME/.mh_profile	Contains the MH user profile.

Related Information

The **ali** command, **dp** command, **scan** command.

The **.mh_alias** file format.

Mail Overview in *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

apply Command

Purpose

Applies a command to a set of parameters.

Syntax

apply [**-aCharacter**] [**-Number**] *CommandString* *Parameter* ...

Description

The **apply** command runs a command string specified by the *CommandString* parameter on each specified value of the *Parameter* parameter in turn. Normally, *Parameter* values are chosen individually; the optional *-Number* flag specifies the number of *Parameter* values to be passed to the specified command string. If the value of the *Number* variable is 0, the command string is run without parameters once for each *Parameter* value.

If you include character sequences of the form *%n* (where *n* is a digit from 1 to 9) in *CommandString*, they are replaced by the *n*th unused *Parameter* value following the *CommandString* parameter when the command string is executed. If any such sequences occur, the **apply** command ignores the *-Number* flag, and the number of parameters passed to *CommandString* is the maximum value of *n* in the *CommandString* parameter.

You can specify a character other than % (percent sign) to designate parameter substitution character strings with the *-a* flag; for example, *-a@* would indicate that the sequences *@1* and *@2* would be replaced by the first and second unused parameters following the *CommandString* parameter.

Notes:

1. Because pattern-matching characters in *CommandString* may have undesirable effects, it is recommended that complicated commands be enclosed in ' ' (single quotation marks).
2. You cannot pass a literal % (percent sign) followed immediately by any number without using the *-a* flag.

Flags

<i>-aCharacter</i>	Specifies a character (other than %) to designate parameter substitution strings.
<i>-Number</i>	Specifies the number of parameters to be passed to <i>CommandString</i> each time it is run.

Examples

1. To obtain results similar to those of the **ls** command, enter:

```
apply echo *
```
2. To compare the file named **a1** to the file named **b1**, and the file named **a2** to the file named **b2**, enter:

```
apply -2 cmp a1 b1 a2 b2
```
3. To run the **who** command five times, enter:

```
apply -0 who 1 2 3 4 5
```
4. To link all files in the current directory to the directory **/usr/joe**, enter:

```
apply 'ln %1 /usr/joe' *
```

Related Information

The **xargs** command.

Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

Shells Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

apropos Command

Purpose

Locates commands by keyword lookup.

Syntax

apropos [**-M** *PathName*] *Keyword* ...

Description

The **apropos** command shows the manual sections that contain any of the keywords specified by the *Keyword* parameter in their title. The **apropos** command considers each word separately and does not take into account if a letter is in uppercase or lowercase. Words that are part of other words are also displayed. For example, when looking for the word `compile`, the **apropos** command also finds all instances of the word `compiler`. The database containing the keywords is `/usr/share/man/whatis`, which must first be generated with the **catman -w** command.

If the output of the **apropos** command begins with a name and section number, you can enter **man** *Section Title*. For example, if the output of the **apropos** command is `printf(3)`, you can enter `man 3 printf` to obtain the manual page on the **printf** subroutine.

The **apropos** command is equivalent to using the **man** command with the **-k** option.

Note: When the `/usr/share/man/whatis` database is built from the HTML library using the **catman -w** command, section 3 is equivalent to section 2 or 3. See the **man** command for further explanation of sections.

Flag

-M *PathName* Specifies an alternative search path. The search path is specified by the *PathName* parameter, and is a colon-separated list of directories.

Examples

1. To find the manual sections that contain the word `password` in their titles, enter:
`apropos password`
2. To find the manual sections that contain the word `editor` in their titles, enter:
`apropos editor`

File

`/usr/share/man/whatis` Contains the **whatis** database.

Related Information

The **catman** command, **man** command, **whatis** command.

ar Command

The **ar** command includes information for **ar** on a POWER-based platform and an **ar** on an Itanium-based platform.

ar Command on POWER-based Platform

Purpose

Maintains the indexed libraries used by the linkage editor.

Syntax

```
ar [ -c ][ -l ][ -g | -o ][ -s ][ -v ][ -C ][ -T ][ -z ] { -h | -p | -t | -x } [ -X {32|64|32_64} ] ArchiveFile [ File ... ]
```

```
ar [ -c ][ -l ][ -g | -o ][ -s ][ -v ][ -C ][ -T ][ -z ] { -m | -r [ -u ] } [ { -a | -b | -i } PositionName ] [ -X {32|64|32_64} ] ArchiveFile File ...
```

```
ar [ -c ][ -l ][ -g | -o ][ -s ][ -v ][ -C ][ -T ][ -z ] { -d | -q } [ -X {32|64|32_64} ] ArchiveFile File ...
```

```
ar [ -c ][ -l ][ -v ][ -C ][ -T ][ -z ] { -g | -o | -s | -w } [ -X {32|64|32_64} ] ArchiveFile
```

Description

The **ar** command maintains the indexed libraries used by the linkage editor. The **ar** command combines one or more named files into a single archive file written in **ar** archive format. When the **ar** command creates a library, it creates headers in a transportable format; when it creates or updates a library, it rebuilds the symbol table. See the **ar** file format entry for information on the format and structure of indexed archives and symbol tables.

There are two file formats that the **ar** command recognizes. The Big Archive Format, **ar_big**, is the default file format and supports both 32-bit and 64-bit object files. The Small Archive Format can be used to create archives that are recognized on versions older than AIX 4.3, see the **-g** flag. If a 64-bit object is added to a small format archive, **ar** first converts it to the big format, unless **-g** is specified. By default, **ar** only handles 32-bit object files; any 64-bit object files in an archive are silently ignored. To change this behavior, use the **-X** flag or set the **OBJECT_MODE** environment variable.

Flags

In an **ar** command, you can specify any number of optional flags from the set **cClosTv**. You must specify one flag from the set of flags **dhmopqrstwx**. If you select the **-m** or **-r** flag, you may also specify a positioning flag (**-a**, **-b**, or **-i**); for the **-a**, **-b**, or **-i** flags, you must also specify the name of a file within *ArchiveFile* (*PositionName*), immediately following the flag list and separated from it by a blank.

-a <i>PositionName</i>	Positions the named files after the existing file identified by the <i>PositionName</i> parameter.
-b <i>PositionName</i>	Positions the named files before the existing file identified by the <i>PositionName</i> parameter.
-c	Suppresses the normal message that is produced when <i>library</i> is created.
-C	Prevents extracted files from replacing like-named files in the file system.
-d	Deletes the named files from the library.
-g	Orders the members of the archive to ensure maximum loader efficiency with a minimum amount of unused space. In almost all cases, the -g flag physically positions the archive members in the order in which they are logically linked. The resulting archive is always written in the small format, so this flag can be used to convert a big-format archive to a small-format archive. Archives that contain 64-bit XCOFF objects cannot be created in or converted to the small format.
-h	Sets the modification times in the member headers of the named files to the current date and time. If you do not specify any file names, the ar command sets the time stamps of all member headers. This flag cannot be used with the -z flag.
-i <i>PositionName</i>	Positions the named files before the existing file identified by the <i>PositionName</i> parameter (same as the -b).
-l	Places temporary files in the current (local) directory instead of the TMPDIR directory (by default /tmp).
-m	Moves the named files to some other position in the library. By default, it moves the named files to the end of the library. Use a positioning flag (abi) to specify some other position.

- o** Orders the members of the archive to ensure maximum loader efficiency with a minimum amount of unused space. In almost all cases, the **-o** flag physically positions the archive members in the order in which they are logically linked. The resulting archive is always written in the big archive format, so this flag can be used to convert a small-format archive to a big-format archive.
 - p** Writes to standard output the contents of the named in the *Files* parameter, or all files specified in the *ArchiveFile* parameter if you do not specify any files.
 - q** Adds the named files to the end of the library. In addition, if you name the same file twice, it may be put in the library twice.
 - r** Replaces a named file if it already appears in the library. Since the named files occupy the same position in the library as the files they replace, a positioning flag does not have any additional effect. When used with the **-u** flag (update), the **-r** flag replaces only files modified since they were last added to the library file.

If a named file does not already appear in the library, the **ar** command adds it. In this case, positioning flags do affect placement. If you do not specify a position, new files are placed at the end of the library. If you name the same file twice, it may be put in the library twice.
 - s** Forces the regeneration of the library symbol table whether or not the **ar** command modifies the library contents. Use this flag to restore the library symbol table after using the **strip** command on the library.
 - t** Writes to the standard output a table of contents for the library. If you specify file names, only those files appear. If you do not specify any files, the **-t** flag lists all files in the library.
 - T** Allows file name truncation if the archive member name is longer than the file system supports. This option has no effect because the file system supports names equal in length to the maximum archive member name of 255 characters.
 - u** Copies only files that have been changed since they were last copied (see the **-r** flag discussed previously).
 - v** Writes to standard output a verbose file-by-file description of the making of the new library. When used with the **-t** flag, it gives a long listing similar to that of the **ls -l** command. When used with the **-x** flag, it precedes each file with a name. When used with the **-h** flag, it lists the member name and the updated modification times.
 - w** Displays the archive symbol table. Each symbol is listed with the name of the file in which the symbol is defined.
 - x** Extracts the named files by copying them into the current directory. These copies have the same name as the original files, which remain in the library. If you do not specify any files, the **-x** flag copies all files out of the library. This process does not alter the library.
 - X mode** Specifies the type of object file **ar** should examine. The *mode* must be one of the following:
 - 32** Processes only 32-bit object files
 - 64** Processes only 64-bit object files
 - 32_64** Processes both 32-bit and 64-bit object files

The default is to process 32-bit object files (ignore 64-bit objects). The *mode* can also be set with the **OBJECT_MODE** environment variable. For example, **OBJECT_MODE=64** causes **ar** to process any 64-bit objects and ignore 32-bit objects. The **-X** flag overrides the **OBJECT_MODE** variable.
 - z** Creates a temporary copy of the archive and performs all requested modifications to the copy. When all operations have completed successfully, the working copy of the archive is copied over the original copy. This flag cannot be used with the **-h** flag.
- ArchiveFile* Specifies an archive file name; required.
- MemberName ...* Names of individual archive members.

Exit Status

This command returns the following exit values:

- 0 Successful completion.
- >0 An error occurred.

Examples

1. To create a library, enter:

```
ar -v -q lib.a strlen.o strcpy.o
```

If the `lib.a` library does not exist, this command creates it and enters into it copies of the files `strlen.o` and `strcpy.o`. If the `lib.a` library does exist, then this command adds the new members to the end without checking for duplicate members. The `v` flag sets verbose mode, in which the `ar` command displays progress reports as it proceeds.

2. To list the table of contents of a library, enter:

```
ar -v -t lib.a
```

This command lists the table of contents of the `lib.a` library, displaying a long listing similar to the output of the `ls -l` command. To list only the member file names, omit the `-v` flag.

3. To replace or add new members to a library, enter:

```
ar -v -r lib.a strlen.o strcat.o
```

This command replaces the members `strlen.o` and `strcat.o`. If `lib.a` was created as shown in example 1, then the `strlen.o` member is replaced. A member named `strcat.o` does not already exist, so it is added to the end of the library.

4. To specify where to insert a new member, enter:

```
ar -v -r -b strlen.o lib.a strcmp.o
```

This command adds the `strcmp.o` file, placing the new member before the `strlen.o` member.

5. To update a member if it has been changed, enter:

```
ar -v -r -u lib.a strcpy.o
```

This command replaces the existing `strcpy.o` member, but only if the file `strcpy.o` has been modified since it was last added to the library.

6. To change the order of the library members, enter:

```
ar -v -m -a strcmp.o lib.a strcat.o strcpy.o
```

This command moves the members `strcat.o` and `strcpy.o` to positions immediately after the `strcmp.o` member. The relative order of the `strcat.o` and `strcpy.o` members is preserved. In other words, if the `strcpy.o` member preceded the `strcat.o` member before the move, it still does.

7. To extract library members, enter:

```
ar -v -x lib.a strcat.o strcpy.o
```

This command copies the members `strcat.o` and `strcpy.o` into individual files named `strcat.o` and `strcpy.o`, respectively.

8. To extract and rename a member, enter:

```
ar -p lib.a strcpy.o >stringcopy.o
```

This command copies the member `strcpy.o` to a file named `stringcopy.o`.

9. To delete a member, enter:

```
ar -v -d lib.a strlen.o
```

This command deletes the member `strlen.o` from the `lib.a` library.

10. To create an archive library from multiple shared modules created with the `ld` command, enter:

```
ar -r -v libshr.a shrsb.o shrsb2.o shrsb3.o ...
```

This command creates an archive library named `libshr.a` from the shared modules named `shrsb.o`, `shrsb2.o`, `shrsb3.o`, and so on. To compile and link the main program using the `libshr.a` archive library, use the following command:

```
cc -o main main.c -L/u/sharedlib -lshr
```

The main program is now executable. Any symbols referenced by the main program that are contained by the `libshr.a` archive library have been marked for deferred resolution. The `-l` flag specifies that the `libshr.a` library be searched for the symbols.

11. To list the contents of **lib.a**, ignoring any 32-bit object file, enter:

```
ar -X64 -t -v lib.a
```

12. To extract all 32-bit object files from **lib.a**, enter:

```
ar -X32 -x lib.a
```

13. To list all files in **lib.a**, whether 32-bit, 64-bit, or non-objects, enter:

```
ar -X32_64 -t -v lib.a
```

File

`/tmp/ar*` Contains temporary files.

Related Information

The `ld` command, `ldorder` command, `make` command, `nm` command, `strip` command.

The `a.out` file format, `ar` file format (Big), `ar` file format (Small).

ar Command on Itanium-based Platform

Purpose

Maintain portable archive or library.

Syntax

```
ar [-V] -key [arg] [posname] afile [name . . . ]
```

Description

The `ar` command maintains groups of files combined into a single archive file. Its main use is to create and update library files. However, it can be used for any similar purpose. If an archive is composed of printable files, the entire archive is printable.

When `ar` creates an archive, it creates headers in a format that is portable across all machines. The archive symbol table (described in `ar` file format) is used by the link editor `ld` to effect multiple passes over libraries of object files in an efficient manner. An archive symbol table is only created and maintained by `ar` when there is at least one object file in the archive. The archive symbol table is in a specially named file that is always the first file in the archive. This file is never mentioned or accessible to the user. Whenever the `ar` command is used to create or update the contents of such an archive, the symbol table is rebuilt. The `s` argument to `key`, described below, will force the symbol table to be rebuilt.

-V Cause `ar` to print its version number on standard error.

-key [arg]

key is formed with one of the following characters: **drqtpmx**. **arg** is formed with one of more of the following letters: **vucs**. An additional single-character argument to **key**, called the positioning character (chosen from one of the following letters: **abi**), can be used with **key** characters **r** and **m**. **key** characters are described below.

posname

Archive member name used as a reference point in positioning other files in the archive.

afile Archive file.

name One or more constituent files in the archive file.

The meanings of the **key** characters are as follows:

- d** Delete the named files from the archive file.
- m** Move the named files to the end of the archive. If an optional positioning character from the set **abi** is used, the **posname** argument must be present and specifies that new files are to be placed after **a** or before **b** or **i posname**. Otherwise new files are placed at the end.
- p** Print the named files in the archive.
- q** Quickly append the named files to the end of the archive file. Optional positioning characters are invalid. The command does not check whether the added members are already in the archive. This option is useful to avoid creating a large archive piece-by-piece.
- r** Replace the named files in the archive file. If the optional argument **u** is used with **r**, replace only those files with dates of modification later than the named files already in the archive. If an optional positioning character from the set **abi** is used, the **posname** argument must be present and specifies that new files are to be placed after **a** or before **b** or **i posname**. Otherwise new files are placed at the end.
- t** Print a table of contents of the archive file. If no names are given, all files in the archive are listed. If names are given, only those files are listed.
- u** Update older files. When used with the **-r** option, files within the archive are replaced only if the corresponding **file** has a modification time that is at least as new as the modification time of the file within the archive.
- x** Extract the named files. If no names are given, all files in the archive are extracted. In neither case does **x** alter the archive file.

The meanings of the other key arguments are as follows:

- v** Give a verbose file-by-file description of the making of a new archive file from the old archive and the constituent files. When used with the **-t** option, give a long listing of all information about the files. When used with **x**, **d**, or **r**, print the name of the file preceding each extraction. When used with **p**, write the file to standard output.
- c** Suppress the message that is produced by default when **afile** is created.
- s** Force the regeneration of the archive symbol table even if **ar** is not invoked with a command which will modify the archive contents. This command is useful to restore the archive symbol table after the **strip** command has been used on the archive.

Files

`/usr/lib/nls/msg/locale/LC_MESSAGES/uxar`
language-specific message file (See **LANG** on *environ*.)

Related Information

The **a.out** file format, **ar** file format.

The **ld** command, **lorder** command, **strip** command.

Notices

If the same file is mentioned twice in an argument list, it may be put in the archive twice.

Since the archiver no longer uses temporary files, the **-l** option is obsolete and occurrences of this option are ignored.

By convention, archives are suffixed with the characters **.a**.

Applications currently using options without the leading hyphen must be changed to use the hyphen since non-hyphenated options may not be supported in a future release.

arithmetic Command

Purpose

Tests arithmetic skills.

Syntax

arithmetic [+] [-] [x] [/] [Range]

Description

The **arithmetic** command displays simple arithmetic problems and waits for you to enter an answer. If your answer is correct, the program displays Right! and presents a new problem. If your answer is wrong, it displays What? and waits for another answer. After a set of 20 problems, the **arithmetic** command displays the number of correct and incorrect responses and the time required to answer.

The **arithmetic** command does not give the correct answers to the problems it displays. It provides practice rather than instruction in performing arithmetic calculations.

To quit the game, press the Interrupt (Ctrl-C) key sequence; the **arithmetic** command displays the final game statistics and exits.

Flags

The optional flags modify the action of the **arithmetic** command. These flags are:

- +** Specifies addition problems.
- Specifies subtraction problems.
- x** Specifies multiplication problems.
- /** Specifies division problems.
- Range** A decimal number that specifies the permissible range of numbers. This range goes up to and includes 99. For addition and multiplication problems, the range applies to all numbers (except answers). For subtraction and division problems, the range applies only to the answers. At the start of the game, all numbers within this range are equally likely to appear. If you make a mistake, the numbers in the problem you missed become more likely to reappear.

If you do not select any flags, the **arithmetic** command selects addition and subtraction problems and a default range of 10. If you give more than one problem specifier (**+**, **-**, **x**, **/**), the program mixes the specified types of problems in random order.

Examples

1. To drill on addition and subtraction of integers from 0 to 10:
`arithmetic`
2. To drill on addition, multiplication, and division of integers from 0 to 50:
`arithmetic +x/ 50`

File

`/usr/games` Location of the system's games.

Related Information

The **back** command, **bj** command, **craps** command, **fish** command, **fortune** command, **hangman** command, **mooc** command, **number** command, **quiz** command, **ttt** command, **turnoff** command, **turnon** command, **wump** command.

arp Command

Purpose

Displays and modifies address resolution, including ATM (Asynchronous Transfer Mode) interfaces.

Syntax

To Display ARP Entries

```
arp { [ -t ifType ] HostName | -a [ n ] [ /dev/kmem ] }
```

To Display ARP ATM Entries

```
arp { -t atm HostName | -a [ n ] [ /dev/kmem ] [ pvc | svc ] }
```

To Delete an ARP Entry

```
arp [ -t ifType ] -d HostName
```

To Delete a PVC ARP ATM Entry

```
arp -t atm -d pvc vpi:vci if ifName
```

To Create an ARP Entry

```
arp [ -t ifType ] -s Type HostName AdapterAddress [ Route ] [ temp ] [ pub ]
```

To Create an SVC ARP ATM Entry

```
arp -t atm -s Type HostName AdapterAddress [ temp ]
```

To Create a PVC ARP ATM Entry

```
arp -t atm -s Type pvc vpi:vci { HostName | if ifName } [ no-llc ] [ no-arp ] [ temp ]
```

To Import ARP Entries from Another File

```
arp [ -t ifType ] -f FileName [ Type ]
```

Description

The **arp** command displays and modifies the Internet-to-adapter address translation tables used by the Address Resolution Protocol. The **arp** command displays the current ARP entry for the host specified by the *HostName* variable. The host may be specified by name or number, using Internet dotted decimal notation.

Flags

- a** Used as { **-t** *ifType*] *HostName* | **-a** [**n**] [**/dev/kmem**] }
- Displays all of the current ARP entries. Use the **crash** command to look at KMEM or UMinix variables. Specify the **-a /dev/kmem** flag to display ARP information for kernel memory. The 'n' modifier causes hostname lookups to be suppressed.
- Used as { **-t atm** *HostName* | **-a** [**n**] [**/dev/kmem**] [**pvc** | **svc**] }
- The **pvc** specification will display only ATM PVC (Permanent Virtual Circuits) types of virtual circuits, **svc** specification will display only ATM SVC (Switched Virtual Circuits) types of virtual circuits. If the **pvc** | **svc** parameter is omitted, all ATM virtual circuits will be displayed.
- d** Used as [**-t** *ifType*] **-d** *HostName*
- Deletes an entry for the host specified by the *HostName* variable if the user has root user authority.
- Used as **-t atm -d pvc** *vpi:vci* **if** *ifName*
- Deletes a PVC ARP entry by specifying *vpi:vci* rather than hostname. The *vpi:vci* variables specify the virtual circuit that is to be deleted. The *ifname* variable specifies the name of the ATM interface on which the virtual circuit is to be deleted.
- f** *FileName* [Type]
- Causes the file specified by the *FileName* variable to be read and multiple entries to be set in the ARP tables. Entries in the file should be in the form:
- ```
[Type] HostName AdapterAddress [Route] [temp] [pub]
```
- where
- Type** Specifies the type of hardware address. If the address type is specified when invoking **arp** from the command line, it should not be specified in the file entries. Otherwise it should be specified in each file entry. Valid hardware address types are:
- ether for an Ethernet interface
  - 802.3 for an 802.3 interface
  - fddi for a Fiber Distributed Data interface
  - 802.5 for a Token-Ring interface
- HostName** Specifies the remote host.
- AdapterAddress** Specifies the hardware address of the adapter for this host as 6 hexadecimal bytes separated by colons. Use the **netstat -v** command to display the local hardware address.
- Route** Specifies the route for a Token-Ring interface or Fiber Distributed Data Interface (FDDI) as defined in the Token-Ring or FDDI header.
- temp** Specifies that this ARP table entry is temporary. The table entry is permanent if this argument is omitted.
- pub** Specifies that this table entry is to be published, and that this system will act as an ARP server responding to requests for *HostName*, even though the host address is not its own.

**Note:** The **-f** flag is not supported for ATM.

**-s** Used as [ **-t ifType** ] **-s** *Type HostName AdapterAddress* [ *Route* ] [ **temp** ] [ **pub** ]

Creates an ARP entry of the type specified by the *Type* variable for the host specified by the *HostName* variable with the adapter address specified by the *AdapterAddress* variable. The adapter address is given as 6 hexadecimal bytes separated by colons. The line must be in the following format:

*Type HostName AdapterAddress* [*Route*] [**temp**] [**pub**]

where the *Type*, *HostName*, *AdapterAddress*, *Route*, **temp**, and **pub** parameters have the same purpose and definitions as the parameters for the **-f** flag.

Used as **-t atm -s** *Type HostName AdapterAddress* [ **temp** ]

Creates a SVC type of ARP entry for the remote host, specified by the *HostName* variable, with the ATM address specified by the *ATMAddress* variable. The ATM address is given as 20 hexadecimal bytes separated by colons. Creation of this entry causes this IP station to not use ARP server mechanism to resolve IP addresses.

Used as **-t atm -s** *Type pvc vpi:vci* { *HostName* | **if ifName** } [ **no-llc** ] [ **no-arp** ] [ **temp** ]

Creates a PVC type of ARP entry for the remote host, specified by the *HostName* variable, with the PVC specified by the *vpi:vci*. Either destination *Hostname* or the local *ifname* needs to be specified. The **no-llc** flag is used to indicate that LLC/SNAP encapsulation will not be used on this virtual circuit, in this case, the destination *Hostname* needs to be specified. The **no-arp** flag is used to indicate that ARP protocol will not be used on this virtual circuit, in this case, the destination *Hostname* needs to be specified.

The *temp* parameter specifies that this ARP table entry is temporary, the table entry is permanent if this argument is omitted.

**-t ifType**

The **-t iftype** flag is used to indicate the type of Network interface. It is optional for the following types of interfaces:

- et for IEEE 802.3 Ethernet (inet, xns)
- tr for Token-Ring (inet, xns)
- xt for X.25 (inet)
- sl for serial line IP (inet)
- lo for loopback (inet)
- op for serial (inet)

The **-t atm** flag is required for the following interfaces:

- at for ATM

## Examples

1. To add a single entry to the **arp** mapping tables until the next time the system is restarted, enter:

```
arp -s 802.3 host2 0:dd:0:a:85:0 temp
```

2. To delete a map table entry for the specified host with the **arp** command, enter:

```
arp -d host1 flag
```

3. To display arp entries for atm host host1 , enter:

```
arp -t atm -a host1
```

4. To add a PVC arp entry for atm host host2, enter:

```
arp -t atm -s atm pvc 0:20 host2
```

5. To add a PVC arp entry for an interface at0, enter:

```
arp -t atm -s atm pvc 0:20 if at0
```

## Related Information

The **ifconfig** command, **netstat** command.

The **inetd** daemon.

TCP/IP Protocols in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

---

## as Command

### Purpose

Reads and assembles a source file.

### Syntax

```
as [-a Mode] [-o ObjectFile] [-n Name] [-u] [-l [ListFile]] [-W | -w] [-x [XCrossFile]] [-s [ListFile]] [-m ModeName] [File]
```

### Description

The **as** command reads and assembles the named *File* (by convention, this file ends with a **.s** suffix). If you do not specify a *File*, the **as** command reads and assembles standard input. It stores its output, by default, in a file named **a.out**. The output is stored in the XCOFF file format.

All flags for the **as** command are optional.

### Flags

|                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-a</b> <i>Mode</i>         | Specifies the mode in which the <b>as</b> command operates. By default, the <b>as</b> command operates in 32-bit mode, but the mode can be explicitly set by using the flag <b>-a32</b> for 32-bit mode operation or <b>-a64</b> for 64-bit mode operation.                                                                                                                                                                                                                                                    |
| <i>File</i>                   | Specifies the source file. If no file is specified, the source code is taken from standard input.                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>-l</b> [ <i>ListFile</i> ] | Produces an assembler listing. If you do not specify a file name, a default name is produced by replacing the suffix extension of the source file name with a <b>.lst</b> extension. By convention, the source file suffix is a <b>.s</b> . For example:<br><br>sourcefile.xyz<br><br>produces a default name of:<br>sourcefile.lst<br><br>If the source code is from standard input and the <b>-l</b> flag is used without specifying an assembler-listing file name, the listing file name is <b>a.lst</b> . |

**-m** *ModeName*

Indicates the assembly mode. This flag has lower priority than the **.machine** pseudo-op.

If this flag is not used and no **.machine** pseudo-op is present in the source program, the default assembly mode is used. The default assembly mode has the POWER family/PowerPC intersection as the target environment, but treats all POWER family/PowerPC incompatibility errors (including instructions outside the POWER family/PowerPC intersection and invalid form errors) as instructional warnings.

If an assembly mode that is not valid is specified and no **.machine** pseudo-op is present in the source program, an error is reported and the default assembly mode is used for instruction validation in pass 1 of the assembler.

If the **-m** flag is used, the *ModeName* variable can specify one of the following values:

**""** Explicitly specifies the default assembly mode that has the POWER family/PowerPC intersection as the target environment, but treats instructions outside the POWER family/PowerPC intersection and invalid form errors as instructional warnings. A space is required between **-m** and the null string argument (two double quotation marks).

**com** Specifies the POWER family/PowerPC intersection mode. A source program can contain only instructions that are common to both POWER family and PowerPC; any other instruction causes an error. Any instruction with an invalid form causes errors, terminates the assembly process, and results in no object code being generated.

**Note:** Certain POWER family instructions are supported by the PowerPC 601 RISC Microprocessor, but do not conform to the PowerPC architecture. These instructions cause errors when using the **com** assembly mode.

**any** Specifies the indiscriminate mode. The assembler generates object code for any recognized instruction, regardless of architecture. This mode is used primarily for operating system development and for testing and debugging purposes.

**Note:** All POWER family and PowerPC incompatibility errors are ignored when using the **any** assembly mode, and no warnings are generated.

**ppc** Specifies the PowerPC mode. A source program can contain only PowerPC instructions. Any other instruction causes an error.

**Notes:**

1. The PowerPC optional instructions are implemented in each PowerPC processor and do not belong to the **ppc** mode. These instructions generate an error if they appear in a source program that is assembled using the **ppc** assembly mode.
2. Certain instructions conform to the PowerPC architecture, but are not supported by the PowerPC 601 RISC Microprocessor.

**ppc64** Specifies the POWER-based 64-bit mode. A source program can contain 64-bit POWER-based instructions.

**pwr** Specifies the POWER mode. A source program can contain only instructions for the POWER implementation of the POWER architecture.

### **pwr2(pwrx)**

Specifies the POWER2 mode. A source program can contain only instructions for the POWER2 implementation of the POWER architecture. **pwr2** is the preferred value. The alternate assembly mode value **pwrx** means the same thing as **pwr2**.

**Note:** The POWER implementation instruction set is a subset of the POWER2 implementation instruction set.

**601** Specifies the PowerPC 601 RISC Microprocessor mode. A source program can contain only instructions for the PowerPC 601 RISC Microprocessor.

**Note:** The PowerPC 601 RISC Microprocessor design was completed before the POWER-based platform. Therefore, some PowerPC instructions may not be supported by the PowerPC 601 RISC Microprocessor.

**Attention:** It is recommended that the **601** assembly mode not be used for applications that are intended to be portable to future PowerPC systems. The **com** or **ppc** assembly mode should be used for such applications.

The PowerPC 601 RISC Microprocessor implements the POWER-based platform plus some POWER family instructions are not included in the POWER-based platform. This allows existing POWER applications to run with acceptable performance on POWER-based systems.

**603** Specifies the PowerPC 603 RISC Microprocessor mode. A source program can contain only instructions for the PowerPC 603 RISC Microprocessor.

**604** Specifies the PowerPC 604 RISC Microprocessor mode. A source program can contain only instructions for the PowerPC 604 RISC Microprocessor.

**A35** Specifies the A35 mode. A source program can contain only instructions for the A35.

**-n** *Name*

Specifies the name that appears in the header of the assembler listing. By default, the header contains the name of the assembler source file.

**-o** *ObjectFile*

Writes the output of the assembly process to the specified file instead of to the **a.out** file.

**-s**[*ListFile*]

Indicates whether or not a mnemonics cross-reference for POWER family and PowerPC is included in the assembler listing. If this flag is omitted, no mnemonics cross-reference is produced. If this flag is used, the assembler listing will have POWER family mnemonics if the source contains PowerPC mnemonics, and will have PowerPC mnemonics if the source contains POWER family mnemonics.

The mnemonics cross-reference is restricted to instructions that have different mnemonics in the POWER family and PowerPC, but that have the same op code, function, and input operand format.

Because the **-s** flag is used to change the assembler-listing format, it implies the **-l** flag. If both option flags are used and different assembler-listing file names (specified by the *ListFile* variable) are given, the listing file name specified by the *ListFile* variable used with the **-l** flag is used. If an assembler-listing file name is not specified with either the **-l** or **-s** flag, a default assembler listing file name is produced by replacing the suffix extension of the source file name with a **.lst** extension.

**-u**

Accepts an undefined symbol as an extern so that an error message is not displayed. Otherwise, undefined symbols are flagged with error messages.

**-W**

Turns off all warning message reporting, including the instructional warning messages (the POWER family and PowerPC incompatibility warnings).

**-w**

Turns on warning message reporting, including reporting of instructional warning messages (the POWER family and PowerPC incompatibility warnings).

**Note:** When neither **-W** nor **-w** is specified, the instructional warnings are reported, but other warnings are suppressed.

**-x**[*XCrossFile*] Produces cross reference output. If you do not specify a file name, a default name is produced by replacing the suffix extension of the source file name with an **.xref** extension. Conventionally, the suffix is a **.s**. For example:

```
sourcefile.xyz
```

produces a default name of:

```
sourcefile.xref
```

**Note:** The assembler does not generate an object file when the **-x** flag is used.

## Environment Variables

### OBJECT\_MODE

The assembler respects the setting of the OBJECT\_MODE environment variable. If neither **-a32** or **-a64** is used, the environment is examined for this variable. If the value of the variable is anything other than the values listed in the following table, an error message is generated and the assembler exits with a non-zero return code. The implied behavior corresponding to the valid settings are as follows:

|                                    |                                                                                           |
|------------------------------------|-------------------------------------------------------------------------------------------|
| OBJECT_MODE = <b>32</b>            | Produce 32-bit object code. The default machine setting is <b>com</b> .                   |
| OBJECT_MODE = <b>64</b>            | Produce 64-bit object code (XCOFF64 files). The default machine setting is <b>ppc64</b> . |
| OBJECT_MODE = <b>32_64</b>         | Invalid.                                                                                  |
| OBJECT_MODE = <i>anything else</i> | Invalid.                                                                                  |

## Examples

- To produce a listing file named `file.lst` and an object file named **file.o**, enter:
 

```
as -l -o file.o file.s
```
- To produce an object file named **file.o** that will run on the 601 processor and generate a cross reference for POWER family and PowerPC mnemonics in an assembler listing file named **file.lst**, enter:
 

```
as -s -m 601 -o file.o file.s
```
- To produce an object file named **file.o** using the default assembly mode and an assembler listing file named **xxx.lst** with no mnemonics cross reference, enter:
 

```
as -lxxx.lst -o file.o file.s
```

## Files

**/usr/ccs/bin/as** Contains the **as** command  
**a.out** The default output file.

## Related Information

The **ld** command, **m4** command.

The Assembler Language Reference manual.

---

## asa or fpr Command

### Purpose

Prints FORTRAN files to in line-printer conventions.

## Syntax

```
{ asa | fpr } [File ...]
```

## Description

The **asa** and **fpr** commands print FORTRAN files to conform to this operating systems line-printer conventions. Both commands work like a filter to transform files formatted according to FORTRAN carriage control conventions into files formatted according to line-printer conventions.

The *File* variable specifies the name of the input file that the **asa** and **fpr** commands read instead of the standard input. The **asa** and **fpr** commands read the file, replace the carriage control characters with recognizable operating system characters, and print the file to standard output.

Both commands read the first character of each line from the input file, interpret the character, and space the line according to the definition of the first character. If the first character is either a **Blank**, a **0**, a dash (-) , a **1**, or a plus sign (+), either command does the following:

|              |                                                                                                         |
|--------------|---------------------------------------------------------------------------------------------------------|
| <b>Blank</b> | Advances the carriage one line and prints the input line.                                               |
| <b>0</b>     | Advances the carriage two lines and prints the input line.                                              |
| <b>-</b>     | Advances the carriage three lines and prints the input line.                                            |
| <b>1</b>     | Advances the carriage to the top of the next page.                                                      |
| <b>+</b>     | Does not advance the carriage and starts printing the input line in the first space of the output file. |

The commands interpret a blank line as if its first character is a blank and delete a blank that appears as a carriage control character. It treats lines that begin with characters other than the defined control characters as if they begin with a blank character. The first character of a line is not printed. If any such lines appear, an appropriate diagnostic appears in the standard error.

**Note:** Results are undefined for input lines longer than 170 characters.

## Exit Status

This command returns the following exit values:

|              |                        |
|--------------|------------------------|
| <b>0</b>     | Successful completion. |
| <b>&gt;0</b> | An error occurred.     |

## Examples

1. Use the **fpr** command in the following manner to change the carriage control characters in an a.out file produced by a FORTRAN compiler into carriage control characters and print the resulting file:  
a.out | fpr | qprt
2. Use the **asa** command in the following manner to run the f77.output file through the **asa** command to change carriage control characters from FORTRAN to the operating system and print the resulting file.  
asa f77.output | qprt

## Files

|                     |                                  |
|---------------------|----------------------------------|
| <b>/usr/ucb/fpr</b> | Contains the <b>fpr</b> command. |
| <b>/usr/bin/asa</b> | Contains the <b>asa</b> command. |

## Related Information

The **fsplit** command, **qprt** command, **struct** command.

---

## at Command

### Purpose

Runs commands at a later time.

### Syntax

#### To Schedule Jobs to Run at a Later Time

```
at [-c | -k | -s | -q Queue] [-m] [-f File] { -t Date | Time [Day] [Increment] }
```

#### To Report Scheduled Jobs

```
at -l [-o] [Job ... | -q Queue]
```

```
at -n [User]
```

#### To Remove Scheduled Jobs

```
at -r [-F] [-i] Job ...
```

```
at -r [-F] [-i] -u User
```

### Description

The **at** command reads from standard input the names of commands to be run at a later time and allows you to specify when the commands should be run.

The **at** command mails you all output from standard output and standard error for the scheduled commands, unless you redirect that output. It also writes the job number and the scheduled time to standard error.

When the **at** command is executed, it retains the current process environment. It does not retain open file descriptors, traps, and priority.

The **/var/adm/cron/at.allow** and **/var/adm/cron/at.deny** files control which users can use the **at** command. A person with root user authority can create, edit, or delete these files. Entries in these files are user login names with one name to a line. The following is an example of an **at.allow** file:

```
root
nick
dee
sarah
```

If the **at.allow** file exists, only users whose login names appear in it can use the **at** command. A system administrator can explicitly stop a user from using the **at** command by listing the user's login name in the **at.deny** file. If only the **at.deny** file exists, any user whose name does not appear in the file can use the **at** command.

A user cannot use the **at** command if one of the following is true:

- The **at.allow** file and the **at.deny** file do not exist (allows root user only).
- The **at.allow** file exists but the user's login name is not listed in it.
- The **at.deny** file exists and the user's login name is listed in it.

If the **at.allow** file does not exist and the **at.deny** file does not exist or is empty, only someone with root user authority can submit a job with the **at** command.

To schedule a job to run at a later time, you must specify a time to start the job. You may specify the time by using either the **-t** *Date* flag or the *Time*, *Day*, and *Increment* parameters.

The *Date* variable to the **-t** flag is specified using the following format:

`[[CC]YY]MMDDhhmm[.SS]`

The digits in the *Date* variable are defined as follows:

|           |                                                           |
|-----------|-----------------------------------------------------------|
| <i>CC</i> | Specifies the first two digits of the year (the century). |
| <i>YY</i> | Specifies the second two digits of the year.              |
| <i>MM</i> | Specifies the month of the year (01 through 12).          |
| <i>DD</i> | Specifies the day of the month (01 through 31).           |
| <i>hh</i> | Specifies the hour of the day (00 through 23).            |
| <i>mm</i> | Specifies the minute of the hour (00 through 59).         |
| <i>SS</i> | Specifies the second of the minute (00 through 59).       |

Both the *CC* and *YY* digits are optional. If neither is given, the current year is assumed. If the *YY* digits are specified but the *CC* digits are not, the *CC* digits are defined as follows:

- If the value of the *YY* digits is between 70 and 99, the value of the *CC* digits is assumed to be 19.
- If the value of the *YY* digits is between 00 and 37, the value of the *CC* digits is assumed to be 20.
- The default value of *SS* is 00.

The resulting time is affected by the value of the **TZ** environment variable.

The *Time* parameter may be specified as a number followed by an optional suffix. The **at** command interprets one- and two-digit numbers as hours. It interprets four digits as hours and minutes. The **T\_FMT** item in the **LC\_TIME** locale category specifies the order of hours and minutes. The default order is the hour followed by the minute. You can also separate hours and minutes with a **:** (colon). The default order is *Hour.Minute*.

In addition, you may specify one of the following suffixes:

- **am**
- **pm**
- **zulu**

If you do not specify **am** or **pm**, the **at** command uses a 24-hour clock. These suffixes can follow the time as a separate argument or separated with spaces. The **am** and **pm** suffixes are defined values from the **AM\_STR** and **PM\_STR** items in the **LC\_TIME** locale category. The suffix **zulu** indicates that the time is **GMT** (Greenwich Mean Time).

The **at** command also recognizes the following keywords as special values for the *Time* parameter:

- **noon**
- **midnight**
- **now**
- **A** for AM
- **P** for PM
- **N** for noon
- **M** for midnight

You may specify the optional *Day* parameter as either a month name and a day number (and possibly a year number preceded by a comma), or a day of the week. The **D\_FMT** item in the **LC\_TIME** locale category specifies the order of the month and day (by default, month followed by day). The **DAY\_1** through **DAY\_7** items in the **LC\_TIME** locale category specify long day names. The **ABDAY\_1** through **ABDAY\_7** items in the **LC\_TIME** locale category specify short day names. The **MON\_1** through **MON\_12** items in the

**LC\_TIME** locale category specify long month names. The **ABMON\_1** through **ABMON\_12** items in the **LC\_TIME** locale category specify short month names. By default, the long name is fully spelled out; the short name is abbreviated to two or more characters for weekdays, and three characters for months.

The **at** command recognizes **today** and **tomorrow** as special default values for the *Day* parameter. The **today** value is the default *Day* if the specified time is later than the current hour; the **tomorrow** value is the default if the time is earlier than the current hour. If the specified month is less than the current month (and a year is not given), next year is the default year.

## Flags

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                 |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-c</b>          | Requests that the <b>cs</b> command be used for executing this job.                                                                                                                                                                                                                                                                                                                                             |
| <b>-f File</b>     | Uses the specified file as input rather than using standard input.                                                                                                                                                                                                                                                                                                                                              |
| <b>-F</b>          | Suppresses delete verification. Use this flag with the <b>-r</b> flag.                                                                                                                                                                                                                                                                                                                                          |
| <b>-i</b>          | Specifies interactive delete. Use this flag with the <b>-r</b> flag.                                                                                                                                                                                                                                                                                                                                            |
| <b>-k</b>          | Requests that the <b>ksh</b> command be used for executing this job.                                                                                                                                                                                                                                                                                                                                            |
| <b>-l</b>          | Reports your scheduled jobs. If you have root user authority, you can get jobs issued by other users.                                                                                                                                                                                                                                                                                                           |
| <b>-m</b>          | Mails a message to the user about the successful execution of the command.                                                                                                                                                                                                                                                                                                                                      |
| <b>-n [ User ]</b> | Reports the number of files in your queue. If you have root user authority, you can get information about another user's queue.                                                                                                                                                                                                                                                                                 |
| <b>-o</b>          | Lists jobs in schedule order. This flag is useful only with the <b>-l</b> flag.                                                                                                                                                                                                                                                                                                                                 |
| <b>-q Queue</b>    | Specifies the queue in which to schedule a job for submission. When used with the <b>-l</b> flag, the report is limited to the queue specified by the <i>Queue</i> variable. By default, <b>at</b> jobs are scheduled in the <b>a</b> queue. The <b>b</b> , <b>c</b> and <b>d</b> queues are reserved for <b>batch</b> jobs, <b>cron</b> jobs, and <b>sync</b> jobs respectively.                               |
| <b>-q a</b>        | Queues <b>at</b> jobs.                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>-q b</b>        | Queues <b>batch</b> jobs. The <b>batch</b> command calls the <b>at</b> command with this flag.                                                                                                                                                                                                                                                                                                                  |
|                    | <b>Note:</b> When using the <b>b</b> queue, commands are read from standard input. Also, the <b>now</b> keyword is used for the <i>Time</i> parameter, regardless of what you specify on the command line.                                                                                                                                                                                                      |
| <b>-q e</b>        | Queues <b>ksh</b> jobs. Equivalent to the <b>-k</b> flag.                                                                                                                                                                                                                                                                                                                                                       |
| <b>-q f</b>        | Queues <b>cs</b> jobs. Equivalent to the <b>-c</b> flag.                                                                                                                                                                                                                                                                                                                                                        |
| <b>-r Job...</b>   | Removes <i>Jobs</i> previously scheduled by the <b>at</b> or <b>batch</b> commands, where <i>Job</i> is the number assigned by the <b>at</b> or <b>batch</b> commands. If you do not have root user authority (see the <b>su</b> command), you can remove only your own jobs. The <b>atrm</b> command is available to the root user to remove jobs issued by other users or all jobs issued by a specific user. |
| <b>-s</b>          | Requests that the <b>bs</b> command (Bourne shell) be used for executing this job.                                                                                                                                                                                                                                                                                                                              |
| <b>-t Date</b>     | Submits the job to be run at the time specified by the <i>Date</i> variable.                                                                                                                                                                                                                                                                                                                                    |
| <b>-u User</b>     | Deletes all jobs for the specified user. If used with the <b>-r</b> flag, do not specify a <i>Job</i> variable (the correct syntax is <b>at -r -u User</b> ).                                                                                                                                                                                                                                                   |

## Parameters

|                  |                                                                                                                                                             |
|------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>Day</i>       | Specifies the optional <i>Day</i> parameter as either a month name and a day number (and possibly a year number preceded by a comma), or a day of the week. |
| <i>Increment</i> | The optional <i>Increment</i> parameter can be one of the following:                                                                                        |

- A **+** (plus sign) followed by a number and one of the following words:
  - **minute[s]**
  - **hour[s]**

- **day[s]**
- **week[s]**
- **month[s]**
- **year[s]**
- The special word **next** followed by a one of the following words:
  - **minute[s]**
  - **hour[s]**
  - **day[s]**
  - **week[s]**
  - **month[s]**
  - **year[s]**

## Security

Auditing Events: If the auditing subsystem has been properly configured and is enabled, the **at** command will generate the following audit record (event) every time the command is executed:

| Event            | Information                                                                                               |
|------------------|-----------------------------------------------------------------------------------------------------------|
| <b>AT_JobAdd</b> | Lists <b>at</b> jobs that were run, the time the task was completed, and the user who issued the command. |

See "Setting Up an Auditing System" in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* for more details about how to properly select and group audit events, and how to configure audit event data collection.

## Exit Status

This command returns the following exit values:

- 0** The **at** command successfully submitted, removed, or listed a job or jobs.
- >0** An error occurred.

## Examples

1. To schedule the command from the terminal, enter a command similar to one of the following:

If **uuclean** is in your current directory, enter:

```
at 5 pm Friday
uuclean
<Ctrl-D>
```

```
at now next week
uuclean
<Ctrl-D>
```

If **uuclean** is in **\$HOME/bin/uuclean**, enter:

```
at now + 2 days
$HOME/bin/uuclean
<Ctrl-D>
```

**Note:** When entering a command name as the last item on the command line, a full path name must be given if the command is not in the current directory, and the **at** command will not accept any arguments.

2. To run the **uuclean** command at 3:00 in the afternoon on the 24th of January, enter any one of the following commands:

```
echo uuclean | at 3:00 pm January 24
```

```
echo uuclean | at 3pm Jan 24
```

```
echo uuclean | at 1500 jan 24
```

3. To have a job reschedule itself, invoke the **at** command from within the shell procedure by including code similar to the following within the shell file:

```
echo "ksh shellfile" | at now tomorrow
```

4. To list the jobs you have sent to be run later, enter:

```
at -l
```

5. To cancel a job, enter:

```
at -r ctw.635677200.a
```

This cancels job `ctw.635677200.a`. Use the **at -l** command to list the job numbers assigned to your jobs.

## Files

|                                     |                                                                                                                                       |
|-------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| <code>/var/adm/cron/FIFO</code>     | A named pipe that sends messages to the <b>cron</b> daemon when new jobs are submitted with the <b>crontab</b> or <b>at</b> commands. |
| <code>/usr/bin/at</code>            | Contains the <b>at</b> command.                                                                                                       |
| <code>/var/adm/cron</code>          | Contains the main <b>cron</b> directory.                                                                                              |
| <code>/var/adm/cron/at.allow</code> | Specifies the list of allowed users.                                                                                                  |
| <code>/var/adm/cron/at.deny</code>  | Specifies the list of denied users.                                                                                                   |
| <br>                                |                                                                                                                                       |
| <code>/var/spool/cron/atjobs</code> | Contains the spool area directory for <b>at</b> .                                                                                     |

## Related Information

The **atq** command, **atrm** command, **auditpr** command, **batch** command, **bsh** command, **kill** command, **ksh** command, **mail** command, **nice** command, **ps** command, **sh** command, **su** command.

The **cron** daemon.

The **environment** file.

Auditing Overview in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* provides more information about audits and audit events.

Input and Output Redirection Overview in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* describes how the operating system processes input and output.

National Language Support Overview for Programming in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* explains collating sequences, equivalence classes, and locale.

Shells Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes what shells are, the different types of shells, and how shells affect the way commands are interpreted.

---

## ate Command

### Purpose

Starts the Asynchronous Terminal Emulation (ATE) program.

## Syntax

**ate**

## Description

The **ate** command starts the Asynchronous Terminal Emulation (ATE) program. The ATE program establishes a connection between a workstation and a remote computer. A workstation acts as a terminal connected to the remote computer. Using ATE the user can connect to, and exchange data with, remote databases and other systems.

**Note:** Users must be a member of the UNIX-to-UNIX Copy Program (uucp) group in order to use ATE. A user with root authority uses System Management Interface Tool (SMIT) to install individual users in groups.

ATE establishes the connection and allows users to record and control the session. After logging in to the remote system, users execute programs, issue commands, and use files on the remote system as a local user. ATE also enables a workstation to emulate a VT100 terminal.

The ATE program uses menus and subcommands. From the menus, users issue subcommands to connect to a remote system, receive and transfer files, and execute commands. The Unconnected Main Menu displays any time users issue the **ate** command. The Connected Main Menu displays when users press the MAINMENU\_KEY (usually the Ctrl-V key sequence) while connected to another system. The **connect** subcommand makes the connection.

The ATE program supports three control key sequences: the CAPTURE\_KEY (usually Ctrl-B), PREVIOUS\_KEY (usually CTRL-R), and MAINMENU\_KEY (usually CTRL-V). These control keys do not function until the ATE program is started. The control keys and other ATE defaults can be changed by editing the **ate.def** file format.

## Examples

To start the ATE program, enter:

```
ate
```

The ATE Unconnected Main Menu displays.

## Subcommands

|                  |                                                                                 |
|------------------|---------------------------------------------------------------------------------|
| <b>alter</b>     | Temporarily changes data transmission characteristics in the ATE program.       |
| <b>break</b>     | Interrupts current activity on a remote system.                                 |
| <b>connect</b>   | Connects to a remote computer.                                                  |
| <b>directory</b> | Displays the ATE dialing directory.                                             |
| <b>help</b>      | Provides help information for the ATE subcommands.                              |
| <b>modify</b>    | Temporarily modifies local settings used for terminal emulation.                |
| <b>perform</b>   | Allows the user to issue workstation operating system commands while using ATE. |
| <b>quit</b>      | Exits the Asynchronous Terminal Emulation (ATE) program.                        |
| <b>receive</b>   | Receives a file from a remote system.                                           |
| <b>send</b>      | Sends a file to a remote system.                                                |
| <b>terminate</b> | Terminates an ATE connection to a remote system.                                |

### alter Subcommand

```
a [l CharacterLength] [s StopBit] [p Parity] [r BaudRate] [d Device] [i DialPrefix] [f DialSuffix] [w Seconds] [a RedialAttempts] [t TransferProtocol] [c PacingType]
```

**Note:** The default values of the **alter** subcommand flags can be permanently changed by editing the **ate.def** file format.

The **alter** subcommand is accessed from the Asynchronous Terminal Emulation (ATE) Connected or Unconnected Main Menu. Issuing the **ate** command from the command line displays the Unconnected Main Menu. The **alter** subcommand temporarily changes these data transmission characteristics:

- Data character length
- Baud rate
- Stop and parity bits
- Port name
- Modem dialing prefixes and suffixes
- Waiting time and retry limits
- File transfer protocol
- Pacing character or delay time

The settings return to the defaults as defined in the **ate.def** file format when the user exits ATE.

When issued without flags from either of the ATE main menus, the **alter** subcommand displays the Alter Menu. To bypass the Alter Menu, enter the **alter** subcommand, followed by the appropriate flags, at the command prompt on either ATE main menu.

The **alter** subcommand can change more than one feature at a time. To change the value of more than one variable, type the first flag followed by the new value, followed by a space, then the second flag and second value, and so on.

To permanently change the settings affected by the **alter** subcommand, customize the **ate.def** file format.

**The Alter Menu:** The Alter Menu displays the current settings of the changeable characteristics with the **alter** subcommand. Enter the letter **a** after the command prompt on either the ATE Connected or Unconnected Main Menu to view the Alter Menu.

The Alter Menu contains the following columns:

| <b>Column Names</b> | <b>Contents</b>                                   |
|---------------------|---------------------------------------------------|
| COMMAND             | Flag that changes the value of a variable         |
| DESCRIPTION         | Description of the variable that the flag affects |
| CURRENT             | Current value of the variable                     |
| POSSIBLE CHOICES    | Possible values of the variable                   |

To change the value of a variable, enter the flag (from the COMMAND column) and new value (from the POSSIBLE CHOICES column) at the command prompt on the Alter Menu.

To return to one of the ATE main menus from the Alter Menu, press the Enter key.

### **Flags:**

|                                |                                                                                                                                                                                                                        |
|--------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>a</b> <i>RedialAttempts</i> | Specifies the maximum number of times the ATE program redials for a connection. If the <i>RedialAttempts</i> variable is 0, no redial attempt occurs.<br><br>Options: 0 (none) or a positive integer<br><br>Default: 0 |
|--------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

|                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|---------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>c</b> <i>PacingType</i>      | <p>Specifies the type of <b>pacing</b> protocol used.</p> <p>Default: 0 (no pacing)</p> <p><b>Note:</b> The <i>PacingType</i> variable has no effect when the <b>xmodem</b> protocol is used.</p> <p>The <i>PacingType</i> can be either of the following:</p> <p><i>Character</i><br/>Signal to transmit a line. The signal can be any ASCII character.</p> <p>When the <b>send</b> subcommand encounters a line-feed character while transmitting data, it waits to receive the pacing character before sending the next line.</p> <p>When the <b>receive</b> subcommand is ready to receive data, it sends the pacing character and then waits 30 seconds to receive data. The <b>receive</b> subcommand sends a pacing character again whenever it finds a carriage-return character in the data. The <b>receive</b> subcommand ends when it receives no data for 30 seconds.</p> <p><i>Interval</i> Number of seconds the system waits between each line it transmits. The value of the <i>Interval</i> variable must be an integer. The default value is 0 indicating a pacing delay of 0 seconds.</p> |
| <b>d</b> <i>Device</i>          | <p>Specifies the name of the asynchronous port used to connect to a remote system.</p> <p>Options: Locally created port names. The first 8 characters of the port name display in the Alter Menu.</p> <p>Default: tty0</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>f</b> <i>DialSuffix</i>      | <p>Specifies the dial suffix that must follow the telephone number when autodialed with a modem. Consult the modem documentation for the proper dial command.</p> <p>Options: 0 (none) or a valid modem suffix. The first 8 characters display in the Alter Menu.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>i</b> <i>DialPrefix</i>      | <p>Default: no default</p> <p>Specifies the dial prefix that must precede the telephone number when autodialed with a modem. Consult the modem documentation for the proper dial commands.</p> <p>Options: ATDT, ATDP, or other values depending on the type of modem used. The first 8 characters display in the Alter Menu.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>l</b> <i>CharacterLength</i> | <p>Default: ATDT</p> <p>Specifies the number of bits in a data character. This length must match the length expected by the remote system.</p> <p>Options: 7 or 8</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>p</b> <i>Parity</i>          | <p>Default: 8</p> <p>Checks whether a character was successfully transmitted to or from a remote system. Must match the parity of the remote system.</p> <p>For example, if the user selects even parity, when the number of 1 bits in the character is odd, the parity bit is turned on to make an even number of 1 bits.</p> <p>Options: 0 (none), 1 (odd), or 2 (even)</p> <p>Default: 0</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |

|                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>r</b> <i>BaudRate</i>         | Specifies the baud rate, or bits transmitted per second (bps). The speed must match the speed of the modem and that of the remote system.<br><br>Options: 50, 75, 110, 134, 150, 300, 600, 1200, 1800, 2400, 4800, 9600, or 19200                                                                                                                                                                                                                                                                                                                                                         |
| <b>s</b> <i>StopBit</i>          | Default: 1200<br>Specifies the number of stop bits appended to a character to signal the end of that character during data transmission. This number must match the number of stop bits used by the remote system.<br><br>Options: 1 or 2                                                                                                                                                                                                                                                                                                                                                 |
| <b>t</b> <i>TransferProtocol</i> | Default: 1<br>Defines the type of asynchronous protocol that transfers files during a connection.<br><br><b>p</b> File transfer protocol controls the data transmission rate by waiting for either a specified character or a certain number of seconds between line transmissions. This helps prevent loss of data when the transmission blocks are either too large or sent too quickly for the system to process.<br><br><b>x</b> An 8-bit file transfer protocol to detect data transmission errors and retransmit the data.<br><br>Options: <b>p (pacing)</b> , or <b>x (xmodem)</b> |
| <b>w</b> <i>Seconds</i>          | Default: <b>p</b><br><b>wait</b><br><br>Specifies the number of seconds between redial attempts. The wait period does not begin until the connection attempt times out or until it is interrupted. If the <b>attempts</b> flag is set to 0, no redial attempt occurs.<br><br>Options: 0 (none) or a positive integer<br><br>Default: 0                                                                                                                                                                                                                                                    |

### **Examples:**

1. To display the Alter Menu, enter the **alter** subcommand at the command prompt on either ATE main menu:

```
a
```

The Alter Menu is displayed.

2. To alter transmission settings from the Alter Menu, enter the appropriate flags at the command prompt on the Alter Menu:

- To change the value for the **rate** flag, enter:

```
r 9600
```

For the current session of ATE, the baud rate is changed to 9600 bps.

- To change the value of the **wait** flag, enter:

```
w 7
```

For the current session of ATE, the wait time for redial changes to 7 seconds.

- To bypass the Alter Menu when using the **alter** command, type the command abbreviation **a**, followed by the appropriate flags, at the prompt on one of the ATE main menus. For example, to change the **rate**, **wait**, and **attempt** values, enter the following at the prompt on either ATE main menu:

```
a r 9600 w 5 a 1
```

For the current session of ATE, the baud rate changes to 9600 bps, the wait time for redial changes to 5 seconds, and the maximum number of redial attempts changes to 1 attempt.

## **break Subcommand**

**b**

The **break** subcommand sends a break signal to the remote system connected to the terminal by the Asynchronous Terminal Emulation (ATE) program. The **break** subcommand interrupts current activity on the remote system. Issue the **break** subcommand from the ATE Connected Main Menu.

**Attention:** The **break** subcommand may disconnect the current session. The system may lose data.

**Example:** To interrupt the current session, at the remote system login screen, press the MAINMENU\_KEY (usually the Ctrl-V key sequence). When the ATE Connected Main Menu displays, enter:

**b**

A break signal is sent to the remote system, and the ATE Unconnected Main Menu displays. Now exit the ATE program or issue other ATE subcommands.

## **connect Subcommand**

**c** [ *TelephoneNumber* | *PortName* ]

The ATE **connect** subcommand enables users to connect to a remote computer using Asynchronous Terminal Emulation (ATE). Issue the **connect** subcommand from the ATE Unconnected Main Menu. The connection can be made between two machines connected by cable or by telephone line. Users establish connection in one of three ways:

|                             |                                                                                |
|-----------------------------|--------------------------------------------------------------------------------|
| <b>direct</b>               | Uses an established cabled link to another system.                             |
| <b>manually dialed</b>      | Uses a telephone number dialed by the user.                                    |
| <b>automatically dialed</b> | Uses a modem to dial a specified telephone number (a modem-dialed connection). |

If the system login is not disabled, attempts to connect to another computer return an error. To disable the workstation port that handles system login by remote users, a user with root authority must use the **pdisable** command. Once the workstation port is secure from remote logins, the user must then ensure the remote system is ready to receive calls.

No connection is established if the line is busy, if the party does not answer, or if the user specified an unrecognized number. If any of these conditions exist, a message is displayed.

If a busy signal is received while trying to connect to a remote workstation, press the PREVIOUS\_KEY (usually the Ctrl-R key sequence), and enter the *TelephoneNumber* parameter again.

Once the connection is established, ATE displays a message indicating the name of the port used for the connection.

### **Parameters:**

|                        |                                                                      |
|------------------------|----------------------------------------------------------------------|
| <i>PortName</i>        | Specifies the name of the port used for a direct connection.         |
| <i>TelephoneNumber</i> | Specifies the telephone number used to establish a modem connection. |

### **Examples:**

1. To establish a direct connection, at the command line of the ATE Unconnected Main Menu, enter:  
c tty0

This command establishes a direct connection using port `tty0`. After connection is established, a message displays, followed by a login screen. Enter the requested login information and press the `MAINMENU_KEY` (usually the `Ctrl-V` key sequence) to display the ATE Connected Main Menu.

2. To establish a manually dialed connection, at the command line of the ATE Unconnected Main Menu, enter:

```
c
```

The ATE program prompts the user for information necessary to establish a manually dialed connection, such as a telephone number or modem to use. After connection is established, ATE displays a message giving the port name used for the connection, followed by a login screen. Enter the requested login information and press the `MAINMENU_KEY` (usually the `Ctrl-V` key sequence) to display the ATE Connected Main Menu.

3. To establish an automatically dialed connection, at the command line of the ATE Unconnected Main Menu, enter:

```
c 2229999
```

This example dials the telephone number 222-9999. After connection is established, a message displays indicating the port used for the connection, followed by a login screen. Enter the requested login information and press the `MAINMENU_KEY` (usually the `Ctrl-V` key sequence) to display the ATE Connected Main Menu.

## directory Subcommand

**d**

The ATE **directory** subcommand displays a dialing directory. Users establish a connection to a remote computer by selecting one of the directory entries from the displayed directory. The **directory** subcommand is issued from the ATE Unconnected Main Menu. The **directory** subcommand uses the information contained in the dialing directory to establish an automatically dialed (modem-dialed) connection.

When ATE starts, it checks the current directory for an **ate.def** file format. If an **ate.def** file format does not exist in the current directory, it creates one. The initial location of the dialing directory is `/usr/lib/dir`, but this value can be changed by editing the **ate.def** file format. If users specify a different dialing directory in the **ate.def** file format, that directory is used.

The dialing directory contains entries for remote systems called with the ATE program in the format:

```
Name Phone Rate Length StopBit Parity Echo Linefeed
```

These fields give the name of the entry (usually the person or company whose computer the phone number reaches), the telephone number, and other information the ATE program uses to establish the connection.

See "Dialing Directory File Format for ATE" in *AIX 5L Version 5.1 Files Reference* for more information about dialing directory entries.

When an entry displays on the screen using the **directory** subcommand, the entry is preceded by an entry number. Select the entry to establish a connection to by entering its entry number in response to a prompt.

**Example:** To display a dialing directory, at the command line of the Unconnected Main Menu, enter:

```
d
```

The dialing directory specified in the **ate.def** file format displays and prompts the user for an entry number. Enter the number of the dialing directory entry to establish a connection with. ATE establishes the connection and displays a message indicating the port name used.

See How to Set up an ATE Dialing Directory in *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

## help Subcommand

**h** [**a**] [**b**] [**c**] [**d**] [**m**] [**p**] [**q**] [**r**] [**s**] [**t**]

The ATE **help** subcommand provides help information for the ATE subcommands. Issue the **help** subcommand from either the Unconnected or Connected Main Menu of ATE. Help information is available for all the ATE subcommands, and can be requested for several subcommands at the same time.

When issuing the **help** subcommand, ATE displays a description of each subcommand requested and instructions for using the subcommand. Help information for each subcommand displays individually, in the order requested. After reading each help message, press Enter to view the next page of help text. At the end of the help text, press Enter to return to the main menu.

Issue the **help** subcommand with the first letter of an ATE subcommand for help information. These are the names for the ATE subcommands:

| Name     | ATE Subcommand              |
|----------|-----------------------------|
| <b>a</b> | <b>alter</b> subcommand     |
| <b>b</b> | <b>break</b> subcommand     |
| <b>c</b> | <b>connect</b> subcommand   |
| <b>d</b> | <b>directory</b> subcommand |
| <b>m</b> | <b>modify</b> subcommand    |
| <b>p</b> | <b>perform</b> subcommand   |
| <b>q</b> | <b>quit</b> subcommand      |
| <b>r</b> | <b>receive</b> subcommand   |
| <b>s</b> | <b>send</b> subcommand      |
| <b>t</b> | <b>terminate</b> subcommand |

### Examples:

1. To receive help information for a single subcommand, enter the following at one of the ATE main menus:

```
h c
```

Help information displays for the **connect** (c) subcommand. After viewing the help information, press the Enter key, and ATE displays the menu from which the **help** subcommand was issued.

2. To receive help information for multiple subcommands, enter the following at one of the ATE main menus:

```
h r s
```

The help information for the **receive** subcommand (r) displays first. After viewing the help information, press the Enter key. Help information for the **send** subcommand (s) displays. After viewing the help information, press the Enter key, and ATE displays the menu from which the **help** subcommand was issued.

## modify Subcommand

**m** [**n** *CaptureFileName*] [**e**] [**l**] [**v**] [**w**] [**x**]

**Note:** The default *CaptureFileName* and the initial settings of the other **modify** subcommand flags can be permanently changed in the **ate.def** file format.

The **modify** subcommand is accessed from the Asynchronous Terminal Emulation (ATE) Connected or Unconnected Main Menu. The **modify** subcommand temporarily changes how ATE functions on the local system in the following ways:

- Changes the name of the capture file that receives incoming data.
- Switches (toggles) the following features on or off:
  - Add a line-feed character at the end of each line of incoming data.
  - Use echo mode.
  - Emulate a DEC VT100 terminal at the console.
  - Write incoming data to a capture file as well as to the display.
  - Use an **Xon/Xoff** (transmitter on/off) signal.

The settings return to the default values as defined in the **ate.def** file format when the user exits ATE.

When issued without flags from either of the ATE main menus, the **modify** subcommand displays the Modify Menu. The Modify Menu can be bypassed by entering **m** (the **modify** subcommand abbreviation), followed by the appropriate flags, at the command prompt on either ATE main menu.

The **modify** subcommand can change more than one feature at a time. To change the **name** variable, enter the **n** flag followed by the new file name. All other variables are switches that can be turned on or off by typing the flag. Typing the flag switches, or toggles, the value.

To permanently change the settings affected by the **modify** subcommand, customize the **ate.def** file format in the directory running ATE.

**Modify Menu:** The Modify Menu displays the current settings of the features changeable with the **modify** subcommand. To display the Modify Menu, enter the letter **m** after the command prompt on either the ATE Connected Main Menu or the ATE Unconnected Main Menu.

The Modify Menu contains the following columns:

| <b>Column Names</b> | <b>Contents</b>                              |
|---------------------|----------------------------------------------|
| COMMAND             | Flag to enter to change a value              |
| DESCRIPTION         | Description of the variable the flag affects |
| CURRENT             | Current value of the variable                |
| POSSIBLE CHOICES    | Possible values of the variable              |

To change the value of a flag other than the **name** flag, enter the flag (from the COMMAND column) at the command prompt on the Modify Menu. The flag value toggles to the alternate setting. To change the name of the capture file, enter the letter **n** (the **name** flag), followed by the new file name, at the prompt on the Modify Menu.

To return to the ATE Connected or Unconnected Main Menu from the Modify Menu, press the Enter key.

### **Flags:**

|          |                                                                                                                                                                                                                                                                                                                                                     |
|----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>e</b> | <b>echo</b>                                                                                                                                                                                                                                                                                                                                         |
|          | Displays the input typed by the user.                                                                                                                                                                                                                                                                                                               |
|          | With a remote computer that supports echoing, each character sent returns and displays on the screen. When the <b>echo</b> flag is on, each character is displayed twice: first when it is entered and again when it returns over a connection. When the <b>echo</b> flag is off, each character displays only when it returns over the connection. |
|          | Options: On or off                                                                                                                                                                                                                                                                                                                                  |
|          | Default: Off                                                                                                                                                                                                                                                                                                                                        |

**l**

**linefeed**

Adds a line-feed character after every carriage-return character in the incoming data stream.

Options: On or off

Default: Off

**n** *CaptureFileName*

**name**

Specifies the file name for incoming data when the **write** flag is on, or when the CAPTURE\_KEY (usually the Ctrl-B key sequence) is pressed during a connection.

Options: Any valid file name. The first 18 characters display in the Modify Menu.

Default: **capture**

**v**

**VT100**

The local console emulates a DEC VT100 terminal so DEC VT100 codes can be used with the remote system. With the **VT100** flag off, the local console functions like a workstation.

Options: On or off

Default: Off

**Note:** No keys on the console keyboard are remapped. In addition, some DEC VT100 codes, such as 132 columns, double-height and double-width lines, origin mode, and graphics characters generated from a 10-key keypad, are not supported.

**w**

**write**

Routes incoming data to the capture file (specified by the **name** flag) as well as to the display. The **write** command functions like the CAPTURE\_KEY key sequence during a connection. Carriage return and line-feed combinations are converted to line-feed characters before being written to the capture file. In an existing file, data is appended to the end of the file.

Options: On or off

Default: Off

**x**

**Xon/Xoff**

Controls data transmission at a port using the **Xon/Xoff** protocol, as follows:

- When an **Xoff** signal is received, transmission stops.
- When an **Xon** signal is received, transmission resumes.
- An **Xoff** signal is sent when the receive buffer is nearly full.
- An **Xon** signal is sent when the buffer is no longer full.

Options: On or off

Default: On

**Note:** If you use a variable value with any flag other than the **name** flag, the following error message displays:

```
828-003 not 'command-name' command is not valid.
Enter the first letter of a command
from the list on the menu.
```

This error message indicates either an incorrect letter was entered or a value that is not valid was included.

### Examples:

1. To display the Modify Menu, enter the **modify** subcommand at the command prompt on either ATE main menu:

```
m
```

The Modify Menu displays.

2. To modify settings from the Modify Menu, enter the appropriate flag at the command prompt at the bottom of the Modify Menu:

- To toggle the values of the **linefeed** flag, at the prompt on the Modify Menu enter:

```
l
```

The value of the **linefeed** flag is switched to the alternate setting.

- To change the **name** variable to `schedule`, at the prompt on the Modify Menu enter:

```
n schedule
```

Any data saved is now put into the `schedule` file.

3. To bypass the Modify menu when using the **modify** subcommand, type the **m** subcommand (the **modify** subcommand abbreviation), followed by the appropriate flags, at the command prompt on either ATE main menu:

- To toggle the values of the **linefeed** and **echo** flags, at the prompt on either ATE main menu enter:

```
m l e
```

The values of the **linefeed** and **echo** flags are switched to the alternate settings. Display the Modify Menu to view the current settings of the flags.

- To change the **name** variable to `schedule` and toggle the values of the **write** and **Xon/Xoff** flags, at the prompt on either ATE main menu enter:

```
m n schedule w X
```

Any data saved is now put into the `schedule` file, and the values of the **write** and **Xon/Xoff** flags are switched to the alternate settings. Display the Modify Menu to view the settings of the flags.

## perform Subcommand

**p** [ *Command* ]

The ATE **perform** subcommand allows the user to issue workstation operating system commands while using Asynchronous Terminal Emulation (ATE). Issue the **perform** subcommand from the ATE Unconnected or Connected Main Menu. *Command* specifies a valid workstation operating system command.

### Examples:

1. To issue a workstation operating system command, at the command line of the ATE Unconnected or Connected Main Menu, enter:

```
p
```

ATE prompts the user to enter a command. ATE executes the specified command. After the command finishes, ATE displays the menu from which the **perform** subcommand was issued.

2. To specify the command to be executed, at the command line of the ATE Unconnected or Connected Main Menu, enter:

```
p cat mystuff
```

ATE executes the **cat** command, which displays the `mystuff` file. After the **cat** command finishes, ATE displays the menu from which the **perform** subcommand was issued.

## quit Subcommand

**q**

The ATE **quit** subcommand exits the Asynchronous Terminal Emulation (ATE) program. Issue the **quit** subcommand from the ATE Unconnected or Connected Main Menu. Issuing the **quit** subcommand ends the ATE program and displays the command prompt.

**Example:** To exit the ATE program, from the command line of either ATE main menu, enter:

```
q
```

The ATE program ends and the command prompt displays.

## receive Subcommand

**r** *FileName*

The ATE **receive** subcommand enables your system to receive a file from a remote system. The ATE **receive** subcommand is issued from the ATE Connected Main Menu.

The ATE **receive** subcommand uses the **xmodem** file transfer protocol, which enables your system to receive data from a remote system, a block at a time, with error checking. The remote system must be set to send the file before your system can receive. Use the **xmodem** command with the **-s** flag on the remote system to enable the remote system to send the file. Then issue the **receive** subcommand. *FileName* names the file where the received data is stored.

**Example:** To receive a file sent from the remote system, at the command line of the ATE Connected Main Menu, enter:

```
r myfile
```

The data is received from the remote system and is stored in the `myfile` file.

## send Subcommand

**s** [ *FileName* ]

The ATE **send** subcommand sends a file to a remote system. Issue the ATE **send** subcommand from the ATE Connected Main Menu once a connection is established. The ATE **connect** subcommand establishes the connection and prepares the remote system to receive files.

The **send** subcommand uses the **xmodem** file transfer protocol, sending data to a remote system, a block at a time, with error checking. Issue the **xmodem** command with the **-r** flag on the remote system to enable the remote system to receive the file. Then issue the **send** subcommand. *FileName* names the file to send to the remote system.

### Examples:

1. To send a file to a remote system, at the command line of the ATE Connected Main Menu, enter:

```
s
```

ATE prompts the user for the name of the file to send to the remote system.

2. To specify a file to send to the remote system, at the command line of the ATE Connected Main Menu, enter:

```
s mystuff
```

The `mystuff` file is sent to the remote system.

## terminate Subcommand

**t**

The ATE **terminate** subcommand ends an Asynchronous Terminal Emulation (ATE) connection to a remote system and returns to the ATE Unconnected Main Menu. Issue the **terminate** subcommand from the ATE Connected Main Menu.

**Example:** To terminate the current session, from the remote system login screen, press the MAINMENU\_KEY (usually the Ctrl-V key sequence). When the ATE Connected Main Menu displays, enter:  
t

A terminate signal is sent to the remote system, the session ends, and ATE displays the Unconnected Main Menu. Now issue other ATE subcommands or exit ATE.

## File

**/usr/lib/dir**                    Contains the default dialing directory.

## Related Information

The **ate.def** file format contains ATE default values.

ATE Overview in *AIX 5L Version 5.1 System User's Guide: Communications and Networks* describes the ATE program, its menus, and its control keys.

How to Edit the ATE Default File in *AIX 5L Version 5.1 System User's Guide: Communications and Networks* explains how to permanently change ATE defaults.

ATE Overview for System Management in *AIX 5L Version 5.1 System User's Guide: Communications and Networks* discusses tasks involved in managing ATE and lists the aspects of ATE that can be customized.

---

## atmstat Command

### Purpose

Shows Asynchronous Transfer Mode adapters statistics.

### Syntax

**atmstat** [ **-d -r** ] *Device\_Name*

### Description

The **atmstat** command displays Asynchronous Transfer Mode (ATM) adapter statistics. The user can optionally specify that the device-specific statistics be displayed in addition to the device generic statistics. If no flags are specified, only the device generic statistics are displayed. For information on statistic from the **atmstat** command, see ATM Adapter Statistics in the *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

If an invalid *Device\_Name* is specified, the **atmstat** command produces an error message stating that it could not connect to the device.

### Flags

- d**      Displays detailed statistics.
- r**      Resets all the statistics back to their initial values. This flag can only be issued by privileged users.



Max Medium Mbuf in Use: 0  
Max Large Mbuf in Use: 64  
Max Huge Mbuf in Use: 0  
MTB Mbuf in Use: 0  
Small Mbuf overflow: 0  
Medium Mbuf overflow: 0  
Large Mbuf overflow: 0  
Huge Mbuf overflow: 0  
MTB Mbuf overflow: 0

This produces the following output on a PCI machine:

```

Packets: 299
Bytes: 9727
Interrupts: 0
Transmit Errors: 0
Packets Dropped: 0

Max Packets on S/W Transmit Queue: 0
S/W Transmit Queue Overflow: 0
Current S/W+H/W Transmit Queue Length: 2

Cells Transmitted: 450
Out of Xmit Buffers: 0
Current HW Transmit Queue Length: 2
Current SW Transmit Queue Length: 0

Packets: 294
Bytes: 10123
Interrupts: 297
Receive Errors: 0
Packets Dropped: 0
Bad Packets: 0

Cells Received: 457
Out of Rcv Buffers: 0
CRC Errors: 0
Packets Too Long: 0
Incomplete Packets: 0
Cells Dropped: 5
```

General Statistics:

```

No mbuf Errors: 0
Adapter Loss of Signals: 0
Adapter Reset Count: 0
Driver Flags: Up Running Simplex
 64BitSupport
Virtual Connections in use: 4
Max Virtual Connections in use: 5
Virtual Connections Overflow: 0
SVC UNI Version: uni3.1
```

IBM PCI 155 Mbps ATM Adapter Specific Statistics:

```

Total 4K byte Receive Buffers: 96 Using: 64
```

## Related Information

The **entstat** command, **fd distat** command, **netstat** command, **tokstat** command.

ATM Adapter Statistics in the *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

---

## atq Command

### Purpose

Displays the queue of jobs waiting to be run.

### Syntax

```
atq [c | -n] [User ...]
```

## Description

The **atq** command displays the current user's queue of jobs that are waiting to be run at a later date, sorted in the order the jobs will be run. These jobs were created with the **at** command. If the user is root and *User* name is specified, the **atq** command displays only jobs belonging to that user.

## Flags

- c** Sorts the queue by the time that the **at** command was issued.
- n** Displays only the number of jobs currently in the queue.

## Examples

In order to look at the queue created by the **at** command, enter:

```
atq
```

If there are jobs in the queue, a message similar to the following appears:

```
root.635623200.a Wed Feb 21 12:00:00 1990
root.635670000.a Thu Feb 22 01:00:00 1990
```

## Files

- /usr/bin/atq** Contains the **atq** program.
- /var/spool/cron/atjobs** Specifies the spool area.

## Related Information

The **at** command, **atrm** command.

The **cron** daemon.

Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes how the operating system processes input and output.

Shells Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes what shells are, the different types of shells, and how shells affect the way commands are interpreted.

---

## atrm Command

### Purpose

Remove jobs spooled by the **at** command.

### Syntax

```
atrm [-f] [-i] [-] [Job ... | User ...]
```

### Description

The **atrm** command removes jobs that were created with the **at** command, but have not executed. If one or more job numbers is specified, the **atrm** command attempts to remove only those jobs.

If one or more user names is specified, all jobs belonging to those users are removed. This form of invoking the **atrm** command is useful only if you have root user authority.

## Flags

- Removes all jobs belonging to the user invoking the **atrm** command.
- f Suppresses all information about the jobs being removed.
- i Prompts before a job is removed. Enter y to remove the job.

## Examples

To remove job number root.62169200.a from the **at** command queue, enter:

```
atrm root.621619200.a
```

## Files

|                               |                                        |
|-------------------------------|----------------------------------------|
| <b>/usr/bin/atrm</b>          | Contains the <b>atrm</b> program file. |
| <b>/var/spool/cron/atjobs</b> | Specifies the spool area.              |

## Related Information

The **at** command, **atq** command.

The **cron** daemon.

Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes how the operating system processes input and output.

Shells Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes what shells are, the different types of shells, and how shells affect the way commands are interpreted.

---

## audit Command

### Purpose

Controls system auditing.

### Syntax

```
audit { start | shutdown }
```

```
audit { off | on [panic] }
```

```
audit query
```

### Description

The **audit** command controls system auditing through its several keywords. One keyword must be included each time the command is given. The **start** keyword and the **shutdown** keyword start and stop the auditing system and reset the system configuration. The **off** keyword and the **on** keyword suspend and restart the audit system without affecting the system configuration. The **query** keyword lets you query the current status.

The auditing system follows the instructions established in the following configuration files:

- **/etc/security/audit/config**
- **/etc/security/audit/events**
- **/etc/security/audit/objects**
- **/etc/security/audit/bincmds**

- **/etc/security/audit/streamcmds**

Each of these files is described in "Files" section . For information on configuring the audit system, see "Setting up Auditing" in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

## Keywords

|                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>start</b>      | Starts the audit subsystem. The command reads the instructions in the configuration files and does the following: <ul style="list-style-type: none"> <li><b>object auditing</b><br/>Writes the audit event definitions in the <b>/etc/security/audit/objects</b> file into the kernel to define the object auditing events.</li> <li><b>event auditing</b><br/>Writes the audit class definitions in the <b>/etc/security/audit/config</b> file into the kernel to define the audit classes.</li> <li><b>bin auditing</b><br/>Starts the <b>auditbin</b> daemon according to the configuration information in the bin stanza in the <b>/etc/security/audit/config</b> file, if the start stanza contains <b>binmode=on</b>.</li> <li><b>stream auditing</b><br/>Invokes the audit stream commands as defined in the stream stanza in the <b>/etc/security/audit/config</b> file, if the start stanza contains <b>streammode=on</b>.<br/><b>Attention:</b> Invocation of stream auditing from <b>/etc/inittab</b> should be avoided.</li> <li><b>user auditing</b><br/>Audits all users currently logged in to the system, if they are configured in the users stanza of the <b>/etc/security/audit/config</b> file.</li> <li><b>audit logging</b><br/>Enables the audit logging component as defined in the start stanza in the <b>/etc/security/audit/config</b> file.</li> </ul> |
| <b>shutdown</b>   | Terminates the collection of audit records and resets the configuration information by removing the definition of classes from the kernel tables. All the audit records are flushed from the kernel buffers into the bin files or audit streams, according to the specifications for the backend commands, which are contained in the <b>/etc/security/audit/bincmds</b> file for binmode auditing, and in the <b>/etc/security/audit/streamcmds</b> file for streammode auditing. The collection of audit data stops until the next <b>audit start</b> command is given.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>off</b>        | Suspends the auditing system, but leaves the configuration valid. Data collection pauses until the <b>audit on</b> command is given.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>on [panic]</b> | Restarts the auditing system after a suspension, if the system is properly configured (for example, if the <b>audit start</b> command was used initially and the configuration is still valid). If auditing is already started when the command is given, only bin data collection can be changed.<br><br>If you specify the <b>panic</b> option, the system will shut down if bin data collection is enabled but cannot be written to a bin file. If binmode is not enabled, the system will shut down.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>query</b>      | Displays the current status of the audit subsystem, in the following format:<br><pre>auditing on {panic}   auditing off  bin manager off   is process number pid  audit events:   audit class: audit event, audit event... audit objects:   object name: object mode: audit event</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |

## Security

Access Control: This command should grant execute (x) access to the root user and members of the audit group. The command should be **setuid** to the root user and have the **trusted computing base** attribute.

Files Accessed:

| Mode | File                               |
|------|------------------------------------|
| r    | <b>/etc/security/audit/config</b>  |
| r    | <b>/etc/security/audit/objects</b> |
| x    | <b>/usr/sbin/auditbin</b>          |
| x    | <b>/usr/sbin/auditstream</b>       |

## Examples

1. To start the audit process, configure the audit system as described in "Setting up Auditing" in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*, and add the following line to the system initialization file (the **/etc/rc** file):

```
/usr/sbin/audit start
```

The audit process starts, as configured, each time the system is initialized.

2. To terminate the operation of the auditing process, enter:

```
/usr/sbin/audit shutdown
```

Data collection stops until the **audit start** command is given again. The configuration of classes in the operating system kernel is lost.

**Note:** The **audit shutdown** command should be in the **/etc/shutdown** file as well.

3. To suspend the audit subsystem, enter:

```
/usr/sbin/audit off
```

4. To restart an audit process that was suspended by the **audit off** command, enter:

```
/usr/sbin/audit on
```

The suspended state ends and audit records are generated again, as long as the system is configured correctly.

5. To display the current status of the auditing system, enter:

```
/usr/sbin/audit query
```

An example of an **audit query** status message follows:

```
auditing on
```

```
bin manager is process number 123
```

```
audit events:
```

```
authentication- USER_Login, USER_Logout
administration- USER_Create, GROUP_Create
```

```
audit objects:
```

```
/etc/security/passwd :
 r = AUTH_Read
/etc/security/passwd :
 w = AUTH_Write
```

The query tells you that audit records will be written when the specified users log in or log out, when the specified administrators create a user or a group, and when the system receives an authorized read or write instruction for the **/etc/security/passwd** file.

## Files

**/usr/sbin/audit**

Contains the path of the **audit** command.

|                                       |                                                              |
|---------------------------------------|--------------------------------------------------------------|
| <b>/etc/rc</b>                        | Contains the system initialization commands.                 |
| <b>/etc/security/audit/config</b>     | Contains audit configuration information.                    |
| <b>/etc/security/audit/events</b>     | Lists the audit events and their tail format specifications. |
| <b>/etc/security/audit/objects</b>    | Lists the audit events for each file (object).               |
| <b>/etc/security/audit/bincmds</b>    | Contains shell commands for processing audit bin data.       |
| <b>/etc/security/audit/streamcmds</b> | Contains auditstream commands.                               |

## Related Information

The **auditbin** daemon, **auditcat** command, **auditconv** command, **auditpr** command, **auditselect** command, **auditstream** command, **login** command, **logout** command, **su** command.

The **audit** subroutine, **auditbin** subroutine, **auditevents** subroutine, **auditlog** subroutine, **auditproc** subroutine.

For general information on auditing, refer to Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

To see the steps you must take to establish an Auditing System, refer to Setting up Auditing in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

---

## auditbin Daemon

### Purpose

Manages bins of audit information.

### Syntax

**auditbin**

### Description

The **auditbin** daemon in the audit subsystem manages **bin1** and **bin2**, temporary bin files that alternately collect audit event data. The command also delivers bins of data records to backend commands for processing.

As audit events occur, the operating system kernel writes a record to a bin file. When a bin file is full, the **auditbin** daemon reads the **/etc/security/audit/bincmds** file and delivers the bin records to the backend commands defined in the file. Each line of the **/etc/security/audit/bincmds** file contains one or more commands with input and output that can be piped together or redirected. The **auditbin** daemon searches each command for the **\$bin** string and the **\$trail** string and substitutes the path names of the current bin file and the system trail file for these strings.

The **auditbin** daemon ensures that each command encounters each bin at least once, but does not synchronize access to the bins. When all the commands have run, the bin file is ready to collect more audit records.

If a command is unsuccessful, the **auditbin** daemon stops delivering data records and sends a message to the **/dev/tty** device every 60 seconds until the root user or a member of the audit group stops the command.

## Security

Access Control: This command should grant execute (x) access to the root user and members of the audit group. The command should be **setuid** to the root user and have the **trusted computing base** attribute.

Files Accessed:

| Mode | File                               |
|------|------------------------------------|
| r    | <b>/etc/security/audit/config</b>  |
| r    | <b>/etc/security/audit/bincmds</b> |
| rw   | Defined audit bins and trail file  |
| x    | All audit bin processing commands  |

## Examples

1. To configure the **auditbin** daemon, edit the start and bin stanzas of the **/etc/security/audit/config** file to include the following attribute definitions:

```
start:
 binmode = on

bin:
 trail = /audit/trail
 bin1 = /audit/bin1
 bin2 = /audit/bin2
 binsize = 25000
 cmds = /etc/security/audit/bincmds
```

2. To define the commands that process the audit trail, edit the **/etc/security/audit/bincmds** file to include one or more command lines, such as the following:

```
/usr/sbin/auditcat -p -o $trail $bin

/usr/sbin/auditselect -e "event == USER_Login" \
$bin | /usr/sbin/auditpr >> /etc/log
```

The first command line appends compressed audit bins to the audit trail file. The second line selects **USER\_Login** records from each bin file, passes them to the **auditpr** command for formatting, and appends the records to the **/etc/log** file.

## Files

|                                       |                                                                                                  |
|---------------------------------------|--------------------------------------------------------------------------------------------------|
| <b>/usr/sbin/auditbin</b>             | Specifies the path to the <b>auditbin</b> daemon.                                                |
| <b>/audit/binx</b>                    | Specifies the path to the default bin collection files, with <i>x</i> indicating the bin number. |
| <b>/etc/security/audit/config</b>     | Contains audit system configuration information.                                                 |
| <b>/etc/security/audit/events</b>     | Contains the audit events of the system.                                                         |
| <b>/etc/security/audit/objects</b>    | Contains audit events for audited objects (files).                                               |
| <b>/etc/security/audit/bincmds</b>    | Contains the <b>auditbin</b> backend commands.                                                   |
| <b>/etc/security/audit/streamcmds</b> | Contains the <b>auditstream</b> commands.                                                        |

## Related Information

The **audit** command, **auditcat** command, **auditconv** command, **auditpr** command, **auditselect** command, **auditstream** command.

The **audit** subroutine, **auditbin** subroutine.

Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

To see the steps you must take to establish an Auditing System, refer to *Setting up Auditing in AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to *Security Administration in AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

---

## auditcat Command

### Purpose

Writes bins of audit records.

### Syntax

```
auditcat [-p | -u] [-o OutFile] [-r] [InFile]
```

### Description

The **auditcat** command is part of the audit subsystem, and is one of several backend commands that process the audit data records.

The **auditcat** command reads bin files of audit records from standard input or from the file specified by the *InFile* parameter. The command then processes the records and writes its output to standard output or to the file specified by the *OutFile* parameter. The output can be compressed or not, depending on the flag selected.

One major use of the command is appending compressed bin files to the end of the system audit trail file.

If the **/etc/security/audit/bincmds** file includes **\$bin** as the input file, input comes from the current bin file, **bin1** or **bin2**. If the **/etc/security/audit/bincmds** file includes **\$trail** as the output file, the records are written to the end of the system audit trail file.

If a bin file is not properly formed with a valid header and tail, an error is returned. See the **auditpr** command for information about audit headers and tails and the **auditbin** command for information on error recovery.

### Flags

- o OutFile** Specifies the audit trail file to which the **auditcat** command writes records. If you specify **\$trail** as the file for the *OutFile* parameter, the **auditbin** daemon substitutes the name of the system audit trail file.
- p** Specifies that the bin files be compressed (packed) upon output. The default value specifies that the bins not be compressed.

- r Requests recovery procedures. File names for both the *InFile* and *OutFile* parameters must be specified for recovery to occur, so the command syntax must be **auditcat -o OutFile -r InFile**. The command checks to see if the bin file specified for the *InFile* parameter is appended and if not, appends the bin file to the file specified by the *OutFile* parameter. If the bin file is incomplete, the **auditcat** command adds a valid tail and then appends the bin file to the file specified by the *OutFile* parameter.
- u Specifies that compressed trail files be uncompressed upon output.

## Security

Access Control: This command should grant execute (x) access to the root user and members of the audit group. The command should be setuid to the root user and have the **trusted computing base** attribute.

## Examples

To configure the system to append audit bin data to the system audit trail file, add the following line to the **/etc/security/audit/bincmds** file:

```
/usr/sbin/auditcat -o $trail $bin
```

When the **auditbin** daemon calls the **auditcat** command, the daemon replaces the **\$bin** string with the path name of the current bin file, and replaces the **\$trail** string with the name of the default audit trail file.

## Files

|                                    |                                                    |
|------------------------------------|----------------------------------------------------|
| <b>/usr/sbin/auditcat</b>          | Specifies the path to the <b>auditcat</b> command. |
| <b>/etc/security/audit/config</b>  | Contains audit system configuration information.   |
| <b>/etc/security/audit/events</b>  | Contains the audit events of the system.           |
| <b>/etc/security/audit/objects</b> | Contains audit events for audited objects (files). |
| <b>/etc/security/audit/bincmds</b> | Contains auditbin backend commands.                |

## Related Information

The **audit** command, **auditconv** command, **auditpr** command, **auditselect** command.

**auditbin** daemon.

For general information on auditing, refer to Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

To see the steps you must take to establish an Auditing System, refer to Setting up Auditing in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

## auditconv Command

### Purpose

Converts pre-AIX Version 4 format audit bins to AIX Version 4 format.

### Syntax

```
auditconv OldFile NewFile
```

## Description

The **auditconv** command converts audit records which were generated by previous versions of the operating system into the format used by AIX Version 4 and higher of the operating system.

Audit records are read from the file *OldFile*, and written to the file *NewFile*. Each audit record is updated with thread information, with a default thread identifier of zero.

### Notes:

1. The *OldFile* and *NewFile* parameters must be different, and must not be currently in use by the audit system.
2. AIX Version 4 and higher of the operating system cannot work with pre-AIX Version 4 audit bins. Therefore, old bins must be converted using the **auditconv** command.

## Security

Access Control: This command should grant execute (x) access to the root user and members of the audit group. The command should be setuid to the root user and have the **trusted computing base** attribute.

Files Accessed:

| Mode | File                              |
|------|-----------------------------------|
| r    | <b>/etc/security/audit/events</b> |
| r    | <b>/etc/passwd</b>                |
| r    | <b>/etc/group</b>                 |

## Example

To convert the old audit file **pre\_v4\_auditbin**, storing the results in **converted\_auditbin**, enter the following command:

```
/usr/sbin/auditconv pre_v4_auditbin converted_auditbin
```

## Files

|                                       |                                                     |
|---------------------------------------|-----------------------------------------------------|
| <b>/usr/sbin/auditconv</b>            | Specifies the path of the <b>auditconv</b> command. |
| <b>/etc/security/audit/config</b>     | Contains audit system configuration information.    |
| <b>/etc/security/audit/events</b>     | Contains the audit events of the system.            |
| <b>/etc/security/audit/objects</b>    | Contains information about audited objects (files). |
| <b>/etc/security/audit/bincmds</b>    | Contains auditbin backend commands.                 |
| <b>/etc/security/audit/streamcmds</b> | Contains auditstream commands.                      |

## Related Information

The **audit** command, **auditbin** daemon, **auditcat** command, **auditpr** command, **auditselect** command, **auditstream** command.

The **audit** subroutine.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

To see the steps you must take to establish an Auditing System, refer to Setting up Auditing in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

---

## auditmerge Command

### Purpose

Combines multiple audit trails into a single trail.

### Syntax

```
/usr/sbin/auditmerge [-q] file [file ...]
```

### Description

The **auditmerge** command combines multiple audit trail files from potentially multiple machines into a single audit trail file. For each file with records remaining, the record that has the oldest time stamp is added to the output. If a record is found that has a negative time change, an optional warning message may be emitted. Processing continues and any such records are output with their time values unmodified.

The **auditmerge** command also is capable of adding CPU ID values from the bin header to each output record. The CPU ID value is encoded in the bin header and trailer for bins with a version number more recent than AIX 4.3.1.

The **-q** flag is used to control outputting warning messages. When a record with a negative time change is first seen, a single warning message is output. That message contains the name of the file containing the record and the time difference. These messages are suppressed when the **-q** flag is given on the command line.

### Flags

**-q** Used to control outputting warning messages.

### Security

Access Control: This command should grant execute (x) access to the root user and members of the audit group. The command should be setuid to the root user and have the **trusted computing base** attribute.

### Examples

1. To merge two existing audit trails files from different hosts, enter:  

```
/usr/bin/auditmerge /audit/trail.calvin /audit/trail.hobbes > /audit/trail.merge
```
2. To merge two existing data files which were preselected for different user names, enter:  

```
/usr/bin/auditmerge /audit/trail.jim /audit/trail.julie > /audit/trail.both
```
3. To merge two data files without producing warnings about incorrect times, enter:  

```
/usr/bin/auditmerge -q /audit/jumbled.1 /audit/jumbled.2 > /audit/jumbled.output
```

### Files

**/etc/security/audit/hosts** Contains the CPU ID to hostname mappings.

### Related Information

The **auditpr** command, **auditstream** command, **auditselect** command.

The **auditread** subroutine, **getaudithostattr** subroutine, **setaudithostdb** subroutine.

---

## auditpr Command

### Purpose

Formats bin or stream audit records to a display device or printer.

### Syntax

```
auditpr [-m "Message"] [-t { 0 | 1 | 2 }] [-h { e | R | t | c | r | p | P | T | h }] [-r] [-v]
```

### Description

The **auditpr** command is part of the audit subsystem. This command reads audit records, in bin or stream format, from standard input and sends formatted records to standard output.

The output format is determined by the flags that are selected. If you specify the **-m** flag, a message is displayed before each heading. Use the **-t** and **-h** flags to change the default header titles and fields and the **-v** flag to append an audit trail. The **auditpr** command searches the local **/etc/passwd** file to convert user and group IDs to names.

An example of output using default header information follows:

```
event login status time command
login dick OK Fri Feb;8 14:03:57 1990 login
. trail portion
```

For examples of audit trails, see the **/etc/security/audit/events** file where audit trail formats are defined.

Invalid records are skipped when possible, and an error message is issued. If the command cannot recover from an error, processing stops.

### Flags

- d** Outputs data in microsecond resolutions. The output of the date in that format is:  
DD MMM YYYY hh:mm:ss.uuuuuu
- h Fields** Selects the fields to display and the order in which to display them, by default **e**, **I**, **R**, **t**, and **c**. The legal values are:
  - e** The audit event
  - I** The user's login name
  - R** The audit status
  - t** The time the record was written
  - c** The command name
  - r** The real user name
  - p** The process ID
  - P** The ID of the parent process.
  - T** The kernel thread ID. This is local to the process; different processes may contain threads with the same thread ID.
  - h** The name of the host that generated the audit record. If there is no CPU ID in the audit record, the value **none** is used. If there is no matching entry for the CPU ID in the audit record, the 16 character value for the CPU ID is used instead.
- m "Message"** Specifies a *Message* to be displayed with each heading. You must enclose the *Message* string in double quotation marks.
- r** Suppresses ID translation to the symbolic name.

**-t** {0 | 1 | 2} Specifies when header titles are displayed. The default title consists of an optional message (see the **-m** flag) followed by the name of each column of output.

- 0** Ignores any title.
- 1** Displays a title once at the beginning of a series of records.
- 2** Displays a title before each record.

**-v** Displays the trail of each audit record, using the format specifications in the **/etc/security/audit/events** file.

## Security

Access Control: This command should grant execute (x) access to the root user and members of the audit group. The command should be **setuid** to the root user and have the **trusted computing base** attribute.

Files Accessed:

| Mode | File                       |
|------|----------------------------|
| r    | /etc/security/audit/events |
| r    | /etc/passwd                |
| r    | /etc/group                 |

## Examples

- To read the system audit trail file with default header titles and fields and an audit trail, enter:

```
/usr/sbin/auditpr -v < /audit/trail
```

The **/audit/trail** file must contain valid audit bins or records.

- To format from an audit trail file all the audit events caused by user witte, enter:

```
/usr/sbin/auditselect -e"login == witte"\
/audit/trail | auditpr -v
```

The resulting record is formatted with the default values ( **e**, **c**, **I**, **R**, and **t** ) and includes a trail.

- To read records interactively from the audit device, enter:

```
/usr/sbin/auditstream | /usr/sbin/auditpr -t0 -heRl
```

## Files

|                                       |                                                    |
|---------------------------------------|----------------------------------------------------|
| <b>/usr/sbin/auditpr</b>              | Specifies the path of the <b>auditpr</b> command.  |
| <b>/etc/security/audit/config</b>     | Contains audit system configuration information.   |
| <b>/etc/security/audit/events</b>     | Contains the audit events of the system.           |
| <b>/etc/security/audit/objects</b>    | Contains audit events for audited objects (files). |
| <b>/etc/security/audit/bincmds</b>    | Contains auditbin backend commands.                |
| <b>/etc/security/audit/streamcmds</b> | Contains auditstream commands.                     |
| <b>/etc/security/audit/hosts</b>      | Contains the CPU ID to host name mappings.         |

## Related Information

The **audit** command, **auditcat** command, **auditconv** command, **auditselect** command, **auditstream** command.

The **auditbin** daemon.

The **audit** subroutine.

The **events** file.

For general information on auditing, refer to Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

To see the steps you must take to establish an Auditing System, refer to Setting up Auditing in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

---

## auditselect Command

### Purpose

Selects audit records for analysis according to defined criteria.

### Syntax

```
auditselect { -e "Expression" | -f File} [-m] [Trail]
```

### Description

The **auditselect** command is part of the audit subsystem. The command is called by the **auditbin** daemon if it is configured in the **/etc/security/audit/bincmds** file as a backend command for processing bin files.

The **auditselect** command selects audit records that match identified criteria and writes the records to standard output. With the **auditselect** command, you can filter the audit trail to obtain specific records for analysis or select specific records for long-term storage. The command takes stream or bin input from the file specified by the *Trail* parameter or from standard input. If you specify the **\$bin** string as the value of the *Trail* parameter, the **auditbin** daemon substitutes the path name of the current bin file when it calls the **auditselect** command. The selection criteria can be entered as an expression or from the file specified by the **-f** flag. If the bin files are compressed, the **auditselect** command unpacks them prior to processing.

For stream data, configure both the **auditstream** command and the **auditselect** command in the **/etc/security/audit/streamcmds** file, or enter both commands from the command line.

### Flags

|                        |                                                                                                                            |
|------------------------|----------------------------------------------------------------------------------------------------------------------------|
| <b>-e</b> "Expression" | Defines the selection criteria. The <i>Expression</i> parameter consists of one or more terms joined by logical operators. |
| <b>-f</b> File         | Specifies the <i>File</i> that contains the selection criteria.                                                            |
| <b>-m</b>              | Specifies the output audit record with record extensions.                                                                  |

### Creating Expressions

A valid expression consists of one or more terms joined by logical operators.

### Logical Operators

Logical operators allow more than one term to be used in an expression. Normal precedence rules apply in evaluating expressions with more than one logical operator, and parentheses may be used to force the order of evaluation. The valid logical operators include the following:

**&&** (And) The expression term1 && term2 is true (selected) if both term1 and term2 are true.

- || (Or) The expression term1 || term2 is true (selected) if either term1 or term2 is true.  
 ! (Not) The expression !term1 is true (selected) if term1 is not true.

## Terms

Each term of the expression has the following form:

*Field Relational\_Operator Value*

## Fields

Fields correspond to the information in the audit header of each record. Valid values for fields include the following:

|         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| event   | Name of the audit event, for example, FILE_Open.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| command | Name of the command that generated the audit event.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| result  | Status of the audit event. The value of the result field must be one of the following: <ul style="list-style-type: none"> <li>• <b>OK</b></li> <li>• <b>FAIL</b></li> <li>• <b>FAIL_PRIV</b></li> <li>• <b>FAIL_AUTH</b></li> <li>• <b>FAIL_ACCESS</b></li> <li>• <b>FAIL_DAC</b> Indicates the event failed because of a discretionary access control (DAC) denial. Access Control Lists are a form of information repository that contain data relative to the rights of access (permission) to shared resources/objects. ACLs are categorized on DAC mechanism.</li> </ul> <p><b>FAIL</b> matches all other error codes.</p> |
| login   | ID of the login user of the process that generated the audit event.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| real    | ID of the real user of the process that generated the audit event.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| pid     | ID of the process that generated the audit event.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| ppid    | ID of the parent of the process that generated the audit event.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| tid     | ID of the kernel thread that generated the event.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| time    | Time of day the audit event was generated.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| date    | Date the audit event was generated.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| host    | Hostname of the machine that generated the record. The reserved name <b>UNKNOWN</b> can be used to match any machines that are not listed in the <code>/etc/security/audit/hosts</code> file.                                                                                                                                                                                                                                                                                                                                                                                                                                   |

## Relational Operators

Relational operators are used to compare the field in the audit record to the specified value. Valid relational operators include:

|    |                          |
|----|--------------------------|
| == | Equal to                 |
| != | Not equal to             |
| <  | Less than                |
| >  | Greater than             |
| >= | Greater than or equal to |
| <= | Less than or equal to    |

## Valid Terms

A valid term consists of a field, a relational operator, and a value. In addition, not all relational operators and values are valid for each field. The following are the valid combinations:

| Field   | Valid Operators | Valid Values                   |
|---------|-----------------|--------------------------------|
| event   | =, !=           | Text string audit event name   |
| result  | =, !=           | Text string audit status codes |
| command | =, !=           | Text string command name       |

|       |       |                                                      |
|-------|-------|------------------------------------------------------|
| pid   | all   | Decimal integer process ID                           |
| ppid  | all   | Decimal integer process ID                           |
| login | all   | Decimal integer user ID                              |
| login | =, != | Text string user name                                |
| real  | all   | Decimal integer user ID                              |
| real  | =, != | Text string user name                                |
| tid   | all   | Decimal integer thread ID                            |
| time  | all   | String in the format specified by the current locale |
| date  | all   | String in the format specified by the current locale |
| host  | =, != | Text string host name or 16 character cpu ID         |

## Security

Access Control: This command should grant execute (x) access to the root user and members of the audit group. The command should be **setuid** to the root user and have the **trusted computing base** attribute.

## Examples

### Configuration

1. To select bin-collected data records that match the USER\_SU or USER\_Login audit events, add the **auditselect** command to the **/etc/security/audit/bincmds** file by entering:

```
/usr/sbin/auditselect -e "event== USER_SU || event== \
USER_Login" $bin >> /audit/trail.login
```

While auditing is enabled, the records for each initiation of a user session are read from the current bin file and written to the **/audit/trail.login** file.

2. To select stream-collected data records that match a user login that was unsuccessful, add the **auditselect** command to the **auditstream** stanza in the **/etc/security/audit/streamcmds** file by entering:

```
/usr/sbin/auditstream -c authentication | \
/usr/sbin/auditselect -e "event == \
USER_Login && result == FAIL" | \
/usr/sbin/auditpr -t 2 -v >> /dev/lpr2
```

To produce a hardcopy audit trail, records of unsuccessful authentication events are written to the **/dev/lpr2** line printer.

### Select Authentication or Login Events

1. To search an audit trail file for all events that involve authentication errors:

```
/usr/sbin/auditselect -e "result == FAIL_AUTH"
/audit/oldtrail | /usr/sbin/auditpr -t -helt -v
```

The records of events that were unsuccessful because authentication was denied are printed. The header titles will be printed once, followed by the event, login ID, and time fields, and then the audit trail.

2. To select audit records that are generated when smith logs in during prime working hours during the first week in May of 1987, enter:

```
/usr/sbin/auditselect -f /aaa/bbb \
/audit/trail1987 | /usr/sbin/auditpr
```

The **/aaa/bbb** file must contain the following line:

```
command == login && login == smith &&
time >= 08:00:00 && time <= 17:00:00 &&
date >= 05/01/87 && date <= 05/05/87
```

## String Comparison

1. To compare the name of the audit event to the USER\_Login string, enter one of the following:

```
"event == USER_Login"
```

```
"event != USER_Login"
```

2. To find out if the **passwd** command generated the audit event, use:

```
"command == passwd"
```

To find out if the audit event was not generated by the **passwd** command, use:

```
"command != passwd"
```

3. To compare the audit status to the OK result string, enter:

```
"result == OK"
```

4. To compare the login or real user ID of the process that generated the audit event to a specific user ID (user ID 014 or the user name carol), enter one of the following:

```
"login == 014"
```

```
"login != carol"
```

```
"login == 014 || login != carol"
```

```
"real == carol"
```

5. To compare the ID of the process or the parent of the process that generated the audit event to the process ID 2006, enter one of the following:

```
"pid == 2006"
```

```
"pid != 2006"
```

```
"ppid == 2006"
```

**Note:** Although login and real user IDs and process IDs can be compared with the inequality operators ( <=, >=, <, > ), it is normally unnecessary to do this.

6. To compare the time the audit event was generated to the 08:03:00 time string, enter one of the following:

```
"time == 08:03:00"
```

```
"time != 08:03:00"
```

```
"time < 08:03:00"
```

```
"time <= 08:03:00"
```

```
"time > 08:03:00"
```

```
"time >= 08:03:00"
```

Audit records are selected that fit the indicated comparison to the 08:03:00 time string. The time string must agree with the format specified by the current locale.

7. To compare the date that the audit event was generated to the 05/05/89 date string, enter one of the following:

```
"date == 05/03/89"
```

```
"date != 05/03/89"
```

```
"date < 05/03/89"
```

```
"date <= 05/03/89"
```

```
"date > 05/03/89"
```

```
"date >= 05/03/89"
```

Audit records are selected that fit the indicated comparison to the 05/05/89 date string. The date string must agree with the format specified by the current locale.

## Files

**/usr/sbin/auditselect**

Specifies the path of the **auditselect** command.

|                                       |                                                    |
|---------------------------------------|----------------------------------------------------|
| <b>/etc/rc</b>                        | Contains the system initialization commands.       |
| <b>/etc/security/audit/config</b>     | Contains audit system configuration information.   |
| <b>/etc/security/audit/events</b>     | Contains the audit events of the system.           |
| <b>/etc/security/audit/objects</b>    | Contains audit events for audited objects (files). |
| <b>/etc/security/audit/bincmds</b>    | Contains auditbin backend commands.                |
| <b>/etc/security/audit/streamcmds</b> | Contains auditstream commands.                     |
| <b>/etc/security/audit/hosts</b>      | Contains the CPU ID to hostname mappings.          |

## Related Information

The **audit** command, **auditcat** command, **auditconv** command, **auditpr** command, **auditstream** command, **env** command.

**auditbin** daemon.

For general information on auditing, refer to Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

To see the steps you must take to establish an Auditing System, refer to Setting up Auditing in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

---

## auditstream Command

### Purpose

Creates a channel for reading audit records.

### Syntax

```
auditstream [-m] [-c Class ...]
```

### Description

The **auditstream** command is part of the audit subsystem. This command reads audit records from the **/dev/audit** file (the audit device) and copies the records to standard output in binary format. You can select a subset of the audit records by specifying audit classes (defined in the **/etc/security/audit/config** file) with the **-c** flag; otherwise, all currently enabled audit classes are copied.

Audit stream data can be displayed and processed as it is generated. For example, the command output can be piped to an audit backend command for further processing or redirected to a file. Both the **auditselect** command, which selects data records according to defined criteria, and the **auditpr** command, which formats the records for viewing or for printing, are examples of backend commands.

The **auditstream** command can be called from the command line or be configured to run multiple times as part of the audit system configuration. For information on configuring the **auditstream** command, refer to "Setting up Auditing" in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* and to the **/etc/security/audit/config** file.

**Note:** The **auditstream** command should be run in the background.

## Flags

- c Class** Specifies the audit classes to be copied. Each class must be configured in the **/etc/security/audit/config** file as a list of comma-separated audit events. The default value is all the currently enabled audit events.
- m** Includes the CPU ID in each audit record.

## Security

Access Control: This command should grant execute (x) access to the root user and members of the audit group. The command should be **setuid** to the root user and have the **trusted computing base** attribute.

Files Accessed:

| Mode | File       |
|------|------------|
| r    | /dev/audit |

## Examples

1. To configure the stream collection of audit data when the audit system is initialized, add the following to the stream stanza of the **/etc/security/audit/config** file:

```
cmds = /etc/security/audit/streamcmds
```

Then add the following to the start stanza:

```
streammode=on
```

Next, add to the **/etc/security/audit/streamcmds** file all the stream commands that should be executed when the auditing system is initialized. For example:

```
/usr/sbin/auditstream -c authentication | \
/usr/sbin/auditpr -v > /dev/console
```

```
/usr/sbin/auditstream | /usr/sbin/auditselect -e \
"result == FAIL_ACCESS" | \
/usr/sbin/auditpr -t 2 -v > /dev/lpr2
```

The first command formats all records for events in the authentication class and writes them to the system console. The second command formats all records that resulted in an access denial and prints them on the printer **/dev/lp2**.

2. To record audit stream events on a line printer, enter:

```
/usr/sbin/auditstream | /usr/sbin/auditselect -e "event == \
USER_Login || event == USER_SU" | \
/usr/sbin/auditpr -v > /dev/lp0 &
```

This command formats and writes all user login and **su** events to the line printer.

## Files

|                                       |                                                       |
|---------------------------------------|-------------------------------------------------------|
| <b>/usr/sbin/auditstream</b>          | Specifies the path of the <b>auditstream</b> command. |
| <b>/etc/rc</b>                        | Contains the system startup routines.                 |
| <b>/dev/audit</b>                     | Specifies the audit device.                           |
| <b>/etc/security/audit/config</b>     | Contains audit system configuration information.      |
| <b>/etc/security/audit/events</b>     | Contains the audit events of the system.              |
| <b>/etc/security/audit/objects</b>    | Contains audit events for audited objects (files).    |
| <b>/etc/security/audit/bincmds</b>    | Contains auditbin backend commands.                   |
| <b>/etc/security/audit/streamcmds</b> | Contains auditstream commands.                        |

## Related Information

The **audit** command, **auditcat** command, **auditconv** command, **auditpr** command, **auditselect** command.

The **auditbin** daemon.

For general information on auditing, refer to Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

To see the steps you must take to establish an Auditing System, refer to Setting up Auditing in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

---

## autoconf6 Command

### Purpose

Automatically configures IPv6 network interfaces at boot time.

### Syntax

```
autoconf6 [-a] [-i] [-s] [-6] [-M] [-O] [-R] [-c] [-v] [-m main_interface] [interface_name ...]
```

### Description

The **autoconf6** command is used at boot time to assign link-local addresses to ND-capable network interfaces. The **autoconf6** command initializes also the loopback interface, the automatic tunnels if needed, and adds some needed routes. It can also be used at any time to set link-local addresses and automatic tunnelling on newly configured ethernet-like interfaces.

### Flags

|                                 |                                                                                                                                                                                                                                                                                                                              |
|---------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-a</b>                       | Configures and turns up all the acceptable interfaces.                                                                                                                                                                                                                                                                       |
| <b>-i</b>                       | Configures and turns up the interfaces in the argument list. Without the <b>-a</b> and <b>-i</b> flags only the interfaces already up are configured.                                                                                                                                                                        |
| <b>-m</b> <i>main_interface</i> | Specifies the main interface. You can also use the <b>no</b> command with the argument, <b>main_if6</b> .                                                                                                                                                                                                                    |
| <b>-s</b>                       | Installs the SIT interfaces and IPv4-compatible programs. Without this flag, the SIT interfaces are configured only if an SIT interface is already up.                                                                                                                                                                       |
| <b>-6</b>                       | The SIT interface and IPv4-compatible interoperability are not installed or modified.                                                                                                                                                                                                                                        |
| <b>-M</b>                       | (Debug) Do not modify existing IPv6 multicast routes.                                                                                                                                                                                                                                                                        |
| <b>-O</b>                       | (Debug) Do not configure the loopback interface.                                                                                                                                                                                                                                                                             |
| <b>-R</b>                       | (Debug) Do not install a default IPv6 route.                                                                                                                                                                                                                                                                                 |
| <b>-c</b>                       | Old compatibility flag for those who have bad LL addresses.                                                                                                                                                                                                                                                                  |
| <b>-v</b>                       | Verbose output. The program displays what it is doing and/or what it is failing.                                                                                                                                                                                                                                             |
| <i>interface_name</i>           | Specifies the names of the interfaces that should be configured. This is used with the <b>-i</b> flag. If the <b>-i</b> flag is given and no <i>interface_names</i> are specified, no interfaces are configured. If an <i>interface_name</i> is given and the <b>-i</b> flag is not specified, a usage message is displayed. |

## Messages

Messages indicate the different actions done and/or problems encountered by **autoconf6**.

## Related Information

The **ifconfig** command, **ndpd-host** command, **ndpd-router** command, and **route** command.

---

## automount Daemon

### Purpose

Mounts automatic mount points.

### Syntax

```
/usr/sbin/automount [-v] [-t Duration] [-i Interval]
```

### Description

The **automount** command is used as an administration tool for **AutoFS**. It installs **AutoFS** mount points and associates an **automount** map with each mount point. The **AutoFS** file system monitors attempts to access directories within it and notifies the **automountd** daemon. The daemon uses the map to locate a file system, which it then mounts at the point of reference within the **AutoFS** file system.

If the file system is not accessed within an appropriate interval (five minutes by default), the **automountd** daemon unmounts the file system.

The filename that contains the command line map information is **/tmp/autofs\_cmdline**.

If the **automountd** daemon has not been started the **automount** command attempts to start it via **SRC**.

### Maps

Updates to a map are transparent to the users because name-to-location binding is dynamic. This process eliminates the need to pre-mount shared file systems for applications containing hard-coded references to files.

See "How to Manage NIS automount Maps" in *AIX 5L Version 5.1 System Management Guide: Communications and Networks* for more information about formatting map entries, multiple mounts, special maps, and the **auto\_master/auto.master** NIS configuration map file.

The *-MountOptions* argument is a list of mount options. The list is preceded by a - (minus sign), and each option is separated by a comma. If this argument is supplied, the options usually become the default mount options for all entries in the map.

### Notes:

1. Mount options provided in a map entry override the *-MountOptions* argument.
2. The **mount** command's **bg** background mount option is not recognized by the **automount** daemon.

The **automount** daemon is single-threaded. Any request delayed by a slow or unresponsive NFS server delays all subsequent automatic mount requests until the initial request completes. Programs that read the **/etc/mtab** file and then touch files that reside under automatic mount points introduce further entries to the file. Automatically mounted file systems are mounted with the **mount** command's **-t** type option set equal to *ignore*. These file systems do not appear in the output of either the **mount** command or the **df** command.

## Environment Variables

Environment variables, specific only to the **automount** daemon, can be used in an **automount** map. When the daemon encounters an **automount** variable, the environment expands to account for the new variable. Environment variables are valid only for the automounter's environment, not for the operating system's environment.

References can be protected from affixed characters by enclosing the variable name in { } (curly braces).

**Note:** Some NFS servers support mount options not supported by the operating system: *grpidd*, *noauto*, *remount*, *quota*, *noquota*, *posix*, *nocto*, and *noac*. By default, this version of the **automount** daemon ignores these listed options. To reverse the effect of this default, use the **AUTOMOUNT\_BAD\_OPTS** shell environment variable.

## Configuration

The **automount** daemon normally consults the **auto.master** NIS configuration map for a list of initial *Directory-to-MapName* pairs, and sets up automatic mounts for them in addition to those given on the command line. If there are duplications, the command-line parameters take precedence.

**Note:** This map contains the **automount** daemon parameter. The **automount** daemon does *not* look for an **auto.master** file on the local host.

See "How to Manage NIS automount Maps" in *AIX 5L Version 5.1 System Management Guide: Communications and Networks* for more information about configuring the **auto.master** NIS map file.

## Flags

|                           |                                                                                                            |
|---------------------------|------------------------------------------------------------------------------------------------------------|
| <b>-t</b> <i>Duration</i> | Specify a duration, in seconds, that a <b>Autofs</b> unmount thread sleeps before it starts to work again. |
| <b>-i</b> <i>Interval</i> | Specifies an interval, in seconds, that an <b>Autofs</b> directory (automounted directory) lives.          |
| <b>-v</b>                 | Displays on standard output verbose status and warning messages. Supported for both implementations.       |

## Files

|                                          |                                                                          |
|------------------------------------------|--------------------------------------------------------------------------|
| <b>/tmp_mount</b>                        | Contains the directory under which file systems are dynamically mounted. |
| <b>auto_master</b> or <b>auto.master</b> | Contains the NIS configuration map for the <b>automount</b> daemon.      |

## Related Information

The **df** command, **mount** command.

How to Manage NIS automount Maps in *AIX 5L Version 5.1 System Management Guide: Communications and Networks* discusses map formatting, multiple mounts, special maps, and the **auto.master** NIS configuration map file.

Network File System (NFS) Overview for System Management in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

List of NFS Commands.

---

## automountd Daemon

### Purpose

AutoFS mount and unmount daemon.

### Syntax

```
/usr/sbin/automountd -T -v -D name=value
```

### Description

The **automountd** daemon is an RPC server that processes and answers requests from the local AutoFS filesystem kernel extension. It uses local files or name service maps to locate file systems to be mounted.

### Maps

For a description on map files see the information on Maps in the automount daemon.

### Flags

|                     |                                                                                 |
|---------------------|---------------------------------------------------------------------------------|
| <b>-Dname=Value</b> | Assigns a value to the indicated <b>automountd</b> daemon environment variable. |
| <b>-T</b>           | Traces RPC server calls, displaying it on standard output.                      |
| <b>-v</b>           | Displays on standard output verbose status and warning messages.                |

### Related Information

The **df** command, **mount** command, **automount** daemon.

How to Manage NIS automount Maps in *AIX 5L Version 5.1 Network Information Services (NIS and NIS+) Guide* discusses map formatting, multiple mounts, special maps, and the **auto\_master/auto.master** NIS configuration map file.

List of NFS Commands.

Network File System (NFS) Overview for System Management in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

---

## autopush Command

### Purpose

Configures lists of automatically pushed STREAMS modules.

### Syntax

#### To Configure A List Of Automatically Pushed Streams Modules

```
autopush -f File
```

#### To Remove The Previous Configuration:

```
autopush -r -M Major -m Minor
```

#### To Show The Current Configuration:

```
autopush -g -M Major -m Minor
```

## Description

The **autopush** command configures the list of modules to be automatically pushed onto the stream when a device is opened. It can also remove a previous setting or obtain information on a setting.

## Flags

- f** *File* Sets up the **autopush** configuration for each driver according to the information stored in the specified file.
- The file specified by the *File* parameter consists of lines consisting of at least four fields per line. Each field is separated by a character space as shown in the following example:
- ```
maj_ min_ last_min_ mod1 mod2 . . . modn
```
- The first three fields are integers that specify the major device number, minor device number, and last minor device number. The subsequent fields represent the names of modules. If the value of the *min_* field is -1, then all minor devices of a major driver specified by the *maj_* field are configured and the value of the *last_min_* field is ignored. If the value of the *last_min_* field is 0, then only a single minor device is configured. To configure a range of minor devices for a particular major, the value of the *min_* field must be less than the value of the *last_min_* field.
- The last fields of a line in the **autopush** file represent the list of module names. Each module name is separated by a character space. The maximum number of modules that can be automatically pushed on a stream is eight, and they are pushed onto the stream in the order they are listed. Comment lines start with a # (pound sign).
- r** Removes the previous configuration setting of a particular major and minor device number.
- g** Obtains the current configuration setting of a particular major and minor device number. It also returns the starting minor device number if the request corresponds to a setting of a range.
- M** *Major* Specifies a major device number.
- m** *Minor* Specifies a minor device number.

This operating system provides an enhancement to the **autopush** command that makes it easier to specify major numbers. The name of a driver can be specified instead of its major number anywhere the major number is normally used.

Parameters

- File* Contains at least the major device number, minor device number, last minor device number and modules.
- Major* Specifies a major device number.
- Minor* Specifies a minor device number.

Related Information

The **streamio** operations.

List of Streams Commands.

STREAMS Overview in *AIX 5L Version 5.1 Communications Programming Concepts*.

awk Command

Purpose

Finds lines in files that match patterns and then performs specified actions on them.

Syntax

awk [**-F** *Ere*] [**-v** *Assignment*] ... { **-f** *ProgramFile* | '*Program*' } [[*File* ... | *Assignment* ...]] ...

Description

The **awk** command utilizes a set of user-supplied instructions to compare a set of files, one line at a time, to extended regular expressions supplied by the user. Then actions are performed upon any line that matches the extended regular expressions. The maximum record size that **awk** processes is 10KB.

The pattern searching of the **awk** command is more general than that of the **grep** command, and it allows the user to perform multiple actions on input text lines. The **awk** command programming language requires no compiling, and allows the user to use variables, numeric functions, string functions, and logical operators.

The **awk** command is affected by the **LANG**, **LC_ALL**, **LC_COLLATE**, **LC_CTYPE**, **LC_MESSAGES**, **LC_NUMERIC**, **NLSPATH**, and **PATH** environment variables.

The following topics are covered in this article:

- Input for the awk Command
- Output for the awk Command
- File Processing with Records and Fields
- The awk Command Programming Language
 - Patterns
 - Actions
 - Variables
 - Special Variables
- Flags
- Examples

Input for the awk Command

The **awk** command takes two types of input: input text files and program instructions.

Input Text Files

Searching and actions are performed on input text files. The files are specified by:

- Specifying the *File* variable on the command line.
- Modifying the special variables **ARGV** and **ARGC**.
- Providing standard input in the absence of the *File* variable.

If multiple files are specified with the *File* variable, the files are processed in the order specified.

Program Instructions

Instructions provided by the user control the actions of the **awk** command. These instructions come from either the '*Program*' variable on the command line or from a file specified by the **-f** flag together with the *ProgramFile* variable. If multiple program files are specified, the files are concatenated in the order specified and the resultant order of instructions is used.

Output for the awk Command

The **awk** command produces three types of output from the data within the input text file:

- Selected data can be printed to standard output, without alteration to the input file.
- Selected portions of the input file can be altered.

- Selected data can be altered and printed to standard output, with or without altering the contents of the input file.

All of these types of output can be performed on the same file. The programming language recognized by the **awk** command allows the user to redirect output.

File Processing with Records and Fields

Files are processed in the following way:

1. The **awk** command scans its instructions and executes any actions specified to occur before the input file is read.

The **BEGIN** statement in the **awk** programming language allows the user to specify a set of instructions to be done before the first record is read. This is particularly useful for initializing special variables.

2. One record is read from the input file.

A record is a set of data separated by a record separator. The default value for the record separator is the new-line character, which makes each line in the file a separate record. The record separator can be changed by setting the **RS** special variable.

3. The record is compared against each pattern specified by the **awk** command's instructions.

The command instructions can specify that a specific field within the record be compared. By default, fields are separated by white space (blanks or tabs). Each field is referred to by a field variable. The first field in a record is assigned the **\$1** variable, the second field is assigned the **\$2** variable, and so forth. The entire record is assigned to the **\$0** variable. The field separator can be changed by using the **-F** flag on the command line or by setting the **FS** special variable. The **FS** special variable can be set to the values of: blank, single character, or extended regular expression.

4. If the record matches a pattern, any actions associated with that pattern are performed on the record.
5. After the record is compared to each pattern, and all specified actions are performed, the next record is read from input; the process is repeated until all records are read from the input file.
6. If multiple input files have been specified, the next file is then opened and the process repeated until all input files have been read.
7. After the last record in the last file is read, the **awk** command executes any instructions specified to occur after the input processing.

The **END** statement in the **awk** programming language allows the user to specify actions to be performed after the last record is read. This is particularly useful for sending messages about what work was accomplished by the **awk** command.

The awk Command Programming Language

The **awk** command programming language consists of statements in the form:

Pattern { Action }

If a record matches the specified pattern, or contains a field which matches the pattern, the associated action is then performed. A pattern can be specified without an action, in which case the entire line containing the pattern is written to standard output. An action specified without a pattern is performed for every input record.

Patterns

There are four types of patterns used in the **awk** command language syntax:

- Regular Expressions
- Relational Expressions
- Combinations of Patterns
- BEGIN and END Patterns.

Regular Expressions

The extended regular expressions used by the **awk** command are similar to those used by the **grep** or **egrep** command. The simplest form of an extended regular expression is a string of characters enclosed in slashes. For an example, suppose a file named `testfile` had the following contents:

```
smawley, andy
smiley, allen
smith, alan
smithern, harry
smithern, anne
smitters, alexis
```

Entering the following command line:

```
awk '/smi/' testfile
```

would print to standard output of all records that contained an occurrence of the string `smi`. In this example, the program `'/smi/'` for the **awk** command is a pattern with no action. The output is:

```
smiley, allen
smith, alan
smithern, harry
smithern, anne
smitters, alexis
```

The following special characters are used to form extended regular expressions:

Character	Function
+	<p>Specifies that a string matches if one or more occurrences of the character or extended regular expression that precedes the + (plus) are within the string. The command line:</p> <pre>awk '/smith+ern/' testfile</pre> <p>prints to standard output any record that contained a string with the characters <code>smit</code>, followed by one or more <code>h</code> characters, and then ending with the characters <code>ern</code>. The output in this example is:</p> <pre>smithern, harry smithern, anne</pre>
?	<p>Specifies that a string matches if zero or one occurrences of the character or extended regular expression that precedes the ? (question mark) are within the string. The command line:</p> <pre>awk '/smith?/' testfile</pre> <p>prints to standard output of all records that contain the characters <code>smit</code>, followed by zero or one instance of the <code>h</code> character. The output in this example is:</p> <pre>smith, alan smithern, harry smithern, anne smitters, alexis</pre>
 	<p>Specifies that a string matches if either of the strings separated by the (vertical line) are within the string. The command line:</p> <pre>awk '/allen alan /' testfile</pre> <p>prints to standard output of all records that contained the string <code>allen</code> or <code>alan</code>. The output in this example is:</p> <pre>smiley, allen smith, alan</pre>

Character	Function
()	<p>Groups strings together in regular expressions. The command line:</p> <pre>awk '/a(11)?(nn)?e/' testfile</pre> <p>prints to standard output of all records with the string ae or alle or anne or allnne. The output in this example is:</p> <pre>smiley, allen smithern, anne</pre>
{ <i>m</i> }	<p>Specifies that a string matches if exactly <i>m</i> occurrences of the pattern are within the string. The command line:</p> <pre>awk '/l{2}/' testfile</pre> <p>prints to standard output</p> <pre>smiley, allen</pre>
{ <i>m</i> ,}	<p>Specifies that a string matches if at least <i>m</i> occurrences of the pattern are within the string. The command line:</p> <pre>awk '/t{2,}/' testfile</pre> <p>prints to standard output:</p> <pre>smitters, alexis</pre>
{ <i>m</i> , <i>n</i> }	<p>Specifies that a string matches if between <i>m</i> and <i>n</i>, inclusive, occurrences of the pattern are within the string (where <i>m</i> <= <i>n</i>). The command line:</p> <pre>awk '/er{1, 2}/' testfile</pre> <p>prints to standard output:</p> <pre>smithern, harry smithern, anne smitters, alexis</pre>
[<i>String</i>]	<p>Signifies that the regular expression matches any characters specified by the <i>String</i> variable within the square brackets. The command line:</p> <pre>awk '/sm[a-h]/' testfile</pre> <p>prints to standard output of all records with the characters sm followed by any character in alphabetical order from a to h. The output in this example is:</p> <pre>smawley, andy</pre>
[^ <i>String</i>]	<p>A ^ (caret) within the [] (square brackets) and at the beginning of the specified string indicates that the regular expression <i>does not</i> match any characters within the square brackets. Thus, the command line:</p> <pre>awk '/sm[^a-h]/' testfile</pre> <p>prints to standard output:</p> <pre>smiley, allen smith, alan smithern, harry smithern, anne smitters, alexis</pre>
~,!	<p>Signifies a conditional statement that a specified variable matches (tilde) or does not match (tilde, exclamation point) the regular expression. The command line:</p> <pre>awk '\$1 ~ /n/' testfile</pre> <p>prints to standard output of all records whose first field contained the character n. The output in this example is:</p> <pre>smithern, harry smithern, anne</pre>

Character	Function
^	<p>Signifies the beginning of a field or record. The command line:</p> <pre>awk '\$2 ~ /^h/' testfile</pre> <p>prints to standard output of all records with the character h as the first character of the second field. The output in this example is:</p> <pre>smithern, harry</pre>
\$	<p>Signifies the end of a field or record. The command line:</p> <pre>awk '\$2 ~ /y\$/' testfile</pre> <p>prints to standard output of all records with the character y as the last character of the second field. The output in this example is:</p> <pre>smawley, andy smithern, harry</pre>
. (period)	<p>Signifies any one character except the terminal new-line character at the end of a space. The command line:</p> <pre>awk '/a..e/' testfile</pre> <p>prints to standard output of all records with the characters a and e separated by two characters. The output in this example is:</p> <pre>smawley, andy smiley, allen smithern, anne</pre>
*(asterisk)	<p>Signifies zero or more of any characters. The command line:</p> <pre>awk '/a.*e/' testfile</pre> <p>prints to standard output of all records with the characters a and e separated by zero or more characters. The output in this example is:</p> <pre>smawley, andy smiley, allen smithern, anne smitters, alexis</pre>
\ (backslash)	<p>The escape character. When preceding any of the characters that have special meaning in extended regular expressions, the escape character removes any special meaning for the character. For example, the command line:</p> <pre>/a\\//</pre> <p>would match the pattern a //, since the backslashes negate the usual meaning of the slash as a delimiter of the regular expression. To specify the backslash itself as a character, use a double backslash. See the following item on escape sequences for more information on the backslash and its uses.</p>

Recognized Escape Sequences: The **awk** command recognizes most of the escape sequences used in C language conventions, as well as several that are used as special characters by the **awk** command itself. The escape sequences are:

Escape Sequence	Character Represented
"	" (double-quotation) mark
/	/ (slash) character
\ddd	Character whose encoding is represented by a one-, two- or three-digit octal integer, where <i>d</i> represents an octal digit
\\	\ (backslash) character
\a	Alert character
\b	Backspace character
\f	Form-feed character
\n	New-line character (see following note)
\r	Carriage-return character

Escape Sequence	Character Represented
<code>\t</code>	Tab character
<code>\v</code>	Vertical tab.

Note: Except in the **gsub**, **match**, **split**, and **sub** built-in functions, the matching of extended regular expressions is based on input records. Record-separator characters (the new-line character by default) cannot be embedded in the expression, and no expression matches the record-separator character. If the record separator is not the new-line character, then the new-line character can be matched. In the four built-in functions specified, matching is based on text strings, and any character (including the record separator) can be embedded in the pattern so that the pattern matches the appropriate character. However, in all regular-expression matching with the **awk** command, the use of one or more NULL characters in the pattern produces undefined results.

Relational Expressions

The relational operators `<` (less than), `>` (greater than), `<=` (less than or equal to), `>=` (greater than or equal to), `==` (equal to), and `!=` (not equal to) can be used to form patterns. For example, the pattern:

```
$1 < $4
```

matches records where the first field is less than the fourth field. The relational operators also work with string values. For example:

```
$1 != "q"
```

matches all records where the first field is not a q. String values can also be matched on collation values. For example:

```
$1 >= "d"
```

matches all records where the first field starts with a character that is a, b, c, or d. If no other information is given, field variables are compared as string values.

Combinations of Patterns

Patterns can be combined using three options:

- Ranges are specified by two patterns separated with a `,` (comma). Actions are performed on every record starting with the record that matches the first pattern, and continuing through and including the record that matches the second pattern. For example:

```
/begin/,/end/
```

matches the record containing the string `begin`, and every record between it and the record containing the string `end`, including the record containing the string `end`.

- Parentheses `()` group patterns together.
- The boolean operators `||` (or), `&&` (and), and `!` (not) combine patterns into expressions that match if they evaluate true, otherwise they do not match. For example, the pattern:

```
$1 == "a1" && $2 == "123"
```

matches records where the first field is `a1` and the second field is `123`.

BEGIN and END Patterns

Actions specified with the **BEGIN** pattern are performed before any input is read. Actions specified with the **END** pattern are performed after all input has been read. Multiple **BEGIN** and **END** patterns are allowed and processed in the order specified. An **END** pattern can precede a **BEGIN** pattern within the program statements. If a program consists only of **BEGIN** statements, the actions are performed and no input is read. If a program consists only of **END** statements, all the input is read prior to any actions being taken.

Actions

There are several types of action statements:

- Action Statements
- Built-in Functions
- User-Defined Functions
- Conditional Statements
- Output Actions

Action Statements

Action statements are enclosed in { } (braces). If the statements are specified without a pattern, they are performed on every record. Multiple actions can be specified within the braces, but must be separated by new-line characters or ; (semicolons), and the statements are processed in the order they appear. Action statements include:

Arithmetical Statements

The mathematical operators + (plus), - (minus), / (division), ^ (exponentiation), * (multiplication), % (modulus) are used in the form:

Expression Operator Expression

Thus, the statement:

$\$2 = \$1 ^ 3$

assigns the value of the first field raised to the third power to the second field.

Unary Statements

The unary - (minus) and unary + (plus) operate as in the C programming language:

+Expression or -Expression

Increment and Decrement Statements

The pre-increment and pre-decrement statements operate as in the C programming language:

++Variable or --Variable

The post-increment and post-decrement statements operate as in the C programming language:

Variable++ or Variable--

Assignment Statements

The assignment operators += (addition), -= (subtraction), /= (division), and *= (multiplication) operate as in the C programming language, with the form:

Variable += Expression

Variable -= Expression

Variable /= Expression

Variable *= Expression

For example, the statement:

```
$1 *= $2
```

multiplies the field variable **\$1** by the field variable **\$2** and then assigns the new value to **\$1**.

The assignment operators ^= (exponentiation) and %= (modulus) have the form:

Variable1^=Expression1

AND

Variable2%=Expression2

and they are equivalent to the C programming language statements:

```
Variable1=pow(Variable1, Expression1)
```

AND

```
Variable2=fmod(Variable2, Expression2)
```

where pow is the **pow** subroutine and fmod is the **fmod** subroutine.

String Concatenation Statements

String values can be concatenated by stating them side by side. For example:

```
$3 = $1 $2
```

assigns the concatenation of the strings in the field variables **\$1** and **\$2** to the field variable **\$3**.

Built-In Functions

The **awk** command language uses arithmetic functions, string functions, and general functions. The close Subroutine statement is necessary if you intend to write a file, then read it later in the same program.

Arithmetic Functions: The following arithmetic functions perform the same actions as the C language subroutines by the same name:

atan2(y, x)	Returns arctangent of y/x .
cos(x)	Returns cosine of x ; x is in radians.
sin(x)	Returns sin of x ; x is in radians.
exp(x)	Returns the exponential function of x .
log(x)	Returns the natural logarithm of x .
sqrt(x)	Returns the square root of x .
int(x)	Returns the value of x truncated to an integer.
rand()	Returns a random number n , with $0 \leq n < 1$.
srand([Expr])	Sets the seed value for the rand function to the value of the <i>Expr</i> parameter, or use the time of day if the <i>Expr</i> parameter is omitted. The previous seed value is returned.

String Functions: The string functions are:

gsub(Ere, Repl, [In])	Performs exactly as the sub function, except that all occurrences of the regular expression are replaced.
----------------------------------	--

sub (<i>Ere</i> , <i>Repl</i> , [<i>In</i>])	Replaces the first occurrence of the extended regular expression specified by the <i>Ere</i> parameter in the string specified by the <i>In</i> parameter with the string specified by the <i>Repl</i> parameter. The sub function returns the number of substitutions. An & (ampersand) appearing in the string specified by the <i>Repl</i> parameter is replaced by the string in the <i>In</i> parameter that matches the extended regular expression specified by the <i>Ere</i> parameter. If no <i>In</i> parameter is specified, the default value is the entire record (the \$0 record variable).
index (<i>String1</i> , <i>String2</i>)	Returns the position, numbering from 1, within the string specified by the <i>String1</i> parameter where the string specified by the <i>String2</i> parameter occurs. If the <i>String2</i> parameter does not occur in the <i>String1</i> parameter, a 0 (zero) is returned.
length [(<i>String</i>)]	Returns the length, in characters, of the string specified by the <i>String</i> parameter. If no <i>String</i> parameter is given, the length of the entire record (the \$0 record variable) is returned.
blength [(<i>String</i>)]	Returns the length, in bytes, of the string specified by the <i>String</i> parameter. If no <i>String</i> parameter is given, the length of the entire record (the \$0 record variable) is returned.
substr (<i>String</i> , <i>M</i> , [<i>N</i>])	Returns a substring with the number of characters specified by the <i>N</i> parameter. The substring is taken from the string specified by the <i>String</i> parameter, starting with the character in the position specified by the <i>M</i> parameter. The <i>M</i> parameter is specified with the first character in the <i>String</i> parameter as number 1. If the <i>N</i> parameter is not specified, the length of the substring will be from the position specified by the <i>M</i> parameter until the end of the <i>String</i> parameter.
match (<i>String</i> , <i>Ere</i>)	Returns the position, in characters, numbering from 1, in the string specified by the <i>String</i> parameter where the extended regular expression specified by the <i>Ere</i> parameter occurs, or else returns a 0 (zero) if the <i>Ere</i> parameter does not occur. The RSTART special variable is set to the return value. The RLENGTH special variable is set to the length of the matched string, or to -1 (negative one) if no match is found.
split (<i>String</i> , <i>A</i> , [<i>Ere</i>])	Splits the string specified by the <i>String</i> parameter into array elements <i>A</i> [1], <i>A</i> [2], . . . , <i>A</i> [<i>n</i>], and returns the value of the <i>n</i> variable. The separation is done with the extended regular expression specified by the <i>Ere</i> parameter or with the current field separator (the FS special variable) if the <i>Ere</i> parameter is not given. The elements in the <i>A</i> array are created with string values, unless context indicates a particular element should also have a numeric value.

tolower(*String*)

Returns the string specified by the *String* parameter, with each uppercase character in the string changed to lowercase. The uppercase and lowercase mapping is defined by the **LC_CTYPE** category of the current locale.

toupper(*String*)

Returns the string specified by the *String* parameter, with each lowercase character in the string changed to uppercase. The uppercase and lowercase mapping is defined by the **LC_CTYPE** category of the current locale.

sprintf(*Format, Expr, Expr, . . .*)

Formats the expressions specified by the *Expr* parameters according to the **printf** subroutine format string specified by the *Format* parameter and returns the resulting string.

General Functions: The general functions are:

close(*Expression*)

Close the file or pipe opened by a **print** or **printf** statement or a call to the **getline** function with the same string-valued *Expression* parameter. If the file or pipe is successfully closed, a 0 is returned; otherwise a non-zero value is returned. The **close** statement is necessary if you intend to write a file, then read the file later in the same program.

system(*Command*)

Executes the command specified by the *Command* parameter and returns its exit status. Equivalent to the **system** subroutine.

Expression | **getline** [*Variable*]

Reads a record of input from a stream piped from the output of a command specified by the *Expression* parameter and assigns the value of the record to the variable specified by the *Variable* parameter. The stream is created if no stream is currently open with the value of the *Expression* parameter as its command name. The stream created is equivalent to one created by a call to the **popen** subroutine with the *Command* parameter taking the value of the *Expression* parameter and the *Mode* parameter set to a value of **r**. Each subsequent call to the **getline** function reads another record, as long as the stream remains open and the *Expression* parameter evaluates to the same string. If a *Variable* parameter is not specified, the **\$0** record variable and the **NF** special variable are set to the record read from the stream.

getline [*Variable*] < *Expression*

Reads the next record of input from the file named by the *Expression* parameter and sets the variable specified by the *Variable* parameter to the value of the record. Each subsequent call to the **getline** function reads another record, as long as the stream remains open and the *Expression* parameter evaluates to the same string. If a *Variable* parameter is not specified, the **\$0** record variable and the **NF** special variable are set to the record read from the stream.

getline [*Variable*]

Sets the variable specified by the *Variable* parameter to the next record of input from the current input file. If no *Variable* parameter is specified, **\$0** record variable is set to the value of the record, and the **NF**, **NR**, and **FNR** special variables are also set.

Note: All forms of the **getline** function return 1 for successful input, zero for end of file, and -1 for an error.

User-Defined Functions

User-defined functions are declared in the following form:

```
function Name (Parameter, Parameter,...) { Statements }
```

A function can be referred to anywhere in an **awk** command program, and its use can precede its definition. The scope of the function is global.

Function parameters can be either scalars or arrays. Parameter names are local to the function; all other variable names are global. The same name should not be used for different entities; for example, a parameter name should not be duplicated as a function name, or special variable. Variables with global scope should not share the name of a function. Scalars and arrays should not have the same name in the same scope.

The number of parameters in the function definition does not have to match the number of parameters used when the function is called. Excess formal parameters can be used as local variables. Extra scalar parameters are initialized with a string value equivalent to the empty string and a numeric value of 0 (zero); extra array parameters are initialized as empty arrays.

When invoking a function, no white space is placed between the function name and the opening parenthesis. Function calls can be nested and recursive. Upon return from any nested or recursive function call, the values of all the calling function's parameters shall be unchanged, except for array parameters passed by reference. The **return** statement can be used to return a value.

Within a function definition, the new-line characters are optional before the opening { (brace) and after the closing } (brace).

An example of a function definition is:

```
function average ( g,n)
{
    for (i in g)
        sum=sum+g[i]
    avg=sum/n
    return avg
}
```

The function `average` is passed an array, `g`, and a variable, `n`, with the number of elements in the array. The function then obtains an average and returns it.

Conditional Statements

Most conditional statements in the **awk** command programming language have the same syntax and function as conditional statements in the C programming language. All of the conditional statements allow the use of { } (braces) to group together statements. An optional new-line can be used between the expression portion and the statement portion of the conditional statement, and new-lines or ; (semicolon) are used to separate multiple statements in { } (braces). Six conditional statements in C language are:

if	Requires the following syntax: if (<i>Expression</i>) { <i>Statement</i> } [else <i>Action</i>]
while	Requires the following syntax: while (<i>Expression</i>) { <i>Statement</i> }
for	Requires the following syntax: for (<i>Expression</i> ; <i>Expression</i> ; <i>Expression</i>) { <i>Statement</i> }
break	Causes the program loop to be exited when the break statement is used in either a while or for statement.
continue	Causes the program loop to move to the next iteration when the continue statement is used in either a while or for statement.

Five conditional statements in the **awk** command programming language that do not follow C-language rules are:

for...in	Requires the following syntax: for (<i>Variable in Array</i>) { <i>Statement</i> }
	The for...in statement sets the <i>Variable</i> parameter to each index value of the <i>Array</i> variable, one index at a time and in no particular order, and performs the action specified by the <i>Statement</i> parameter with each iteration. See the delete statement for an example of a for...in statement.
if...in	Requires the following syntax: if (<i>Variable in Array</i>) { <i>Statement</i> }
	The if...in statement searches for the existence of the <i>Array</i> element. The statement is performed if the <i>Array</i> element is found.
delete	Requires the following syntax: delete <i>Array</i> [<i>Expression</i>]
	The delete statement deletes both the array element specified by the <i>Array</i> parameter and the index specified by the <i>Expression</i> parameter. For example, the statements: for (i in g) delete g[i];
	would delete every element of the g[] array.
exit	Requires the following syntax: exit [<i>Expression</i>]
	The exit statement first invokes all END actions in the order they occur, then terminates the awk command with an exit status specified by the <i>Expression</i> parameter. No subsequent END actions are invoked if the exit statement occurs within an END action.
#	Requires the following syntax: # <i>Comment</i>
	The # statement places comments. Comments should always end with a new-line but can begin anywhere on a line.
next	Stops the processing of the current input record and proceeds with the next input record.

Output Statements

Two output statements in the **awk** command programming language are:

print Requires the following syntax:

```
print [ ExpressionList ] [ Redirection ] [ Expression ]
```

The **print** statement writes the value of each expression specified by the *ExpressionList* parameter to standard output. Each expression is separated by the current value of the **OFS** special variable, and each record is terminated by the current value of the **ORS** special variable.

The output can be redirected using the *Redirection* parameter, which can specify the three output redirections with the > (greater than), >> (double greater than), and the | (pipe). The *Redirection* parameter specifies how the output is redirected, and the *Expression* parameter is either a path name to a file (when *Redirection* parameter is > or >>) or the name of a command (when the *Redirection* parameter is a |).

printf Requires the following syntax:

```
printf Format [ , ExpressionList ] [ Redirection ] [ Expression ]
```

The **printf** statement writes to standard output the expressions specified by the *ExpressionList* parameter in the format specified by the *Format* parameter. The **printf** statement functions exactly like the **print** command, except for the c conversion specification (%c). The *Redirection* and *Expression* parameters function the same as in the **print** statement.

For the c conversion specification: if the argument has a numeric value, the character whose encoding is that value will be output. If the value is zero or is not the encoding of any character in the character set, the behavior is undefined. If the argument does not have a numeric value, the first character of the string value will be output; if the string does not contain any characters the behaviour is undefined.

Note: If the *Expression* parameter specifies a path name for the *Redirection* parameter, the *Expression* parameter should be enclosed in double quotes to insure that it is treated as a string.

Variables

Variables can be scalars, field variables, arrays, or special variables. Variable names cannot begin with a digit.

Variables can be used just by referencing them. With the exception of function parameters, they are not explicitly declared. Uninitialized scalar variables and array elements have both a numeric value of 0 (zero) and a string value of the null string ("").

Variables take on numeric or string values according to context. Each variable can have a numeric value, a string value, or both. For example:

```
x = "4" + "8"
```

assigns the value of 12 to the variable x. For string constants, expressions should be enclosed in "" (double quotation) marks.

There are no explicit conversions between numbers and strings. To force an expression to be treated as a number, add 0 (zero) to it. To force an expression to be treated as a string, append a null string ("").

Field Variables

Field variables are designated by a \$ (dollar sign) followed by a number or numerical expression. The first field in a record is assigned the **\$1** variable, the second field is assigned to the **\$2** variable, and so forth. The **\$0** field variable is assigned to the entire record. New field variables can be created by assigning a value to them. Assigning a value to a non-existent field, that is, any field larger than the current value of **\$NF** field variable, forces the creation of any intervening fields (set to the null string), increases the value of the **NF** special variable, and forces the value of **\$0** record variable to be recalculated. The new fields

are separated by the current field separator (which is the value of the **FS** special variable). Blanks and tabs are the default field separators. To change the field separator, use the **-F** flag, or assign the **FS** special variable a different value in the **awk** command program.

Arrays

Arrays are initially empty and their sizes change dynamically. Arrays are represented by a variable with subscripts in [] (square brackets). The subscripts, or element identifiers, can be numbers or strings, which provide a type of associative array capability. For example, the program:

```
/red/ { x["red"]++ }  
/green/ { y["green"]++ }
```

increments counts for both the red counter and the green counter.

Arrays can be indexed with more than one subscript, similar to multidimensional arrays in some programming languages. Because programming arrays for the **awk** command are really one dimensional, the comma-separated subscripts are converted to a single string by concatenating the string values of the separate expressions, with each expression separated by the value of the **SUBSEP** environmental variable. Therefore, the following two index operations are equivalent:

```
x[expr1, expr2,...exprn]
```

AND

```
x[expr1SUBSEPexpr2SUBSEP...SUBSEPexprn]
```

When using the **in** operator, a multidimensional *Index* value should be contained within parentheses. Except for the **in** operator, any reference to a nonexistent array element automatically creates that element.

Special Variables

The following variables have special meaning for the **awk** command:

ARGC	The number of elements in the ARGV array. This value can be altered.
ARGV	The array with each member containing one of the <i>File variables</i> or <i>Assignment variables</i> , taken in order from the command line, and numbered from 0 (zero) to ARGC -1. As each input file is finished, the next member of the ARGV array provides the name of the next input file, unless: <ul style="list-style-type: none">• The next member is an <i>Assignment</i> statement, in which case the assignment is evaluated.• The next member has a null value, in which case the member is skipped. Programs can skip selected input files by setting the member of the ARGV array that contains that input file to a null value.• The next member is the current value of ARGV [ARGC -1], which the awk command interprets as the end of the input files.
CONVFMT	The printf format for converting numbers to strings (except for output statements, where the OFMT special variable is used). The default is "%.6g".
ENVIRON	An array representing the environment under which the awk command operates. Each element of the array is of the form: ENVIRON [" <i>Environment VariableName</i> "] = <i>EnvironmentVariableValue</i> The values are set when the awk command begins execution, and that environment is used until the end of execution, regardless of any modification of the ENVIRON special variable.
FILENAME	The path name of the current input file. During the execution of a BEGIN action, the value of FILENAME is undefined. During the execution of an END action, the value is the name of the last input file processed.
FNR	The number of the current input record in the current file.

FS	The input field separator. The default value is a blank. If the input field separator is a blank, any number of locale-defined spaces can separate fields. The FS special variable can take two additional values: <ul style="list-style-type: none"> • With FS set to a single character, fields are separated by each single occurrence of the character. • With FS set to an extended regular expression, each occurrence of a sequence matching the extended regular expression separates fields.
NF	The number of fields in the current record, with a limit of 99. Inside a BEGIN action, the NF special variable is undefined unless a getline function without a <i>Variable</i> parameter has been issued previously. Inside an END action, the NF special variable retains the value it had for the last record read, unless a subsequent, redirected, getline function without a <i>Variable</i> parameter is issued prior to entering the END action.
NR	The number of the current input record. Inside a BEGIN action the value of the NR special variable is 0 (zero). Inside an END action, the value is the number of the last record processed.
OFMT	The printf format for converting numbers to strings in output statements. The default is "% .6g".
OFS	The output field separator (default is a space).
ORS	The output record separator (default is a new-line character).
RLENGTH	The length of the string matched by the match function.
RS	Input record separator (default is a new-line character). If the RS special variable is null, records are separated by sequences of one or more blank lines; leading or trailing blank lines do not result in empty records at the beginning or end of input; and the new-line character is always a field separator, regardless of the value of the FS special variable.
RSTART	The starting position of the string matched by the match function, numbering from 1. Equivalent to the return value of the match function.
SUBSEP	Separates multiple subscripts. The default is \031.

Flags

-f <i>ProgramFile</i>	Obtains instructions for the awk command from the file specified by the <i>ProgramFile</i> variable. If the -f flag is specified multiple times, the concatenation of the files, in the order specified, will be used as the set of instructions.
-F <i>Ere</i>	Uses the extended regular expression specified by the <i>Ere</i> variable as the field separator. The default field separator is a blank.
-v <i>Assignment</i>	Assigns a value to a variable for the awk command's programming language. The <i>Assignment</i> parameter is in the form of <i>Name = Value</i> . The <i>Name</i> portion specifies the name of the variable and can be any combination of underscores, digits, and alphabetic characters, but it must start with either an alphabetic character or an underscore. The <i>Value</i> portion is also composed of underscores, digits, and alphabetic characters, and is treated as if it were preceded and followed by a " (double-quotation character, similar to a string value). If the <i>Value</i> portion is numeric, the variable will also be assigned the numeric value.
<i>Assignment</i>	The assignment specified by the -v flag occurs before any portion of the awk command's program is executed, including the BEGIN section.
<i>Assignment</i>	Assigns a value to a variable for the awk command's programming language. It has the same form and function as the <i>Assignment</i> variable with the -v flag, except for the time each is processed. The <i>Assignment</i> parameter is processed just prior to the input file (specified by the <i>File</i> variable) that follows it on the command line. If the <i>Assignment</i> parameter is specified just prior to the first of multiple input files, the assignments are processed just after the BEGIN sections (if any). If an <i>Assignment</i> parameter occurs after the last file, the assignment is processed before the END sections (if any). If no input files are specified, the assignments are processed the standard input is read.
<i>File</i>	Specifies the name of the file that contains the input for processing. If no <i>File</i> variable is specified, or if a - (minus) sign is specified, standard input is processed.
' <i>Program</i> '	Contains the instructions for the awk command. If the -f flag is not specified, the <i>Program</i> variable should be the first item on the command line. It should be bracketed by ' ' (single quotes).

Exit Status

This command returns the following exit values:

- 0 Successful completion.
- >0 An error occurred.

You can alter the exit status within the program by using the **exit** [*Expression*] conditional statement.

Examples

1. To display the lines of a file that are longer than 72 characters, enter:

```
awk 'length >72' chapter1
```

This selects each line of the chapter1 file that is longer than 72 characters and writes these lines to standard output, because no *Action* is specified. A tab character is counted as 1 byte.

2. To display all lines between the words start and stop, including "start" and "stop", enter:

```
awk '/start/,/stop/' chapter1
```

3. To run an **awk** command program, sum2.awk, that processes the file, chapter1, enter:

```
awk -f sum2.awk chapter1
```

The following program, sum2.awk, computes the sum and average of the numbers in the second column of the input file, chapter1:

```
{
    sum += $2
}
END {
    print "Sum: ", sum;
    print "Average:", sum/NR;
}
```

The first action adds the value of the second field of each line to the variable sum. All variables are initialized to the numeric value of 0 (zero) when first referenced. The pattern **END** before the second action causes those actions to be performed after all of the input file has been read. The **NR** special variable, which is used to calculate the average, is a special variable specifying the number of records that have been read.

4. To print the first two fields in opposite order, enter:

```
awk '{ print $2, $1 }' chapter1
```

5. The following **awk** program sum3.awk prints the first two fields of the file chapter2 with input fields separated by comma and/or blanks and tabs, and then adds up the first column, and prints the sum and average:

```
BEGIN {FS = ",|[\t]+"}
    {print $1, $2}
    {s += $1}
END {print "sum is",s,"average is", s/NR }
```

Related Information

The **egrep** command, **fgrep** command, **grep** command, **lex** command, **printf** command, **sed** command.

The **open** subroutine, **printf** subroutine, **system** subroutine.

back Command

Purpose

Starts the backgammon game.

Syntax

back

Description

The **back** command provides you with a partner for backgammon. You select one of the following three skill levels: beginner, intermediate, or expert. You can choose to roll your own dice during your turns, and you are asked if you want to move first.

Important locations on the computer-generated board are:

- 0 is the bar for removed white pieces.
- 1 is white's extreme inner table.
- 24 is brown's extreme inner table.
- 25 is the bar for removed brown pieces.

For details on how to make your moves, enter Y when prompted for Instructions? at the beginning of the game. During play, you are prompted for move?. Either enter a numerical move or press ? (question mark) key for a list of move choices.

When the game is finished, you are asked if you want to save game information. Entering Y stores game data in the **back.log** file in your current directory.

The **back** command plays only the forward game, even at the expert level. It objects if you try to make too many moves in a turn, but not if you make too few. Doubling is not permitted.

To quit the game, press the Interrupt (Ctrl-C) key sequence.

Files

/usr/games	Location of the system's games.
/usr/games/lib/backrules	Location of the rules file.
/tmp/b*	Location of the log temp file.
back.log	Contains data from previously played games.

Related Information

The **arithmetic** command, **bj** command, **craps** command, **fish** command, **fortune** command, **hangman** command, **moo** command, **number** command, **quiz** command, **ttt** command, **turnoff** command, **turnon** command, **wump** command.

backup Command

Purpose

Backs up files and file systems.

Syntax

To Back Up Files by Name

backup -i [-b *Number*] [-p [-e *RegularExpression*]] [-f *Device*] [-l *Number*] [-o] [-q] [-v]

To Back Up File Systems by i-node

backup [[-Level] [-b *Number*] [-c] [-f *Device*] [-L *Length*] [-u]] [*FileSystem*] | [-w | -W]

Description

The **backup** command creates copies of your files on a backup medium, such as a magnetic tape or diskette. The copies are in one of the two backup formats:

- Specific files backed up by name using the **-i** flag.
- Entire file system backed up by i-node using the *Level* and *FileSystem* parameters.

If you issue the **backup** command without any parameters, it defaults to a level 9 i-node backup of the root file system to the **/dev/rfd0** device. The default syntax is:

```
-9uf/dev/rfd0 /dev/rhd4
```

The default backup device is **/dev/rfd0**. If flags are specified that are not appropriate for the specified backup device, the **backup** command displays an error message and continues with the backup.

A single backup can span multiple volumes.

Notes:

1. Running the **backup** command results in the loss of all material previously stored on the selected output medium.
2. Data integrity of the archive may be compromised if a file is modified during system backup. Keep system activity at a minimum during the system backup procedure.
3. If a backup is made to a tape device with the device block size set to 0, it might be difficult to restore data from the tape unless the default write size was used with the **backup** command. The default write size for the **backup** command can be read by the **restore** command when the tape device block size is 0.

In other words, the **-b** flag should not be specified when the tape device block size is 0. If the **-b** flag of the **backup** command is specified and is different from the default size, the same size must be specified with the **-b** flag of the **restore** command when the archived files are restored from the tape.

You can use a Web-based System Manager (wsm) application to run this command. You could also use the System Management Interface Tool (SMIT) **smit backup** fast path to run this command.

Backing Up Files by Name

To back up by name, use the **-i** flag. The **backup** command reads standard input for the names of the files to be backed up.

File types can be special files, regular files, or directories. When the file type is a directory, only the directory is backed up. The files under the directory are not backed up, unless they are explicitly specified.

Notes:

1. Files are restored using the same path names as the archived files. Therefore, to create a backup that can be restored from any path, use full path names for the files that you want to back up.
2. When backing up files that require multiple volumes, do not enter the list of file names from the keyboard. Instead, pipe or redirect the list from a file to the **backup** command.

When you enter the file names from the keyboard and the backup process needs a new tape or diskette, the command "loses" any file names already entered but not yet backed up. To avoid this problem, enter each file name only after the archived message for the previous file has been displayed. The archived message consists of the character a followed by the file name.

3. If you specify the **-p** flag, only files of less than 2GB are packed.

Backing Up File Systems by i-node

To back up a file system by i-node, specify the *-Level* and *FileSystem* parameters. When used in conjunction with the **-u** flag, the *-Level* parameter provides a method of maintaining a hierarchy of incremental backups for each file system. Specify the **-u** flag and set the *-Level* parameter to *n* to back up only those files that have been modified since the *n-1* level backup. Information regarding the date, time, and level of each incremental backup is written to the **/etc/dumpdates** file. The possible backup levels are 0 to 9. A level 0 backup archives all files in the file system. If the **/etc/dumpdates** file contains no backup information for a particular file system, specifying any level causes all files in that file system to be archived.

The *FileSystem* parameter can specify either the physical device name (block or raw name) or the name of the directory on which the file system is mounted. The default file system is the root (*/*) file system.

Users must have read access to the file system device (such as **/dev/hd4**) or have Backup authorization in order to perform backups by *i_node*.

Notes:

1. You must first unmount a file system before backing it up by i-node. If you attempt to back up a mounted file system, a warning message is displayed. The **backup** command continues, but the created backup may contain inconsistencies because of changes that may have occurred in the file system during the backup operation.
2. Backing up file systems by i-node truncates the **uid** or **gid** of files having a **uid** or **gid** greater than 65535. When restored, these files may have different values for the **uid** and **gid** attributes. To retain the values correctly, always back up by name files having a **uid** or **gid** greater than 65535.
3. You can archive only JFS (Journaled File System) file systems when backing up by i-node. Back up any non-JFS file systems by file name or by using other archive commands, such as the **pax**, **tar**, or **cpio** command.

Flags

-b *Number*

For backups by name, specifies the number of 512-byte blocks; for backups by i-node, specifies the number of 1024-byte blocks to write in a single output operation. When the **backup** command writes to tape devices, the default is 100 for backups by name and 32 for backups by i-node.

The write size is the number of blocks multiplied by the block size. The default write size for the **backup** command writing to tape devices is 51200 (100 * 512) for backups by name and 32768 (32 * 1024) for backups by i-node. The write size must be an even multiple of the tape's physical block size.

The value of the **-b** flag is always ignored when the **backup** command writes to diskette. In this case, the command always writes in clusters that occupy a complete track.

-c

Specifies that the tape is a cartridge, not a nine-track.

- e** *RegularExpression* Specifies that the files with names matching the regular expression are not to be packed. A regular expression is a set of characters, meta characters, and operators that define a string or group of strings in a search pattern. It can also be a string containing wildcard characters and operations that define a set of one or more possible strings. The **-e** flag is applied only when the **-p** flag is specified.
- f** *Device* Specifies the output device. To send output to a named device, specify the *Device* variable as a path name (such as `/dev/rmt0`). To send output to the standard output device, specify a - (minus sign). The - (minus) feature enables you to pipe the output of the **backup** command to the **dd** command.
- You can also specify a range of archive devices. The range specification must be in the following format:
- ```
/dev/deviceXXX-YYY
```
- where *XXX* and *YYY* are whole numbers, and *XXX* must always be less than *YYY*; for example, `/dev/rfd0-3`.
- All devices in the specified range must be of the same type. For example, you can use a set of 8mm, 2.3GB tapes or a set of 1.44MB diskettes. All tape devices must be set to the same physical tape block size.
- If the *Device* variable specifies a range, the **backup** command automatically goes from one device in the range to the next. After exhausting all of the specified devices, the **backup** command halts and requests that new volumes be mounted on the range of devices.
- i** Specifies that files be read from standard input and archived by file name. If relative path names are used, files are restored (with the **restore** command) relative to the current directory at restore time. If full path names are used, files are restored to those same names.
- L** *Length* Specifies the length of the tape in bytes. This flag overrides the **-c**, **-d**, and **-s** flags. You can specify the size with a suffix of b, k, m, or g to represent Blocks (512 bytes), Kilo (1024 bytes), Mega (1024 Kilobytes), or Giga (1024 Megabytes), respectively. To represent a tape length of 2 Gigabytes, enter **-L 2g**. This flag only applies to AIX 4.2 and above.
- l** *Number* **Note:** Use the **-L** flag for i-node backups only. (lowercase L) Limits the total number of blocks to use on the diskette device. The value specified must be a non-zero multiple of the number of sectors per diskette track. This option applies to by-name backups only. See the format command for information on sectors per diskette track.
- o** Creates a Version 2-compatible backup by name. This flag is required for compatibility with Version 2 systems because backups by name that are created by a version higher than 2 cannot be restored on Version 2 systems. To create a Version 2-compatible backup by name, use the **-o** flag along with other flags required for backups by name.
- Files with attributes and values, such as user IDs and group IDs, that are too large for Version 2 systems will not be backed up. A message is displayed for each such file and each value that is too large.
- p** Specifies that the files be packed, or compressed, before they are archived. Only files of less than 2GB are packed.
- Note:** This option should only be used when backing up files from an inactive filesystem. Modifying a file when a backup is in progress may result in corruption of the backup and an inability to recover the data. When backing up to a tape device which performs compression, this option can be omitted.

|               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-q</b>     | Indicates that the removable medium is ready to use. When you specify the <b>-q</b> flag, the <b>backup</b> command proceeds without prompting you to prepare the backup medium and press the Enter key to continue. This option applies only to the first volume; you are prompted for subsequent volumes. The <b>-q</b> flag applies only to backups by name.                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>-u</b>     | Updates the <b>/etc/dumpdates</b> file with the raw device name of the file system and the time, date, and level of the backup. You must specify the <b>-u</b> flag if you are making incremental backups. The <b>-u</b> flag applies only to backups by i-node.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>-v</b>     | Causes the <b>backup</b> command to display additional information about the backup. When using the <b>-v</b> flag, the size of the file as it exists on the archive is displayed in bytes. Additionally, a total of these file sizes is displayed when all files have been processed. Directories are listed with a size of 0. Symbolic links are listed with the size of the symbolic link. Hard links are listed with the size of the file, which is how hard links are archived. Block and character devices, if they were backed up, are listed with a size of 0.<br><br>When the <b>-v</b> flag is not specified, the <b>backup</b> command displays only the names of the files being archived. This option is used only when backing up by file name. |
| <b>-w</b>     | Currently disabled. If the <b>-w</b> flag is specified, no other flags are applied.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>-W</b>     | Displays, for each file system in the <b>/etc/dumpdates</b> file, the most recent backup date and level. If the <b>-W</b> option is specified, no other flags are applied.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>-Level</b> | Specifies the backup level (0 to 9). The default level is 9.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

## Exit Status

This command returns the following exit values:

|              |                        |
|--------------|------------------------|
| <b>0</b>     | Successful completion. |
| <b>&gt;0</b> | An error occurred.     |

## Examples

1. To backup all the files and subdirectories in the **/home** directory using full path names, enter:

```
find /home -print | backup -i -f /dev/rmt0
```

The **-i** flag specifies that files will be read from standard input and archived by file name. The **find** command generates a list of all the files in the **/home** directory. The files in this list are full path names. The **|** (pipe symbol) causes this list to be read from standard input by the **backup** command. The **-f** flag directs the **backup** command to write the files to the **/dev/rmt0** tape device. Because the files are archived using full path names, they will be written to the same paths when restored.

2. To backup all the files and subdirectories in the **/home/mike** directory using relative path names, enter:

```
cd /home
find . -print | backup -i -v -q
```

Each file name in the list generated by the **find** command is preceded by **./** (dot, slash). Because the files are backed up using relative path names, they will be written to the current directory when restored. The **-v** flag causes the **backup** command to display additional information about the backup. The files are written to the default backup device **/dev/rfd0**.

3. To backup the **/** (root) file system, enter:

```
backup -0 -u -f /dev/rmt0 /
```

The 0 level specifies that all the files in the / (root) file system be backed up. The **-u** flag causes the **backup** command to update the **/etc/dumpdates** file for this backup.

4. To backup all the files in the / (root) file system that have been modified since the last level 0 backup, enter:

```
backup -1 -u -f /dev/rmt0 /
```

If the **/etc/dumpdates** file does not have an entry for a level 0 backup of the / (root) system, all the files in the file system are backed up.

5. To run the **backup** command using the System Management Interface Tool (SMIT), enter:

```
smit backup
```

## Files

|                         |                                                                   |
|-------------------------|-------------------------------------------------------------------|
| <b>/etc/filesystems</b> | Contains file system mount information.                           |
| <b>/etc/dumpdates</b>   | Specifies log for incremental by i-node backups.                  |
| <b>/dev/rfd0</b>        | Specifies default backup device.                                  |
| <b>/dev/rhd4</b>        | Specifies device where the default file system (root) is located. |
| <b>/usr/sbin/backup</b> | Contains the <b>backup</b> command.                               |

## Related Information

The **dd** command, **find** command, **rdump** command, **restore** command.

The **dumpdates** file, **filesystems** file, **rmt** special file.

The Backup Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* provides information on different methods of backing up, restoring process, different types of backup media, and guidelines for backup policies.

The Directory Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* explains working with directories and path names.

The File Systems Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

The Mounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains mounting files and directories, mount points, and automatic mounts.

The System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

---

## banner Command

### Purpose

Writes ASCII character strings in large letters to standard output.

### Syntax

```
banner String
```

## Description

The **banner** command writes ASCII character *Strings* to standard output in large letters. Each line in the output can be up to 10 uppercase or lowercase characters in length. On output, all characters appear in uppercase, with the lowercase input characters appearing smaller than the uppercase input characters.

Each word you input appears on a separate line on the screen. When you want to display more than one word to a line, use quotation marks to specify which words will appear on one line.

## Examples

1. To display a banner at the workstation, enter:  
banner SMILE!
2. To display more than one word on a line, enclose the text in quotation marks, as follows:  
banner "Out to" Lunch

This displays Out to on one line and Lunch on the next.

## Files

**/usr/bin/banner**                      Contains the **banner** command.

## Related Information

The **echo** command.

The Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes how the operating system processes input and output and how to use redirect and pipe symbols.

---

## basename Command

### Purpose

Returns the base file name of a string parameter.

### Syntax

**basename** *String* [ *Suffix* ]

### Description

The **basename** command reads the *String* parameter, deletes any prefix that ends with a / (slash) and any specified *Suffix* parameter, and writes the remaining base file name to standard output. The **basename** command applies the following rules in creating the base file name:

1. If the *String* parameter is a // (double slash), or if the *String* parameter consists entirely of slash characters, change the string to a single / (slash). Skip steps 2 through 4.
2. Remove any trailing / characters from the specified string.
3. If there are any / characters remaining in the *String* parameter, remove the prefix of the string up to and including the last / character.
4. If a *Suffix* parameter is specified and is identical to the characters remaining in the string, the string is not modified. For example, entering:

```
K > basename /u/dee/desktop/cns.booo cns.booo
```

results in:

cns.boo

If a *Suffix* parameter is specified and is not identical to all the characters in the string but is identical to a suffix in the string, the specified suffix is removed. For example, entering:

```
K > basename /u/dee/desktop/cns.boo .boo
```

results in:

cns

Failure to find the specified suffix within a string is not considered an error.

The **basename** and **dirname** commands are generally used inside command substitutions within a shell script to specify an output file name that is some variation of a specified input file name.

## Exit Status

This command returns the following exit values:

- 0 Successful completion.
- >0 An error occurred.

## Examples

1. To display the base name of a shell variable, enter:

```
basename $WORKFILE
```

The command displays the base name of the value assigned to the shell variable `WORKFILE`. If the value of the `WORKFILE` variable is the `/home/jim/program.c` file, then the command displays `program.c`.

2. To construct a file name that is the same as another file name, except for its suffix, enter:

```
0FILE='basename $1 .c'.o
```

This command assigns to the `0FILE` file the value of the first positional parameter (`$1`), but with its `.c` suffix changed to `.o`. If `$1` is the `/home/jim/program.c` file, `0FILE` becomes `program.o`. Because `program.o` is only a base file name, it identifies a file in the current directory.

**Note:** The `'` (grave accent) specifies command substitution.

## Files

`/usr/bin/basename` Contains the **basename** command.

## Related Information

The **dirname** command, **sh** command.

---

## batch Command

### Purpose

Runs jobs when the system load level permits.

### Syntax

**batch**

## Description

The **batch** command reads from standard input the names of commands to be run at a later time and runs the jobs when the system load level permits. The **batch** command mails you all output from standard output and standard error for the scheduled commands, unless you redirect that output. It also writes the job number and the scheduled time to standard error.

When the **batch** command is executed, it retains variables in the shell environment, and the current directory; however, it does not retain open file descriptors, traps, and priority.

The **batch** command is equivalent to entering the **at -q b -m now** command. The **-q b** flag specifies the **at** queue for batch jobs.

## Exit Status

This command returns the following exit values:

**0** Successful completion  
**>0** An error occurred.

## Examples

To run a job when the system load permits, enter:

```
batch <<!
longjob
!
```

This example shows the use of a "Here Document" to send standard input to the **batch** command.

## Files

|                               |                                                  |
|-------------------------------|--------------------------------------------------|
| <b>/usr/bin/batch</b>         | Contains the <b>batch</b> command.               |
| <b>/bin/batch</b>             | Symbolic link to the <b>batch</b> command.       |
| <b>/var/adm/cron</b>          | Indicates the main <b>cron</b> daemon directory. |
| <b>/var/spool/cron/atjobs</b> | Indicates the spool area.                        |

## Related Information

**at** command, **bsh** command, **cs** command, **kill** command, **ksh** command, **mail** command, **nice** command, **ps** command.

Daemons: **cron**.

Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes how the operating system processes input and output.

Korn Shell Special Commands and Bourne Shell Special Commands in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

National Language Support Overview for Programming in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs* explains collating sequences, equivalence classes, and locale.

Shells Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes what shells are, the different types of shells, and how shells affect the way commands are interpreted.

---

## battery Command

### Purpose

Controls or queries battery information.

### Syntax

```
battery [-d]
```

### Description

The **battery** command controls or queries the battery. If the **battery** command is invoked without **-d** option, the following battery information is displayed:

```
battery type: NiCd or NiMH
current battery usage: charging, discharging, in use, fully charged
battery capacity
current remaining capacity
full charge count
```

If the **battery** command is invoked with **-d** option, the following battery information is also displayed:

```
discharge quantity
discharge time
```

If you use 50% of a battery's capacity and charge it every time (about 20 to 30 times), then the battery cannot be used at more than 50% of its capacity. This is called the *memory effect of battery*. If, then, the battery is discharged (made empty) and then recharged, the battery can be used at 100% again.

### Flags

**-d** Discharges the battery so you can reset the memory effect of battery.

### Security

Access Control: Any User

Auditing Events: N/A

### Examples

1. To show current battery status, enter:

```
battery
```

Something similar to the following displays:

```
battery type: NiMH
current battery usage: in use
battery capacity: 3200 (mAh)
current remaining capacity: 1800 (mAh) [57%]
full charge count: 3
```

### Files

**/usr/bin/battery** Contains the **battery** command.

---

## bc Command

### Purpose

Provides an interpreter for arbitrary-precision arithmetic language.

### Syntax

```
bc [-c] [-l] [File ...]
```

### Description

The **bc** command is an interactive process that provides arbitrary-precision arithmetic. The **bc** command first reads any input files specified by the *File* parameter and then reads the standard input. The input files must be text files containing a sequence of commands, statements, or function definitions that the **bc** command can read and execute.

The **bc** command is a preprocessor for the **dc** command. It calls the **dc** command automatically, unless the **-c** (compile only) flag is specified. If the **-c** flag is specified, the output from the **bc** command goes to standard output.

The **bc** command allows you to specify an input and output base for operations in decimal, octal, or hexadecimal. The default is decimal. The command also has a scaling provision for decimal point notation. The **bc** command always uses the . (period) to represent the radix point, regardless of any decimal point character specified as part of the current locale.

The syntax for the **bc** command is similar to that of the C language. You can use the **bc** command to translate between bases by assigning the **ibase** keyword to the input base and the **obase** keyword to the output base. A range of 2-16 is valid for the **ibase** keyword. The **obase** keyword ranges from 2 up to the limit set by the **BC\_BASE\_MAX** value defined in the **/usr/include/sys/limits.h** file. Regardless of the **ibase** and **obase** settings, the **bc** command recognizes the letters A-F as their hexadecimal values 10-15.

The output of the **bc** command is controlled by the program read. Output consists of one or more lines containing the value of all executed expressions without assignments. The radix and precision of the output are controlled by the values of the **obase** and **scale** keywords.

Further information about the way in which the **bc** command processes information from a source file is described in the following sections:

- Grammar
- Lexical Conventions
- Identifiers and Operators
- Expressions
- Statements
- Function Calls
- Functions in -l Math Library

### Grammar

The following grammar describes the syntax for the **bc** program, where program stands for any valid program:

```
%token EOF NEWLINE STRING LETTER NUMBER
```

```
%token MUL_OP
/* '* ', '/ ', '%'
*/
```

```

%token ASSIGN_OP
/* '=', '+=', '-=', '*=', '/=', '%=', '^=' */

%token REL_OP
/* '==', '<=', '>=', '!=', '<', '>' */

%token INCR_DECR
/* '++', '--' */

%token Define Break Quit Length
/* 'define', 'break', 'quit', 'length' */

%token Return For If While Sqrt
/* 'return', 'for', 'if', 'while', 'sqrt' */

%token Scale Ibase Obase Auto
/* 'scale', 'ibase', 'obase', 'auto' */

%start program

%%

program : EOF
 | input_item program
 ;

input_item : semicolon_list NEWLINE
 | function
 ;

semicolon_list : /* empty */
 | statement
 | semicolon_list ';' statement
 | semicolon_list ';'
 ;

statement_list : /* empty */
 | statement
 | statement_list NEWLINE
 | statement_list NEWLINE statement
 | statement_list ';'
 | statement_list ';' statement
 ;

statement : expression
 | STRING
 | Break
 | Quit
 | Return
 | Return '(' return_expression ')'
 | For '(' expression ';'
 relational_expression ';'
 expression ')' statement
 | If '(' relational_expression ')' statement
 | While '(' relational_expression ')' statement
 | '{' statement_list '}'
 ;

function : Define LETTER '(' opt_parameter_list ')'
 | '{' NEWLINE opt_auto_define_list
 statement_list '}'
 ;

```

```

opt_parameter_list:/* empty */
| parameter_list
;

parameter_list : LETTER
| define_list ',' LETTER
;

opt_auto_define_list
: /* empty */
| Auto define_list NEWLINE
| Auto define_list ';'
;

define_list : LETTER
| LETTER '[' ']'
| define_list ',' LETTER
| define_list ',' LETTER '[' ']'
;

opt_argument_list : /* empty */
| argument_list
;

argument_list : expression
| argument_list ',' expression
;

relational_expression
: expression
| expression REL_OP expression
;

return_expression : /* empty */
| expression
;

expression : named_expression
| NUMBER
| '(' expression ')'
| LETTER '(' opt_argument_list ')'
| '-' expression
| expression '+' expression
| expression '-' expression
| expression MUL_OP expression
| expression '^' expression
| INCR_DECR named_expression
| named_expression INCR_DECR
| named_expression ASSIGN_OP expression
| Length '(' expression ')'
| Sqrt '(' expression ')'
| Scale '(' expression ')'
;

named_expression : LETTER
| LETTER '[' expression ']'
| Scale
| Ibase
| Obase
;

```

## Lexical Conventions

The following lexical conventions apply to the **bc** command:

1. The **bc** command recognizes the longest possible lexical token or delimiter beginning at a given point.
2. Comments begin with **/\*** (slash, asterisk) and end with **\*/** (asterisk, slash). Comments have no effect except to delimit lexical tokens.
3. The newline character is recognized as the **NEWLINE** token.
4. The **STRING** token represents a string constant. The string begins with **"** (double quotation mark) and terminates with **"** (double quotation mark). All characters between the quotation marks are taken literally. There is no way to specify a string that contains **"** (double quotation mark). The length of each string is limited to the maximum bytes set in the **BC\_STRING\_MAX** value, which is defined in the **limits.h** file.
5. Blank characters have no effect except as they appear in the **STRING** token or when used to delimit lexical tokens.
6. The **\n** (backslash, newline) character:
  - delimits lexical tokens.
  - is interpreted as a character sequence in **STRING** tokens.
  - is ignored when part of a multiline **NUMBER** token.

7. A **NUMBER** token uses the following grammar:

```

NUMBER : integer
 | '.' integer
 | integer '.'
 | integer '.' integer
 ;
integer : digit
 | integer digit
 ;
digit : 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7
 | 8 | 9 | A | B | C | D | E | F
 ;

```

**NUMBER** token values are interpreted as numerals in the base specified by the **ibase** internal register value.

8. The value of a **NUMBER** token is interpreted as a numeral in the base specified by the value of the **ibase** internal register. Each of the digit characters has the value from 0 to 15 in the order listed here, and the period character presents the radix point. The behavior is undefined if digits greater than or equal to the value of the **ibase** register appear in the token. There is an exception for single-digit values being assigned to the **ibase** and **obase** registers themselves.
9. The following keywords are recognized as tokens:
 

```

auto for length return sqrt
break ibase obase scale while
define if quit

```
10. Except within a keyword, any of the following letters are considered a **LETTER** token:
 

```

a b c d e f g h i j k l m n o p q r s t u v w x y z

```
11. The following single-character and two-character sequences are recognized as the **ASSIGN\_OP** token:
  - = (equal sign)
  - += (plus, equal sign)
  - -= (minus, equal sign)
  - \*= (asterisk, equal sign)
  - /= (slash, equal sign)
  - %= (percent, equal sign)
  - ^= (caret, equal sign)
12. The following single characters are recognized as the **MUL\_OP** token:

- \* (asterisk)
  - / (slash)
  - % (percent)
13. The following single-character and two-character sequences are recognized as the **REL\_OP** token:
- == (double equal sign)
  - <= (less than, equal sign)
  - >= (greater than, equal sign)
  - != (exclamation point, equal sign)
  - < (less than)
  - > (greater than)
14. The following two-character sequences are recognized as the **INCR\_DECR** token:
- ++ (double plus sign)
  - -- (double hyphen)
15. The following single characters are recognized as tokens. The token has the same name as the character:
- <newline>**
- ( (left parenthesis)**
- ) (right parenthesis)**
- , (comma)**
- + (plus)**
- (minus)**
- ;(semicolon)**
- [ (left bracket)**
- ] (right bracket)**
- ^ (caret)**
- { (left brace)**
- } (right brace)**
16. The **EOF** token is returned when the end of input is reached.

## Identifiers and Operators

There are three kinds of identifiers recognized by the **bc** command: ordinary identifiers, array identifiers, and function identifiers. All three types consist of single, lowercase letters. Array identifiers are followed by [ ] (left and right brackets). An array subscript is required except in an argument or auto list. Arrays are singly dimensioned and can contain up to the amount specified by the **BC\_DIM\_MAX** value. Indexing begins at 0. Therefore an array is indexed from 0 up to the value defined by **BC\_DIM\_MAX -1**. Subscripts are truncated to integers. Function identifiers must be followed by ( ) (left and right parentheses) and possibly by enclosing arguments. The three types of identifiers do not conflict.

The Operators in a bc Program table summarizes the rules for precedence and associativity of all operators. Operators on the same line have the same precedence. Rows are in order of decreasing precedence.

| Operators in a bc Program |                |
|---------------------------|----------------|
| Operator                  | Associativity  |
| ++, - -                   | not applicable |
| unary -                   | not applicable |

|                       |               |
|-----------------------|---------------|
| ^                     | right to left |
| *, /, %               | left to right |
| +, binary -           | left to right |
| =, +=, -=, *=, /=, ^= | right to left |
| ==, <=, >=, !=, <, >  | none          |

Each expression or named expression has a *scale*, which is the number of decimal digits maintained as the fractional portion of the expression.

*Named expressions* are places where values are stored. Named expressions are valid on the left side of an assignment. The value of a named expression is the value stored in the place named. Simple identifiers and array elements are named expressions; they have an initial value of zero and an initial scale of zero.

The internal registers **scale**, **ibase**, and **obase** are all named expressions. The scale of an expression consisting of the name of one of these registers is 0. Values assigned to any of these registers are truncated to integers. The **scale** register contains a global value used in computing the scale of expressions (as described below). The value of the **scale** register is limited to  $0 \leq \text{scale} \leq \{\text{BC\_SCALE\_MAX}\}$  and has a default value of 0. The **ibase** and **obase** registers are the input and output number radix, respectively. The value of **ibase** is limited to  $2 \leq \text{ibase} \leq 16$ . The value of **obase** is limited to  $2 \leq \text{obase} \leq \{\text{BC\_BASE\_MAX}\}$ .

When either the **ibase** or **obase** registers are assigned a single-digit value from the list described in "Lexical Conventions", the value is assumed in hexadecimal. For example:

```
ibase=A
```

sets to base ten, regardless of the current **ibase** register value. Otherwise, the behavior is undefined when digits greater than or equal to the value of the **ibase** register appear in the input. Both **ibase** and **obase** registers have initial values of 10.

Internal computations are conducted as if in decimal, regardless of the input and output bases, to the specified number of decimal digits. When an exact result is not achieved, for example:

```
scale=0; 3.2/1
```

the **bc** command truncates the result.

All numerical values of the **obase** register are output according to the following rules:

1. If the value is less than 0, output a - (hyphen).
2. Output one of the following, depending on the numerical value:
  - If the absolute value of the numerical value is greater than or equal to 1, output the integer portion of the value as a series of digits appropriate to the **obase** register (described in step 3). Next output the most significant non-zero digit, followed by each successively less significant digit.
  - If the absolute value of the numerical value is less than 1 but greater than 0 and the scale of the numerical value is greater than 0, it is unspecified whether the character 0 is output.
  - If the numerical value is 0, output the character 0.
3. If the scale of the value is greater than 0, output a . (period) followed by a series of digits appropriate to the following **obase** register values. The digits represent the most significant portion of the fractional part of the value, and *s* represents the scale of the value being output:
  - If the **obase** value is 10, output *s* number of digits.
  - If the **obase** value is greater than 10, output the number less than or equal to *s*.

- If the **obase** value is less than 10, output a number greater than or equal to *s*.
- For **obase** values other than 10, this should be the number of digits needed to represent a precision of 10s.
- For **obase** values from 2 to 16, valid digits are the first **obase** of the single characters:

```
0 1 2 3 4 5 6 7 8 9 A B C D E F
```

which represent the values 0 through 15, respectively.

- For bases greater than 16, each digit is written as a separate multidigit decimal number. Each digit except the most significant fractional digit is preceded by a single space character. For bases 17 to 100, the **bc** command writes two-digit decimal numbers, for bases 101 to 1000 the **bc** command writes three-digit decimal numbers. For example, the decimal number 1024 in base 25 would be written as:

```
01 15 24
```

in base 125, as:

```
008 024
```

Very large numbers are split across lines, with 70 characters per line in the POSIX locale. Other locales may split at different character boundaries. Lines that are continued must end with a \ (backslash).

## Expressions

A numeric constant is an expression. The scale is the number of digits that follow the radix point in the input representing the constant, or 0 if no radix point appears.

The sequence (*expression*) is an expression with the same value and scale as *expression*. The parentheses can be used to alter the normal precedence.

The unary and binary operators have the following semantics:

|                            |                                                                                                                                                                                     |
|----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>-expression</i>         | The result is the negative of the expression. The scale of the result is the scale of the expression.                                                                               |
|                            | The unary increment and decrement operators do not modify the scale of the named expression upon which they operate. The scale of the result is the scale of that named expression. |
| <i>++named_expression</i>  | The named expression is incremented by 1. The result is the value of the named expression after incrementing.                                                                       |
| <i>- -named_expression</i> | The named expression is decremented by 1. The result is the value of the named expression after decrementing.                                                                       |
| <i>named_expression++</i>  | The named expression is incremented by 1. The result is the value of the named expression before incrementing.                                                                      |
| <i>named_expression- -</i> | The named expression is decremented by 1. The result is the value of the named expression before decrementing.                                                                      |

The exponentiation operator,  $\hat{\phantom{x}}$  (caret), binds right to left.

|                                                         |                                                                                                                                                                                                                                                                                                                                                                                       |
|---------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>expression</i> $\hat{\phantom{x}}$ <i>expression</i> | The result is the first <i>expression</i> raised to the power of the second <i>expression</i> . If the second expression is not an integer, the behavior is undefined. If <i>a</i> is the scale of the left expression and <i>b</i> is the absolute value of the right expression, the scale of the result is:<br><pre>if b &gt;= 0 min(a * b, max(scale, a)) if b &lt; 0 scale</pre> |
|---------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

The multiplicative operators \* (asterisk), / (slash), and % (percent) bind left to right.

*expression \* expression*

The result is the product of the two expressions. If a and b are the scales of the two expressions, then the scale of the result is:

$\min(a+b, \max(\text{scale}, a, b))$

*expression / expression*

The result is the quotient of the two expressions. The scale of the result is the value of **scale**.

*expression % expression*

For expressions a and b, a % b is evaluated equivalent to the following steps:

1. Compute a/b to current scale.
2. Use the result to compute:

$a - (a / b) * b$

to scale:

$\max(\text{scale} + \text{scale}(b), \text{scale}(a))$

The scale of the result will be:

$\max(\text{scale} + \text{scale}(b), \text{scale}(a))$

When **scale** is zero, the % operator is the mathematical remainder operator.

The additive operators + (plus) and - (minus) bind left to right.

*expression + expression*

The result is the sum of the two expressions. The scale of the result is the maximum of the scales of the expressions.

*expression - expression*

The result is the difference of the two expressions. The scale of the result is the maximum of the scales of the expressions.

The following assignment operators bind right to left:

- = (equal sign)
- += (plus, equal sign)
- -= (minus, equal sign)
- \*= (asterisk, equal sign)
- /= (slash, equal sign)
- %= (percent, equal sign)
- ^= (caret, equal sign)

*named-expression = expression*

This expression results in assigning the value of the expression on the right to the named expression on the left. The scale of both the named expression and the result is the scale of the expression.

The compound assignment forms:

*named-expression <operator >= expression*

are equivalent to:

*named-expression = named-expression <operator > expression*

except that the named expression is evaluated only once.

Unlike all other operators, the following relational operators are only valid as the object of an **if** or **while** statement or inside a **for** statement:

- < (less than)
- > (greater than)
- <= (less than, equal sign)
- >= (greater than, equal sign)
- == (double equal sign)
- != (exclamation, equal sign)

*expression1* < *expression2*

The relation is true if the value of *expression1* is strictly less than the value of *expression2*.

*expression1* > *expression2*

The relation is true if the value of *expression1* is strictly greater than the value of *expression2*.

*expression1* <= *expression2*

The relation is true if the value of *expression1* is less than or equal to the value of *expression2*.

*expression1* >= *expression2*

The relation is true if the value of *expression1* is greater than or equal to the value of *expression2*.

*expression1* == *expression2*

The relation is true if the values of *expression1* and *expression2* are equal.

*expression1* != *expression2*

The relation is true if the values of *expression1* and *expression2* are unequal.

## Statements

When a statement is an expression, unless the main operator is an assignment, execution of the statement writes the value of the expression followed by a newline character.

When a statement is a string, execution of the statement writes the value of the string.

Statements separated by semicolons or newline characters are executed sequentially. In an interactive invocation of the **bc** command, each time a newline character is read that satisfies the grammatical production:

```
input_item : semicolon_list NEWLINE
```

the sequential list of statements making up the **semicolon\_list** is executed immediately, and any output produced by that execution is written without any buffer delay.

If an **if** statement (**if** (*relation*) *statement*), the *statement* is executed if the relation is true.

The **while** statement (**while** (*relation*) *statement*) implements a loop in which the *relation* is tested. Each time the *relation* is true, the *statement* is executed and the *relation* retested. When the *relation* is false, execution resumes after *statement*.

A **for** statement (**for** (*expression*; *relation*; *expression*) *statement*) is the same as:

```
first-expression
while (relation) {
 statement
 last-expression
}
```

All three expressions must be present.

The **break** statement causes termination for a **for** or **while** statement.

The **auto** statement (**auto identifier** [,*identifier* ] ...) causes the values of the identifiers to be pushed down. The identifiers can be ordinary identifiers or array identifiers. Array identifiers are specified by following the array name by empty square brackets. The **auto** statement must be the first statement in a function definition.

The **define** statement:

```
define LETTER (opt_parameter_list) {
 opt_auto_define_list
 statement_list
}
```

defines a function named LETTER. If the LETTER function was previously defined, the **define** statement replaces the previous definition. The expression:

```
LETTER (opt_argument_list)
```

invokes the LETTER function. The behavior is undefined if the number of arguments in the invocation does not match the number of parameters in the definition. Functions are defined before they are invoked. A function is considered defined within its own body, so recursive calls are valid. The values of numeric constants within a function are interpreted in the base specified by the value of the **ibase** register when the function is invoked.

The **return** statements (**return** and **return(expression)**) cause termination of a function, popping of its **auto** variables, and specify the result of the function. The first form is equivalent to **return(0)**. The value and scale of an invocation of the function is the value and scale of the expression in parentheses.

The **quit** statement (**quit**) stops execution of a **bc** program at the point where the statement occurs in the input, even if it occurs in a function definition or in an **if**, **for**, or **while** statement.

## Function Calls

A function call consists of a function name followed by parentheses containing a comma-separated list of expressions, which are the function arguments. A whole array passed as an argument is specified by the array name followed by [ ] (left and right brackets). All function arguments are passed by value. As a result, changes made to the formal parameters have no effect on the actual arguments. If the function terminates by executing a **return** statement, the value of the function is the value of the expression in the parentheses of the **return** statement, or 0 if no expression is provided or if there is no **return** statement.

The result of **sqrt(expression)** is the square root of the expression. The result is truncated in the least significant decimal place. The scale of the result is the scale of the expression or the value of **scale**, whichever is larger.

The result of **length(expression)** is the total number of significant decimal digits in the expression. The scale of the result is 0.

The result of **scale(expression)** is the scale of the expression. The scale of the result is 0.

There are only two storage classes in a **bc** program, global and automatic (local). Only identifiers that are to be local to a function need be declared with the **auto** keyword. The arguments to a function are local to the function. All other identifiers are assumed to be global and available to all functions. All identifiers, global and local, have initial values of 0. Identifiers declared as **auto** are allocated on entry to the function and released on returning from the function. Therefore they do not retain values between function calls. The **auto** arrays are specified by the array name followed by [ ] (left bracket, right bracket). On entry to a function, the old values of the names that appear as parameters and as automatic variables are pushed onto a stack. Until the function returns, reference to these names refers only to the new values.

References to any of these names from other functions that are called from this function also refer to the new value until one of those functions uses the same name for a local variable.

## Functions in -l Math Library

The following functions are defined when you specify the **-l** flag:

|                                                    |                                                                                                 |
|----------------------------------------------------|-------------------------------------------------------------------------------------------------|
| <b>s</b> ( <i>expression</i> )                     | Specifies the sine of <i>expression</i> <i>x</i> , where <i>expression</i> is in radians.       |
| <b>c</b> ( <i>expression</i> )                     | Specifies the cosine of <i>expression</i> <i>x</i> , where <i>expression</i> is in radians.     |
| <b>a</b> ( <i>expression</i> )                     | Specifies the arctangent of <i>expression</i> <i>x</i> , where <i>expression</i> is in radians. |
| <b>l</b> ( <i>expression</i> )                     | Specifies the natural logarithm of <i>expression</i> .                                          |
| <b>e</b> ( <i>expression</i> )                     | Specifies the exponential of <i>expression</i> .                                                |
| <b>j</b> ( <i>expression</i> , <i>expression</i> ) | Specifies the Bessel function of integer order.                                                 |

The scale of an invocation of each of these functions is the value of the **scale** keyword when the function is invoked. The behavior is undefined if any of these functions is invoked with an argument outside the domain of the mathematical function.

## Flags

- c** Compiles the *File* parameter, but does not invoke the **dc** command.
- l** (Lowercase L) Defines a library of math functions, and sets the **scale** variable to 20.

## Exit Status

This command returns the following exit values:

- 0** Successful completion.
- 1** Encountered a syntax error or could not access the input file.
- unspecified Any other error occurred.

## Examples

- You can use the **bc** command as a calculator. Depending on whether you set the **scale** variable and with what value, the system displays fractional amounts. Entering:

```
bc
1/4
```

displays only 0. To set the **scale** variable and add a comment, enter:

```
scale = 1 /* Keep 1 decimal place */
1/4
```

The screen displays 0.2. Entering:

```
scale = 3 /* Keep 3 decimal places */
1/4
```

displays 0.250. Entering:

```
16+63/5
```

displays 28.600. Entering

```
(16+63)/5
```

displays 15.800. Entering

```
71/6
```

displays 11.833.

The **bc** command displays the value of each expression when you press the Enter key, except for assignments.

When you enter the **bc** command expressions directly from the keyboard, press the End-of-File (Ctrl-D) key sequence to end the **bc** command session and return to the shell command line.

2. To write and run a C-like program, enter a command similar to the following:

```
bc -l prog.bc
e(2) /* e squared */
ma
```

The screen displays 7.38905609893065022723. If you enter:

```
f(5) /* 5 factorial */
```

The screen displays 120. If you enter:

```
f(10) /* 10 factorial */
```

The screen displays 3628800.

This sequence interprets the **bc** program saved in the **prog.bc** file, and reads more of the **bc** command statements from the keyboard. Starting the **bc** command with the **-l** flag makes the math library available. This example uses the **e** (exponential) function from the math library, and **f** is defined in the **prog.bc** program file as:

```
/* compute the factorial of n */
define f(n) {
 auto i, r;

 r = 1;
 for (i=2; i<=n; i++) r *= i;
 return (r);
}
```

The statement following a **for** or **while** statement must begin on the same line. When you enter the **bc** command expressions directly from the keyboard, press the End-of-File (Ctrl-D) key sequence to end the **bc** command session and return to the shell command line.

3. To convert an infix expression to Reverse Polish Notation (RPN), enter:

```
bc -c
(a * b) % (3 + 4 * c)
```

The screen displays:

```
1a1b* 3 41c**%ps.
```

This sequence compiles the **bc** command infix-notation expression into an expression that the **dc** command can interpret. The **dc** command evaluates extended RPN expressions. In the compiled output, the **l** before each variable name is the **dc** subcommand to load the value of the variable onto the stack. The **p** displays the value on top of the stack, and the **s.** discards the top value by storing it in register **.** (dot). You can save the RPN expression in a file for the **dc** command to evaluate later by redirecting the standard output of this command. When you enter the **bc** command expressions directly from the keyboard, press the End-of-File (Ctrl-D) key sequence to end the **bc** command session and return to the shell command line.

4. To assign in the shell an approximation of the first 10 digits of pi to the variable **x**, enter:

```
x=$(printf "%s\n" 'scale = 10; 104348/33215' | bc)
```

The following **bc** program prints the same approximation of pi, with a label, to standard output:

```
scale = 10
"pi equals "
104348 / 33215
```

5. To define a function to compute an approximate value of the exponential function (such a function is predefined if the `-l` (lowercase L) option is specified), enter:

```
scale = 20
define e(x){
 auto a, b, c, i, s
 a = 1
 b = 1
 s = 1
 for (i = 1; 1 == 1; i++){
 a = a*x
 b = b*i
 c = a/b
 if (c == 0) {
 return(s)
 }
 s = s+c
 }
}
```

To print approximate values of the exponential function of the first 10 integers, enter:

```
for (i = 1; i <= 10; ++i) {
 e(i)
}
```

## Files

|                             |                                    |
|-----------------------------|------------------------------------|
| <code>/usr/bin/bc</code>    | Contains the <b>bc</b> command.    |
| <code>/usr/lib/lib.b</code> | Contains the mathematical library. |
| <code>/usr/bin/dc</code>    | Contains the desk calculator.      |

## Related Information

The **awk** command, **dc** command.

---

## bdftopcf Command

### Purpose

Converts fonts from Bitmap Distribution Format (bdf) to Portable Compiled Format (pcf).

### Syntax

```
bdftopcf [-i | -t] [-p Number] [-u Number] [-l | -m] [-L | -M] [-o PcfFile]
font-file.bdf
```

### Description

The **bdftopcf** command is the font compiler which converts fonts from Bitmap Distribution Format to Portable Compiled Format. Fonts in Portable Compiled Format can be read by any architecture, although the file is structured to allow one particular architecture to read them directly without reformatting. This feature allows fast reading on the appropriate machine. In addition, the files remain portable to other machines, although they are read more slowly.

## Flags

|                          |                                                                                                                                                                                                                                                                                        |
|--------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-p</b> <i>Number</i>  | Sets the font glyph padding. Each glyph in the font has each scanline padded into a multiple of bytes specified by the <i>Number</i> variable, where <i>Number</i> is the value of 1, 2, 4, or 8 bytes.                                                                                |
| <b>-u</b> <i>Number</i>  | Sets the font scanline unit. When the font bit order is different from the font byte order, the <i>Number</i> variable describes what units of data (in bytes) are to be swapped. The <i>Number</i> variable can be the value of 1, 2, or 4 bytes.                                     |
| <b>-m</b>                | Sets the font bit order to MSB (most significant bit) first. Bits for each glyph are placed in this order. Thus, the left-most bit on the screen is the highest valued bit in each unit.                                                                                               |
| <b>-l</b>                | (lowercase L) Sets the font bit order to LSB (least significant bit) first. The left-most bit on the screen is the lowest valued bit in each unit.                                                                                                                                     |
| <b>-M</b>                | Sets the font byte order to MSB (most significant byte) first. All multibyte data in the file, including metrics and bitmaps, are written most significant byte first.                                                                                                                 |
| <b>-L</b>                | Sets the font byte order to LSB (least significant byte) first. All multibyte data in the file, including metrics and bitmaps, are written least significant byte first.                                                                                                               |
| <b>-t</b>                | Converts fonts into <i>terminal</i> fonts whenever possible. A terminal font has each glyph image padded to the same size. The Xserver can usually render these font types more quickly.                                                                                               |
| <b>-i</b>                | Inhibits the normal computation of ink metrics. When a font has glyph images that do not fill the bitmap image because the "on" pixels do not extend to the edges of the metrics, the <b>bdftopcf</b> command computes the actual ink metrics and places them in the <b>.pcf</b> file. |
|                          | <b>Note:</b> The <b>-t</b> option inhibits the behavior of this flag.                                                                                                                                                                                                                  |
| <b>-o</b> <i>PcfFile</i> | Specifies the name of an output file. By default, the <b>bdftopcf</b> command writes the <b>pcf</b> file to standard output.                                                                                                                                                           |

## Examples

1. To convert fonts into terminal fonts whenever possible, enter:  

```
bdftocpf -t font-file.bdf
```
2. To set the glyph padding to a multiple of 4 bytes, enter:  

```
bdftocpf -p 4 font-file.bdf
```

---

## bdiff Command

### Purpose

Uses the **diff** command to find differences in very large files.

### Syntax

```
bdiff { File1 | - } { File2 | - } [Number] [-s]
```

### Description

The **bdiff** command compares the files specified by the *File1* and *File2* parameters and writes information about their differing lines to standard output. If either file name is - (minus), the **bdiff** command reads standard input. The **bdiff** command is used like the **diff** command to find lines that must be changed in two files to make them identical. The primary purpose of this command is to permit processing of files that are too large for the **diff** command.

The **bdiff** command ignores lines common to the beginning of both files, splits the remainder of each file into segments of *Number* lines each, and calls the **diff** command to compare the corresponding segments. In some cases, the 3500 line default for the *Number* parameter is too large for the **diff** command. If the **diff** command fails, specify a smaller value for the *Number* parameter and try again.

The output of the **bdiff** command has the same format as that of the **diff** command. The **bdiff** command adjusts line numbers to account for the segmenting of the files. Note that because of the file segmenting, the **bdiff** command does not necessarily find the smallest possible set of file differences.

## Flags

**-s** Suppresses error messages from the **bdiff** command. (Note that the **-s** flag does not suppress error messages from the **diff** command).

## Examples

To display the differences between the chap1 file and the chap1.bak file:

```
bdiff chap1 chap1.bak
```

## Files

**/usr/bin/bdiff** Contains the **bdiff** command.

## Related Information

The **diff** command.

Files Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

---

## bellmail Command

### Purpose

Sends messages to system users and displays messages from system users.

### Syntax

#### To Display Messages

```
bellmail [-e] [-fFile] [-p] [-q] [-r]
```

#### To Send Messages

```
bellmail [-t] User ...
```

### Description

The **bellmail** command with no flags writes to standard output, one message at a time, all stored mail addressed to your login name. Following each message, the **bellmail** command prompts you with a ? (question mark). Press the Enter key to display the next mail message, or enter one of the **bellmail** subcommands to control the disposition of the message.

Use the *User* parameter to attach a prefix to messages you send. The **bellmail** command prefaces each message with the sender's name, date and time of the message (its postmark), and adds the message to the user's mailbox. Specify the *User* parameter by pressing End Of File (the Ctrl-D key sequence) or entering a line containing only a . (period) after your message.

The action of the **bellmail** command can be modified by manipulating the **/var/spool/mail/UserID** mailbox file in two ways:

- The default permission assignment for *others* is all permissions denied (660). You may change this permission to read/write. When you change permissions from the default, the system preserves the file, even when it is empty, to maintain the desired permissions. You can no longer remove the file.
- You can edit the file to contain as its first line:

Forward to person

This instruction causes all messages sent to the *User* parameter to be sent to the *Person* parameter instead. The Forward to feature is useful for sending all of a person's mail to a particular machine in a network environment.

To specify a recipient on a remote system accessible through Unix-to-Unix Copy Program (UUCP), preface the *User* parameter with the system name and an ! (exclamation mark). The [ -t ] *User* . .uucp command contains additional information about addressing remote systems.

**Note:** In order to use the remote mail function, UUCP must be completely configured.

If you are interested in writing your own third-party mail program, you may need to know the following locking mechanisms used by the **bellmail** command.

1. The **bellmail** command creates a *UserID.lock* file in the */var/spool/mail* directory that is opened by passing the **O\_NSHARE** and **O\_DELAY** flags to the **open** subroutine. If the *UserID.lock* file is being held, your **bellmail** process sleeps until the lock is free.
2. The **bellmail** command locks */var/spool/mail/UserID* with the **lockf** subroutine.

## Flags

- e Does not display any messages. This flag causes the **bellmail** command to return an exit value of 0 if the user has mail, or an exit value of 1 if there is no mail.
- f*File* Reads mail from the named *File* parameter instead of the default mail file, */var/spool/mail/UserID*.
- p Displays mail without prompting for a disposition code. This flag does not delete, copy, or forward any messages.
- q Causes the **bellmail** command to exit when you press Interrupt (the Ctrl-C key sequence). Pressing Interrupt (Ctrl-C) alone stops only the message being displayed. (In this case, the next message sometimes is not displayed until you enter the **p** subcommand.)
- r Displays mail in first-in, first-out order.
- t Prefaces each message with the names of all recipients of the mail. (Without this flag, only the individual recipient's name displays as addressee.)

The *User* parameter is a name normally recognized by the **login** command. If the system does not recognize one or more of the specified *User* parameters or if the **bellmail** command is interrupted during input, the **bellmail** command tries to save the message in the **dead.letter** file in the current directory. If the **bellmail** command cannot save the message to the **dead.letter** file, it saves the message in the **\$HOME/dead.letter** file. Once in this file, the message can be edited and sent again.

**Note:** The **bellmail** command uses the **\$MAIL** environment variable to find the user's mailbox.

## Subcommands

The following subcommands control message disposition:

- + Displays the next mail message (the same as pressing the Enter key).
- Displays the previous message.
- !*Command* Runs the specified workstation command.
- \* Displays a subcommand summary.
- d Deletes the current message and displays the next message.
- m *User* Forwards the message to the specified *User* parameter.

|                          |                                                                                                                                               |
|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| <b>p</b>                 | Displays the current message again.                                                                                                           |
| <b>q</b>                 | Writes any mail not yet deleted to the <code>/var/spool/mail/UserID</code> file and exits. Pressing End Of File (Ctrl-D) has the same effect. |
| <b>s</b> [ <i>File</i> ] | Saves the message in the named <i>File</i> parameter instead of in the default mail file, <b>\$HOME/mbox</b> .                                |
| <b>w</b> [ <i>File</i> ] | Saves the message, without its postmark, in the specified <i>File</i> parameter instead of in the default mail file, <b>\$HOME/mbox</b> .     |
| <b>x</b>                 | Writes all mail unchanged to <code>/var/spool/mail/UserID</code> and exits.                                                                   |

## Examples

1. To send mail to other users, enter:

```
bellmail tom rachel
Don't forget the meeting tomorrow at 9:30 a.m.
```

Press Ctrl-D at the end of the message. In this example, the system mails the message to users tom and rachel.

2. To send a file to another user, enter:

```
bellmail lance <proposal
```

In this example, the file proposal is sent to user lance.

3. To display your mail, enter:

```
bellmail
```

After the most recent message is displayed, a ? (question mark) indicates the **bellmail** command is waiting for one of the **bellmail** subcommands. Enter help or an \* (asterisk) to list the subcommands available.

4. To save a message or a file to the default mail file, enter:

```
bellmail
```

This command displays each message mailed to you. Press the Enter key after the ? prompt until the desired file is displayed. When the appropriate file is displayed, enter:

```
s
```

In this example, the file is saved in the default mail file, **\$HOME/mbox**.

5. To save a message or a file to a specific file, enter:

```
bellmail
```

This command displays each message mailed to you. Press the Enter key after the ? prompt until the desired file is displayed. When the appropriate file is displayed, enter:

```
s mycopy
```

In this example, the file is saved in a file named mycopy, instead of in the default mail file.

## Files

|                               |                                            |
|-------------------------------|--------------------------------------------|
| <b>\$HOME/dead.letter</b>     | Unmailable text.                           |
| <b>\$HOME/mbox</b>            | Your personal mailbox.                     |
| <b>/usr/mail/*.lock</b>       | Lock for mail directory.                   |
| <b>/var/spool/mail/UserID</b> | Default system mailbox for <i>UserID</i> . |
| <b>/usr/bin/bellmail</b>      | Bellmail program.                          |

## Related Information

The **mail** command, **uucp** command.

The **lockfx**, **lockf**, or **flock** subroutine, **open**, **openx**, or **creat** subroutine.

Mail Overview in *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

Organizing Mail in *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

---

## bffcreate Command

### Purpose

Creates installation image files in backup format.

### Syntax

```
bffcreate [-q] [-S] [-v] [-X] [-d Device] [-t SaveDir] [-w Directory] [-M Platform] {
-l | PackageName [Level] ... | -f ListFile | all }
```

### Description

The **bffcreate** command creates an installation image file in backup file format (bff) to support software installation operations.

The **bffcreate** command creates an installation image file from an installation image file on the specified installation media. Also, it automatically creates an installation image file from hypertext images (such as those on the operating system documentation CD-ROMs). The **installp** command can use the newly created installation file to install software onto the system. The file is created in backup format and saved to the directory specified by *SaveDir*. The **.toc** file in the directory specified by the *SaveDir* parameter is updated to include an entry for the image file.

The **bffcreate** command determines the bff name according to this information:

|                                            |                                             |
|--------------------------------------------|---------------------------------------------|
| Itanium-based platform or Neutral Packages | <i>package.v.r.m.f.platform.installtype</i> |
| POWER-based platform Packages              | <i>package.v.r.m.f.installtype</i>          |

#### Image Type

Installation image for the POWER-based platform  
Installation image for the Itanium-based platform.  
Installation image for Neutral\*  
3.1 update for the POWER-based platform  
3.2 update for the POWER-based platform  
4.X\*\* or later updates for the POWER-based platform  
Update image for the Itanium-based platform  
Update image for Neutral\*

#### Target bff Name

*package.v.r.m.f.l*  
*package.v.r.m.f.l.l*  
*package.v.r.m.f.N.l*  
*package.v.r.m.f.service#*  
*package.v.r.m.f.ptf*  
*package.part.v.r.m.f.U*  
*package.v.r.m.f.l.U*  
*package.v.r.m.f.N.U*

\* Neutral packages are installable on both the POWER-based platform and the Itanium-based platform.

\*\* 4.X or later updates contain one *package* only. In addition, AIX Version 4 updates do not contain *ptf* IDs.

*package* = the name of the software package as described by the *PackageName* parameter

*v.r.m.f* = version.release.modification.fix, the level associated with the software package. The *PackageName* is usually not the same as the *fileset* name.

*ptf* = program temporary fix ID (also known as FixID)

The installation image file name has the form *Package.Level.I*. The *Package* is the name of the software package, as described for the *Package Name* parameter. *Level* has the format of *v.r.m.f*, where *v* = version, *r* = release, *m* = modification, *f* = fix. The *I* extension means that the image is an installation image rather than an update image.

Update image files containing an AIX 3.1 formatted update have a service number extension following the level. The *Servicenum* parameter can be up to 4 digits in length. One example is `x1ccmp.3.1.5.0.1234`.

Update image files containing an AIX 3.2 formatted update have a *ptf* extension following the level. One example is `bosnet.3.2.0.0.U412345`.

AIX Version 4 update image file names begin with the *fileset* name, not the *PackageName*. They also have *U* extensions to indicate that they are indeed update image files, not installation images. One example of an update image file is `bos.rte.install.4.3.2.0.U`.

The **all** keyword indicates that installation image files are created for every installable software package on the device.

You can extract a single update image with the AIX Version 4 **bffcreate** command. Then you must specify the *fileset* name and the *v.r.m.f* parameter. As in example 3 in the Examples section, the *PackageName* parameter must be the entire *fileset* name, `bos.net.tcp.client`, not just `bos.net`.

**Attention:** Be careful when selecting the target directory for the extracted images, especially if that directory already contains installable images. If a *fileset* at a particular level exists as both an installation image and as an update image in the same directory, unexpected installation results can occur. In cases like this, **installp** selects the image it finds first in the table of contents (**.toc**) file. The image it selects may not be the one you intended and unexpected requisite failures can result. As a rule of thumb, you should extract maintenance levels to clean directories.

## Flags

|                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-d</b> <i>Device</i>   | Specifies the name of the device where the original image resides. The device can be a CD, tape, diskette, or a directory. If the image is contained on tape, the tape device must be specified as no-rewind-on-close and no-retention-on-open ( <b>/dev/rmt*.1</b> for high-density tape and <b>/dev/rmt*.5</b> for low-density tape). The default device is <b>/dev/rfd0</b> .                                                                                                                 |
| <b>-f</b> <i>ListFile</i> | Reads a list of <i>PackageNames</i> and <i>Levels</i> from <i>ListFile</i> . <i>PackageNames</i> , each optionally followed by a level, should appear one per line of text. Any text following the second set of spaces or tabs on a line is ignored.                                                                                                                                                                                                                                            |
| <b>-l</b>                 | Lists the <i>Package</i> , <i>Level</i> , <i>Image Type</i> ( <i>I</i> for installation images and <i>U</i> for update images), and <i>Part(s)</i> of all packages on the media.                                                                                                                                                                                                                                                                                                                 |
| <b>-M</b> <i>Platform</i> | Specifies that any of the following <i>Platform</i> values may be used to list or to create backup file format (bff) images of installable software products for a specific platform:<br><b>A</b> Specifies all packages.<br><b>I</b> Specifies Itanium-based platform packages only.<br><b>N</b> Specifies neutral packages, that is, packages that can be installed on both the Itanium-based platform and the POWER-based platform.<br><b>R</b> Specifies POWER-based platform packages only. |
| <b>-q</b>                 | Suppresses the request for media.                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>-t</b> <i>SaveDir</i>  | Specifies the directory where the installation image files are to be created. The <b>bffcreate</b> command creates the specified directory if it does not exist. If the <b>-t</b> flag is not specified, the files are saved in the <b>/usr/sys/inst.images</b> directory.                                                                                                                                                                                                                       |
| <b>-v</b>                 | Writes the name of the backup format file to standard output.                                                                                                                                                                                                                                                                                                                                                                                                                                    |

- w** *Directory* Specifies the directory where a temporary working directory can be created. The **bffcreate** command creates the specified directory if it does not exist. The default directory is **/tmp**.
- S** Suppresses multiple volume processing when the installation device is a CD-ROM. Installation from a CD-ROM is always treated as a single volume, even if the CD-ROM contains information for a multiple volume CD set. This same suppression of multiple volume processing is performed if the **INU\_SINGLE\_CD** environment is set.
- X** Automatically extends the file system if space is needed.

## Security

Access Control: You must have root authority to run this command.

## Examples

1. To create an installation image file from the **bos.net** software package on the tape in the **/dev/rmt0** tape drive and use **/var/tmp** as the working directory, type:

```
bffcreate -d /dev/rmt0.1
-w /var/tmp bos.net
```

2. To create an installation image file from the **package** software package on the diskette in the **/dev/rfd0** diskette drive and print the name of the installation image file without being prompted, type:

```
bffcreate -q -v
package
```

3. To create a single update image file from the **bos.net.tcp.client** software package on the CD in **/dev/cd0**, type:

```
bffcreate -d
/dev/cd0 bos.net.tcp.client 4.2.2.1
```

4. To list the packages on the CD in **/dev/cd0**, type:

```
bffcreate -l
-d /dev/cd0
```

5. To create installation and/or update images from a CD in **/dev/cd0** by specifying a list of *PackageNames* and *Levels* in a *ListFile* called my *MyListFile*, type:

```
bffcreate -d /dev/cd0
-f MyListFile
```

6. To create installation or update images of all Itanium-based platform software packages on the CD-ROM media, type:

```
bffcreate -d /dev/cd0 -MI all
```

7. To create installation or update images of all software packages on the CD-ROM media for the current platform, type:

```
bffcreate -d /dev/cd0 all
```

8. To list fileset information for the **bos.games** software package from a particular device, type:

```
bffcreate -d /usr/sys/inst.images/bos.games -l
```

9. To list all the Neutral software packages on the CD-ROM media, type:

```
bffcreate -d /dev/cd0 -MN -l
```

## Files

**/usr/sbin/bffcreate**

Contains the **bffcreate** command.

**/usr/sys/inst.images**

Contains files in backup format for use in installing or updating a complete set or subset of software packages.

**/usr/sys/inst.images/.toc**

The table of contents file for the default directory where a list of installation image files in the directory is maintained.

## Related Information

The **installp** command, **inutoc** command.

---

## bfs Command

### Purpose

Scans files.

### Syntax

**bfs** [ - ] *File*

### Description

The **bfs** command reads a file specified by the *File* parameter, but does not process the file. You can scan the file, but you cannot edit it.

The **bfs** command is basically a read-only version of the **ed** command with two exceptions: the **bfs** command can process much larger files and has additional subcommands.

Input files can be up to 32,767 lines long, with up to 255 characters per line. The **bfs** command is usually more efficient than the **ed** command for scanning a file because the file is not copied to a buffer. The **bfs** command is most useful in identifying sections of a large file that can be divided, using the **csplit** command, into more manageable pieces for editing.

If you enter the **P** subcommand, the **bfs** command prompts you with an \* (asterisk). You can turn off prompting by entering a second **P** subcommand. The **bfs** command displays error messages when prompting is turned on.

The **bfs** command runs in both single- and multi-byte environments. The language environment is determined by the setting of the **LANG** environment variable (in the **/etc/environment** file) for the shell.

### Forward and Backward Searches

The **bfs** command supports all of the address expressions described under the **ed** command. In addition, you can instruct the **bfs** command to search forward or backward through the file, with or without wraparound. If you specify a forward search with wraparound, the **bfs** command continues searching from the beginning of the file after it reaches the end of the file. If you specify a backward search with wraparound, the command continues searching backwards from the end of the file after it reaches the beginning. The symbols for specifying the four types of search are as follows:

|                        |                                                               |
|------------------------|---------------------------------------------------------------|
| <i>/Pattern/</i>       | Searches forward with wraparound for the <i>Pattern</i> .     |
| <i>?Pattern?</i>       | Searches backward with wraparound for the <i>Pattern</i> .    |
| <i>&gt;Pattern&gt;</i> | Searches forward without wraparound for the <i>Pattern</i> .  |
| <i>&lt;Pattern&lt;</i> | Searches backward without wraparound for the <i>Pattern</i> . |

The pattern-matching routine of the **bfs** command differs somewhat from the one used by the **ed** command and includes additional features described in the **regcmp** subroutine. There is also a slight difference in mark names: only lowercase letters a through z may be used, and all 26 marks are remembered.

## Flags

- Suppresses the display of file sizes. Normally, the **bfs** command displays the size, in bytes, of the file being scanned.

## Subcommands

The **e**, **g**, **v**, **k**, **n**, **p**, **q**, **w**, **=**, **!**, and null subcommands operate as explained in the **ed** command. However, the **bfs** command does not support a space between the address and the subcommand. Subcommands such as **—**, **+++**, **+++=**, **-12**, and **+4p** are accepted. **1,10p** and **1,10** both display the first ten lines. The **f** subcommand displays only the name of the file being scanned; there are no remembered file names. The **w** subcommand is independent of output diversion, truncation, or compression (the **xo**, **xt**, and **xc** subcommands, respectively). *Compressed Output* mode suppresses blank lines and replaces multiple spaces and tabs with a single space.

The following additional subcommands are available:

|                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|--------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>xf</b> <i>File</i>                                                                | Reads the <b>bfs</b> subcommands from the specified file. When the <b>bfs</b> command reaches the end of file or receives an interrupt signal, or if an error occurs, the <b>bfs</b> command resumes scanning the file that contains the <b>xf</b> subcommand. These <b>xf</b> subcommands can be nested to a depth of 10.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>xo</b> [ <i>File</i> ]                                                            | Sends further output from the <b>p</b> and null subcommands to the named file, which is created with read and write permission granted to all users. If you do not specify a <i>File</i> parameter, the <b>bfs</b> command writes to standard output. Each redirection to a file creates the specified file, deleting an existing file if necessary.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>:</b> <i>Label</i>                                                                | Positions a label in a subcommand file. The label is ended with a newline character. Spaces between the <b>:</b> (colon) and the start of the label are ignored. This subcommand can be used to insert comments into a subcommand file, since labels need not be referenced.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| [ <i>Address1</i> [, <i>Address2</i> ]]<br><b>xb</b> / <i>Pattern</i> / <i>Label</i> | Sets the current line to the line containing the specified pattern, and jumps to the specified label in the current command file if the pattern is matched within the designated range of lines. The jump fails under any of the following conditions: <ul style="list-style-type: none"><li>• The value of either the <i>Address1</i> or <i>Address2</i> parameter is not between the first and last lines of the file.</li><li>• The <i>Address2</i> value is less than the <i>Address1</i> value.</li><li>• The pattern does not match at least one line in the specified range, including the first and last lines.</li></ul> This subcommand is the only one that does not issue an error message on bad addresses, so it may be used to test whether addresses are bad before other subcommands are run. The subcommand:<br><code>xb/^/label</code><br>is an Unconditional Jump.<br><br>The <b>xb</b> subcommand is allowed only if it is read from some place other than a workstation. If it is read from a pipe, only a Downward Jump is possible. |
| <b>xt</b> [ <i>Number</i> ]                                                          | Truncates output from the <b>p</b> subcommand and the null subcommands to the number of characters. The default value of the <i>Number</i> parameter is 192.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |

**xv**[*Digit*] [*Value*]

Assigns the specified *Value* to the *Digit* parameter. The value of the *Digit* parameter can be 0 through 9. You can put one or more spaces between *Digit* and *Value*. For example:

```
xv5 100
xv6 1,100p
```

assigns the value 100 to the variable 5 and the value 1,100p to the variable 6.

To reference a variable, put a % (percent sign) in front of the variable name. Given the preceding assignments for variables 5 and 6, the following three subcommands:

```
1,%5p
1,%5
%6
```

each display the first 100 lines of a file.

To escape the special meaning of %, precede it with a \ (backslash). For example:

```
g/".*\%[cds]/p
```

matches and lists lines containing **printf** variables (%c, %d, or %s).

You can also use the **xv** subcommand to assign the first line of command output as the value of a variable. To do this, make the first character of the *Value* parameter an ! (exclamation point), followed by the command name. For example:

```
xv5 !cat junk
```

stores the first line of the junk file in the variable 5.

To escape the special meaning of ! as the first character of *Value*, precede it with a \ (backslash). For example:

```
xv7 \!date
```

stores the value !date in the variable 7.

**xbz** *Label*

Tests the last saved exit value from a shell command and jumps to the specified label in the current command file if the value is 0.

**xbn** *Label*

Tests the last saved exit value from a shell command and jumps to the specified label in the current command file if the value is not 0.

**xc** [*Switch*]

Turns compressed output mode on or off. (Compressed output mode suppresses blank lines and replaces multiple spaces and tabs with a single space.)

If the *Switch* parameter has a value of 1, output from the **p** subcommand and the null subcommands is compressed. If the *Switch* parameter is 0, this output is not compressed. If you do not specify a value for the *Switch* parameter, the current value of the *Switch* parameter, initially set to 0, reverses.

## Exit Status

The following exit values are returned:

|    |                                                          |
|----|----------------------------------------------------------|
| 0  | Successful completion without any file or command errors |
| >0 | An error occurred.                                       |

## Files

**/usr/bin/bfs** Contains the **bfs** command.

## Related Information

The **csplit** command, **ed** or **red** command.

The **environment** file.

The **regcmp** or **regex** subroutine.

File and Directory Access Modes in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* introduces file ownership and permissions to access files and directories.

Directory Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

Files Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes files, file types, and how to name files.

Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes how the operating system processes input and output.

---

## bg Command

### Purpose

Runs jobs in the background.

### Syntax

**bg** [ *JobID* ... ]

### Description

If job control is enabled (see "Job Control in the Korn Shell" in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*), the **bg** command resumes suspended jobs in the current environment by running them as background jobs. If the specified job is already running in the background, the **bg** command has no effect and exits successfully. If no *JobID* parameter is supplied, the **bg** command uses the most recently suspended job.

The *JobID* parameter can be a process ID number, or you can use one of the following symbol combinations:

|                 |                                                              |
|-----------------|--------------------------------------------------------------|
| <b>%Number</b>  | Refers to a job by the job number.                           |
| <b>%String</b>  | Refers to a job whose name begins with the specified string. |
| <b>%?String</b> | Refers to a job whose name contains the specified string.    |
| <b>%+ OR %%</b> | Refers to the current job.                                   |
| <b>%-</b>       | Refers to the previous job.                                  |

Using the **bg** command to place a job into the background causes the job's process ID to become known in the current shell environment. The **bg** command output displays the job number and the command associated with that job. The job number can be used with the **wait**, **fg**, and **kill** commands by prefixing the job number with a % (percent sign). For example, **kill %3**.

A job is suspended by using the **Ctrl-Z** key sequence. That job can be restarted in the background using the **bg** command. This is effective if the job expects no terminal input and if job output is redirected to non-terminal files. If a background job has terminal output, the job can be forced to stop by entering the following command:

```
stty tostop
```

A background job can be stopped by entering the following command:

```
kill -s stop JobID
```

The **/usr/bin/bg** command does not work when operating in its own command execution environment, because that environment does not have suspended jobs to manipulate. This would be the case in the following example:

```
Command | xargs bg
```

Each **/usr/bin/bg** command operates in a different environment and does not share the parent shell's understanding of jobs. For this reason, the **bg** command is implemented as a Korn shell or POSIX shell regular built-in.

## Exit Status

The following exit values are returned:

```
0 Successful completion.
>0 An error occurred.
```

If job control is disabled, the **bg** command exits with an error, and no job is placed in the background.

## Examples

If the output of the **job** command displays the following stopped job:

```
[2] + Stopped (SIGSTOP) sleep 100 &
```

use the job number to resume the `sleep 100 &` command by entering:

```
bg %2
```

The screen displays the revised status of job 2:

```
[2] sleep 100 &
```

## Files

|                     |                                                     |
|---------------------|-----------------------------------------------------|
| <b>/usr/bin/ksh</b> | Contains the Korn shell <b>bg</b> built-in command. |
| <b>/usr/bin/bg</b>  | Contains the <b>bg</b> command.                     |

## Related Information

The **cs** command, **fg** command, **jobs** command, **kill** command, **wait** command.

Job Control in the Korn Shell in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

---

## bicheck Command

### Purpose

Syntax checker for user-modified **bosinst.data** files.

### Syntax

```
bicheck Filename
```

## Description

The **bicheck** command checks for the existence of the control flow, `target_disk_data`, and locale stanzas in the **bosinst.data** file. The parameter *Filename* indicates the **bosinst.data** file you want to verify. The value—if not blank—for each field in a stanza is confirmed to match an allowable value, if possible, and checked for length limitations and/or other possible limitations.

If a non-prompted install is specified, the existence of values for required fields is confirmed.

If a dump stanza exists and if the value is not blank, the value is determined to match an allowable value, if possible. It is also checked for length limitations and/or other possible limitations.

The **bicheck** command does not stop after the first error, but continues to list all problems it finds with the given **bosinst.data** file. All error messages are sent to standard error.

## Exit Status

This command returns the following exit values:

- 0 Successful completion.
- 1 An error occurred.

## Files

`/usr/lpp/bosinst/bicheck` contains the **bicheck** command.

## Related Information

The **mksysb** command.

Customizing the BOS Installation Guide, *AIX Version 4.3 Installation Guide*

---

## biff Command

### Purpose

Enables or disables mail notification during the current session.

### Syntax

```
biff [y | n]
```

### Description

The **biff** command informs the system whether you want to be notified when mail arrives. When mail notification is enabled, From and Subject header lines and the first 7 lines or 560 characters of a message are displayed on the screen when mail arrives. Notification, specified by the **biff y** command, is often included in the **\$HOME/.login** or **\$HOME/.profile** file to be executed each time the user logs in. The **biff n** command disables notification.

**Note:** In addition to **y** and **n**, you can use **yes** and **no** to enable and disable mail notification.

The **biff** command operates asynchronously. To receive notification when mail arrives, ensure:

1. The message permission setting is on in your shell (`mesg y`).
2. **comsat** is running (started by the **inetd** daemon).
3. Notification is enabled (`biff y`).

For synchronous notification, use the **MAIL** variable of either the **ksh** command, **bsh** command, or the **cs** command.

## Options

- y** Enables mail notification.
- n** Disables mail notification.

## Examples

1. To display the current setting, enter:  
`biff`
2. To be notified during the current terminal session whenever mail arrives, enter the following statement in your **\$HOME/.login** or **\$HOME/.profile** file:  
`biff y`

The From and Subject header lines and the first seven lines or 560 characters of the message will be displayed on the screen when mail arrives.

## Files

|                        |                                          |
|------------------------|------------------------------------------|
| <b>\$HOME/.login</b>   | Read by <b>login</b> shell at login.     |
| <b>\$HOME/.profile</b> | Controls start-up processes and daemons. |
| <b>/usr/bin/biff</b>   | Contains <b>biff</b> command.            |

## Related Information

The **bsh** command, **cs** command, **ksh** command, **mail** command.

The **comsat** daemon.

Mail Overview in *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

---

## bindintcpu Command

### Purpose

Assigns a bus interrupt level to be delivered only to the indicated CPUs.

### Syntax

**bindintcpu** *Level CPU* [ *CPU...* ]

### Description

The **bindintcpu** command lets system administrators direct interrupts from a specific hardware device at the specified bus interrupt *Level* to a specific *CPU* number, or sets of *CPU* numbers. Normally, on multiple CPU systems, hardware device interrupts can be delivered to any running CPU, and the distribution among the CPUs is determined by a pre-defined method. The **bindintcpu** command lets the system administrator bypass the pre-defined method, and control the interrupts distribution from a specific device to selected CPUs. This command is applicable only on selective hardware types.

If an interrupt level has been bound with certain CPUs, all interrupts coming from that level will be distributed only to specified CPUs until it is re-directed by **bindintcpu** again. However, interrupts bound to **CPU0** cannot be re-directed again. If an interrupt level has been bound to **CPU0**, it stays on **CPU0** until the system is booted again.

#### Notes:

- Not all hardware models support one-to-many bindings, specifying multiple CPUs with **bindintcpu** results in errors on certain types of machines. For consistency, it is recommended to specify one CPU per **bindintcpu** whenever possible.
- To see the bus interrupt level for a specific adapter, use the **lsattr** command and reference the **busintr** field. For example, device ent0 below has busintr value of 6.

```
lsattr -E -l ent0
busio 0xbff400 Bus I/O address False
busintr 6 Bus interrupt level False
intr_priority 3 Interrupt priority False
tx_que_size 256 TRANSMIT queue size True
rx_que_size 256 RECEIVE queue size True
rxbuf_pool_size 384 RECEIVE buffer pool size True
media_speed 10_Half_Duplex Media Speed True
use_alt_addr no Enable ALTERNATE ETHERNET address True
alt_addr 0x000000000000 ALTERNATE ETHERNET address True
ip_gap 96 Inter-Packet Gap True
```

## Examples

1. To direct all interrupts from bus interrupt level 6 to CPU1, enter:

```
bindintcpu 6 1
```

2. To direct all interrupts from bus interrupt level 6 to CPU2 and CPU3, enter:

```
bindintcpu 6 2 3
```

## Files

**/usr/sbin/bindintcpu** Contains the **bindintcpu** command.

## Related Information

The **lsattr** command.

---

## bindprocessor Command

### Purpose

Binds or unbinds the kernel threads of a process to a processor.

### Syntax

```
bindprocessor Process [ProcessorNum] | -q | -u Process
```

### Description

The **bindprocessor** command binds or unbinds the kernel threads of a process, or lists available processors. The *Process* parameter is the process identifier of the process whose threads are to be bound or unbound, and the *ProcessorNum* parameter is the logical processor number of the processor to be used. If the *ProcessorNum* parameter is omitted, the process is bound to a randomly selected processor.

It is important to understand that a process itself is not bound, but rather its kernel threads are bound. Once kernel threads are bound, they are always scheduled to run on the chosen processor, unless they are later unbound. When a new thread is created, it has the same bind properties as its creator. This applies to the initial thread in the new process created by the **fork** subroutine: the new thread inherits the bind properties of the thread which called **fork**. When the **exec** subroutine is called, thread properties are left unchanged.

The **-q** flag of the **bindprocessor** command lists the available logical processor numbers: you can use the logical numbers given as values for the *ProcessorNum* parameter. The **-u** flag unbinds the threads of a process, allowing them to run on any processor.

#### Notes:

1. The **bindprocessor** command is meant for multiprocessor systems. Although it will also work on uniprocessor systems, binding has no effect on such systems.
2. You need root authority to bind or unbind threads in processes you do not own.

## Flags

- q** Displays the processors which are available.
- u** Unbinds the threads of the specified process.

## Examples

1. To see which processors are available (possible *ProcessorNum* values), enter:

```
bindprocessor -q
```

For a four processor system, the output is similar to:

```
The available processors are: 0 1 2 3
```

2. To bind the threads in process 19254 to processor 1, enter:

```
bindprocessor 19254 1
```

## File

**/usr/sbin/bindprocessor** Contains the **bindprocessor** command.

## Related Information

The **cpu\_state** command, **smit** command.

The **bindprocessor** subroutine. **exec** subroutine, **fork** subroutine.

Controlling Processor Use in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

---

## binld Daemon

### Purpose

Implements a Preboot Execution Environment (PXE) boot server. Serves boot file transfer server addresses and determines the appropriate boot file for PXE clients.



## Syntax

`/usr/sbin/biod` *NumberOfBiodes*

## Description

The **biod** daemon runs on all NFS client systems. When a user on a client wants to read or write to a file on a server, the **biod** daemon sends this request to the server. The **biod** daemon is activated during system startup and runs continuously.

The *NumberOfBiodes* parameter allows the user to specify the number of block I/O daemons to start. The user assigns the number of daemons based on the load the client can handle. Six to eight daemons can handle an average load. You must run at least one daemon for NFS to work.

To change the number of daemons started when using the System Resource Controller (SRC) commands, use the **chnfs** command. In general, to change the parameters of an SRC-controlled daemon, use the **chssys** command. For more information on SRC commands, see "Controlling NFS" in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

The **biod** daemons should be started and stopped with the following SRC commands:

```
startsrc -s biod
stopsrc -s biod
```

## Examples

1. To start **biod** daemons using an **src** command, enter:

```
startsrc -s biod
```

In this example, the `startsrc -s biod` command starts the number of specified daemons.

2. To change the number of daemons running on your system, enter:

```
chssys -s biod -a 6
```

In this example, the `chssys` command changes the number of **biod** daemons running on your system to six.

## Files

`/etc/rc.nfs` Contains the startup script for the NFS and NIS daemons.

## Related Information

The **chnfs** command, **chssys** command, **mount** command.

The **mountd** daemon, **nfsd** daemon.

How to Mount a File System Explicitly in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

Network File System (NFS) Overview for System Management in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

System Resource Controller Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

List of NFS Commands.

---

## bj Command

### Purpose

Starts the blackjack game.

### Syntax

bj

### Description

The **bj** command invokes the blackjack game. Blackjack is a card game. The object of blackjack is to be dealt cards with a value of up to but not over 21 and to beat the dealer's hand. The computer plays the role of the dealer in blackjack.

You place bets with the dealer on the likelihood that your hand will come equal or closer to 21 than will the dealer's. The following rules apply to betting.

The bet is two dollars every hand. If you draw a natural blackjack, you win three dollars. If the dealer draws a natural blackjack, you lose two dollars. If you and the dealer both have natural blackjacks, you exchange no money (a push).

If the dealer has an ace showing, you can make an insurance bet on the chance that the dealer has a natural blackjack, winning two dollars if the dealer has a natural blackjack and losing one dollar if not.

If you are dealt two cards of the same value, you can double, that is, play two hands, each of which begins with one of these cards, betting two dollars on each hand. If the value of your original hand is 10 or 11, you can double down, that is, double the bet to four dollars and receive exactly one more card in that hand.

Under normal play, you can draw a card (take a hit) as long as your cards total 21 or less. If the cards total more than 21, you bust and the dealer wins the bet. When you stand (decide not to draw another card), the dealer takes hits until a total of 17 or more is reached. If the dealer busts, you win. If both you and the dealer stand, the one with the higher total below or equal to 21 wins. A tie is a push.

The computer deals, keeps score, and asks the following questions at appropriate times: Do you want a hit? Insurance? Double? Double down? To answer yes, press Y; to answer no, press the Enter key.

The dealer tells you whenever the deck is being shuffled and displays the action (total bet) and standing (total won or lost). To quit the game, press the Interrupt (Ctrl-C) or End Of File (Ctrl-D) key sequence; the computer displays the final action and score and exits.

### Files

**/usr/games**            Location of the system's games.

### Related Information

The **arithmetic** command, **back** command, **craps** command, **fish** command, **fortune** command, **hangman** command, **moo** command, **number** command, **quiz** command, **ttt** command, **turnoff** command, **turnon** command, **wump** command.

---

## bootinfo Command

### Purpose

Determines and displays various boot information, including boot device type and boot device name. This command is NOT a user-level command and is NOT supported in AIX 4.2 or later.

### Syntax

```
bootinfo [-P Ppsize -s Disk] | [-b][-B Disk][-c][-k][-m][-p][-q Adapter][-r]
[-t][-T][-o Disk][-z]
```

### Description

The **bootinfo** command is used during the boot and BOS install to gather and display information. During boot it is used to determine the boot device type and which device the machine has booted from. During a network boot, the **bootinfo** command displays the contents of the client's **bootpd** daemon REPLY packet. This information is used by the boot programs to contact the server to obtain the client's file systems.

The **bootinfo** command uses the device configuration databases in information searches. For some information, the **bootinfo** command uses NVRAM (nonvolatile random access memory).

When booting a system across a network, use the **-c** flag to display the following information:

- Client IP address
- Server IP address
- Gateway IP address
- Network type of boot, where:
  - 68 (ASCII "D") Ethernet
  - 79 (ASCII "O") Token Ring
  - 80 (ASCII "P") FDDI
- Slot number of the network adapter
- 802.3 indicator
- Boot file
- Vendor tag information
- Hardware attribute value
  - For token-ring:
    - 4 Specifies 4 megabit-per-second token ring
    - 5 Specifies 16 megabit-per-second Token Ring

For MCA Ethernet:

- 7 Specifies thin cable
- 8 Specifies thick cable

All of the items except the hardware attribute value are part of the **bootpd** daemon reply packet information. The **bootinfo** command determines the hardware attribute value by looking in NVRAM.

### Flags

**-b** Returns the last boot device.

|                          |                                                                                                                                                                                                                                                                                                   |
|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-B</b> <i>Disk</i>    | Displays a 1 if the IPL code in the ROS on the machine running the command is capable of booting from the specified disk. Otherwise, the command displays a 0.                                                                                                                                    |
| <b>-c</b>                | Displays <b>bootp</b> daemon reply packet information stored with IPL control block.                                                                                                                                                                                                              |
| <b>-k</b>                | Specifies the key position. The return value indicates: <ul style="list-style-type: none"> <li>1 Key is in Secure position.</li> <li>2 Key is in Service position.</li> <li>3 Key is in Normal position.</li> </ul>                                                                               |
| <b>-m</b>                | Displays the machine model code.                                                                                                                                                                                                                                                                  |
| <b>-o</b> <i>Disk</i>    | Displays either the disk device name or the location depending upon the value of <i>disk</i> .                                                                                                                                                                                                    |
| <b>-P</b> <i>Ppsize</i>  | Size of disk physical partitions to be used for calculating defaults.                                                                                                                                                                                                                             |
| <b>-p</b>                | Displays the hardware platform type of the running machine. Machines with fundamental differences, such as different types of busses, may have different hardware platform types. For more information see the <code>bosboot</code> command.                                                      |
| <b>-q</b> <i>Adapter</i> | Displays a 1 if the IPL code in the ROS on the machine running the command is capable of booting via the specified adapter. Otherwise, this command displays a 0.                                                                                                                                 |
| <b>-r</b>                | Displays amount of real memory in kilobytes.                                                                                                                                                                                                                                                      |
| <b>-s</b> <i>Disk</i>    | Displays disk size in megabytes.                                                                                                                                                                                                                                                                  |
| <b>-t</b>                | Specifies the type of boot. The return values include: <ul style="list-style-type: none"> <li>1 Disk boot</li> <li>3 CD-ROM boot</li> <li>4 Tape boot</li> <li>5 Network boot</li> </ul>                                                                                                          |
| <b>-T</b>                | Obsolete. Applications that use this flag should use the <b>-p</b> flag instead, which provides more accurate information about newer models.                                                                                                                                                     |
| <b>-z</b>                | Specifies whether the machine hardware is MP-capable (capable of running the multi-processor kernel and supporting more than one processor). The return value indicates: <ul style="list-style-type: none"> <li>0 The machine is not MP-capable.</li> <li>1 The machine is MP-capable.</li> </ul> |

## Examples

- To determine default physical-partition size for disk `hdisk2`, enter:
 

```
bootinfo -P 0 -s hdisk2
```
- To display amount of real memory, enter:
 

```
bootinfo -r
```

## Related Information

The **bosboot** command

Understanding the Boot Process in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

---

## bootlist Command

### Purpose

Displays and alters the list of boot devices available to the system.

### Syntax

```
bootlist [{ -m Mode } [-r] [-o] [[-i] | [-f File] [Device [Attr=Value ...] ...]]]
```

## Description

The **bootlist** command allows the user to display and alter the list of possible boot devices from which the system may be booted. When the system is booted, it will scan the devices in the list and attempt to boot from the first device it finds containing a boot image. This command supports the updating of the following:

- Normal boot list. The normal list designates possible boot devices for when the system is booted in normal mode.
- Service boot list. The service list designates possible boot devices for when the system is booted in service mode. How a system is booted in service mode is hardware-platform dependent. It may require a key switch to be turned to the Service position, a particular function key to be pressed during the boot process, or some other mechanism, as defined for the particular hardware platform.
- Previous boot device entry. This entry designates the last device from which the system booted. Some hardware platforms may attempt to boot from the previous boot device before looking for a boot device in one of the other lists.

Support of these boot lists may vary from platform to platform. A boot list can be displayed or altered only if the platform supports the specified boot list. It may even be the case that a particular hardware platform does not support any of the boot lists.

When searching for a boot device, the system selects the first device in the list and determines if it is bootable. If no boot file system is detected on the first device, the system moves on to the next device in the list. As a result, the ordering of devices in the device list is extremely important.

The **bootlist** command supports the specification of generic device types as well as specific devices for boot candidates. Possible device names are listed either on the command line or in a file. Devices in the boot device list occur in the same order as devices listed on the invocation of this command.

The devices to be entered into the boot list may be specified in a file. This makes an alterable record of the boot devices available for reference or future update. When the **-f** flag is used, the list of devices is taken from the file specified by the *file* variable. Devices from this list are then placed in the boot list in the order found in the file.

**Attention:** Care must be taken in specifying the possible boot devices. A future reboot may fail if the devices specified in the device list become unbootable. The system must not be powered off or reset during the operation of the **bootlist** command. If the system is reset, or if power fails at a critical point in the execution of this command, the boot list may be corrupted or lost.

The selection of the boot list to display or alter is made with the **-m** *mode* option, where the *mode* variable is one of the keywords: **service**, **normal**, **both**, or **prevboot**. If the **both** keyword is specified, then both the normal boot list and the service boot list will be displayed, or if being altered, will be set to the same list of devices. If the **prevboot** keyword is specified, the only alteration allowed is with the **-i** (invalidate) flag. The **-i** flag invalidates the boot list specified by the **-m** flag.

In AIX 4.2 and later, the devices currently in the boot list may be displayed by using the **-o** flag. The list of devices that make up the specified boot list will be displayed, one device per line. If a device specified in the boot list is no longer present on the system, a '-' is displayed instead of a name. The output is in a form that can be captured in a file and used as input to the **bootlist** command with the **-f** flag. This may be useful for restoring a boot list after making a temporary change.

## Device Choices

The device name specified on the command line (or in a file) can occur in one of two different forms:

- It can indicate a specific device by its device logical name.
- It can indicate a generic or special device type by keyword. The following generic device keywords are supported:

|               |                                                            |
|---------------|------------------------------------------------------------|
| <b>fd</b>     | Any standard I/O-attached diskette drive                   |
| <b>scdisk</b> | Any SCSI-attached disk (including serial-link disk drives) |
| <b>badisk</b> | Any direct bus-attached disk                               |
| <b>cd</b>     | Any SCSI-attached CD-ROM                                   |
| <b>rmt</b>    | Any SCSI-attached tape device                              |
| <b>ent</b>    | Any Ethernet adapter                                       |
| <b>tok</b>    | Any Token-Ring adapter                                     |
| <b>fddi</b>   | Any Fiber Distributed Data Interface adapter               |

**Note:** Some hardware platforms do not support generic device keywords. If a generic device keyword is specified on such a platform, the update to the boot list is rejected and this command fails.

When a specific device is to be included in the device list, the device's logical name (used with system management commands) must be specified. This logical name is made up of a prefix and a suffix. The suffix is generally a number and designates the specific device. The specified device must be in the Available state. If it is not, the update to the device list is rejected and this command fails. The following devices and their associated logical names are supported (where the bold type is the prefix and the *xx* variable is the device-specific suffix):

|                        |                                                        |
|------------------------|--------------------------------------------------------|
| <b>fd</b> <i>xx</i>    | Diskette-drive device logical names                    |
| <b>hdisk</b> <i>xx</i> | Physical-volume device logical names                   |
| <b>cd</b> <i>xx</i>    | SCSI CD-ROM device logical names                       |
| <b>rmt</b> <i>xx</i>   | Magnetic-tape device logical names                     |
| <b>ent</b> <i>xx</i>   | Ethernet-adapter logical names                         |
| <b>tok</b> <i>xx</i>   | Token-ring adapter logical names                       |
| <b>fddi</b> <i>xx</i>  | Fiber Distributed Data Interface adapter logical names |

## Attribute Choices

Attributes are extra pieces of information about a device that the user supplies on the command line. Since this information is specific to a particular device, generic devices do not have attributes. Attributes apply to the device that immediately precedes them on the command line, which allows attributes to be interspersed among devices on the command line. Currently, only network devices have attributes. These are:

|                 |                                |
|-----------------|--------------------------------|
| <b>bserver</b>  | IP address of the BOOTP server |
| <b>gateway</b>  | IP address of the gateway      |
| <b>client</b>   | IP address of the client       |
| <b>hardware</b> | Hardware address               |

These attributes can be combined in the following ways:

- The **hardware** attribute cannot be specified alone; it must be specified with the **bserver** or **gateway** attribute. When specified with **bserver** or **gateway**, it applies to the server or gateway, respectively; when both **bserver** and **gateway** are specified, **hardware** will apply to **gateway**.
- The **bserver** attribute can be specified alone, with **hardware**, and/or **gateway**.
- If the **gateway** attribute is specified, **bserver** and **client** must also be specified.
- The **client** attribute can only be specified with **gateway** and **bserver**.

Some of these attributes may not be supported on some hardware platforms. Additional hardware platform restrictions may apply.

The syntax for specifying an attribute is *attr=value*, where *attr* is the attribute name, *value* is the value, and there are no spaces before or after the =.

## File Format When Using the -f Flag

The file specified by the *file* variable should contain device names separated by white space:

```
hdisk0 hdisk1 cd1
```

or one device per line:

```
hdisk0
hdisk1
cd1
```

## Error Handling

If this command returns with an error, the device lists are not altered. The following device list errors are possible:

- If the user attempts to display or alter a boot list that is not supported by the hardware platform, the command fails, indicating the mode is not supported.
- If the user attempts to add too many devices to the boot list, the command fails, indicating that too many devices were requested. The number of devices supported varies depending on the device selection and the hardware platform .
- If an invalid keyword, invalid flag, or unknown device is specified, the command fails with the appropriate error message.
- If a specified device is not in the Available state, the command fails with the appropriate error message.

## Flags

|                       |                                                                                                                                                                                                                                                                               |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>Device</i>         | Provides the names of the specific or generic devices to include in the boot list.                                                                                                                                                                                            |
| <b>-f</b> <i>File</i> | Indicates that the device information is to be read from the specified file name.                                                                                                                                                                                             |
| <b>-i</b>             | Indicates that the device list specified by the <b>-m</b> flag should be invalidated.                                                                                                                                                                                         |
| <b>-m</b> <i>Mode</i> | Specifies which boot list to display or alter. Possible values for the <i>mode</i> variable are <b>normal</b> , <b>service</b> , <b>both</b> , or <b>prevboot</b> .                                                                                                           |
| <b>-o</b>             | Indicates that the specified boot list is to be displayed after any specified alteration is performed. The output is a list of device names. This flag applies only to AIX 4.2 or later.                                                                                      |
| <b>-r</b>             | Indicates that the specified boot list is to be displayed after any specified alteration is performed. The output is hardware-platform dependent. It may be a hexadecimal dump of the boot list or a list of device names. (This is normally used for problem determination.) |

## Security

Privilege Control: Only the root user and members of the security group should have execute (x) access to this command.

Auditing Events:

| Event        | Information |
|--------------|-------------|
| NVRAM_Config | File name   |

## Examples

1. To invalidate the Service mode boot list, enter:  

```
bootlist -m service -i
```
2. To make a boot list for Normal mode with devices listed on the command line, enter:  

```
bootlist -m normal hdisk0 hdisk1 rmt0 fd
```
3. To make a boot list for Normal mode with a device list from a file, enter:  

```
bootlist -m normal -f /bootlist.norm
```

where **bootlist.norm** is a file containing device names to be placed in the boot list for Normal mode. The device names in the **bootlist.norm** file must comply with the described format.

4. To invalidate the previous boot device entry, enter:

```
bootlist -m prevboot
```

5. To boot from a Token-Ring device in slot 2, enter:

```
bootlist -m normal tok0
```

6. To attempt to boot through a gateway using Ethernet, and then try other devices, enter:

```
bootlist -m normal ent0 gateway=129.35.21.1 bserver=129.12.2.10
\ client=129.35.9.23 hdisk0 rmt0 tok0 bserver=129.35.10.19
hdisk1
```

## Related Information

The **nvr** special file.

Device Configuration Subsystem Programming Introduction in *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*.

List of Device Configuration Commands in *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*.

Special Files Overview in *AIX 5L Version 5.1 Files Reference*.

---

## bootparamd Daemon

### Purpose

Provides information for booting to diskless clients.

### Syntax

```
/usr/sbin/rpc.bootparamd [-d]
```

### Description

The **bootparamd** daemon is a server process that provides information necessary to diskless clients for booting. It consults either the **bootparams** database or the **/etc/bootparams** file if the NIS service is not running.

### Flags

**-d** Displays debugging information.

### Files

**/etc/bootparams** Contains the list of client entries that diskless clients use for booting.

## Related Information

Network File System (NFS) Overview for System Management in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

List of NFS Commands.

---

## bootpd Daemon

### Purpose

Sets up the Internet Boot Protocol server.

### Syntax

```
bootpd [-s] [-t Integer] [-d [-d ...]] [-g] [ConfigFile [DumpFile]]
```

### Description

The **bootpd** command implements an Internet Boot Protocol server.

The **bootpd** daemon is normally started by the **inetd** daemon. The default **/etc/inetd.conf** file contains the following line:

```
bootps dgram udp wait root /usr/sbin/bootpd bootpd
```

By default, this entry is commented out. One way to add the **bootpd** daemon to the **inetd** daemon's list of available subservers is to use the System Management Interface Tool (SMIT). Another way to make the **bootpd** daemon available is to edit the **/etc/inetd.conf** file, uncomment the **bootps** entry, and enter `refresh -s inetd` or `kill -1 InetdPid` to inform the **inetd** daemon of the changes to its configuration file. Now, when a **bootp** request arrives, **inetd** starts the **bootpd** daemon. Once the daemon is started, **bootpd** continues to listen for boot requests. However, if the server does not receive a boot request within 15 minutes of the previous one, it exits to conserve system resources. This time-out value of 15 minutes can be changed using the **-t** flag.

To start the **bootpd** daemon without **inetd**, use the **-s** flag. In this mode, the **bootpd** daemon continues to listen for **bootp** requests until the daemon is killed.

Upon startup, the **bootpd** daemon looks in the **/etc/services** file to find the port numbers to use, and extracts the following entries:

```
bootps The BOOTP server listening port.
bootpc The destination port used to reply to clients.
```

Then, the **bootpd** daemon reads its configuration file. If a configuration file is not specified, the default file is **/etc/bootptab**. Once the configuration file is read, the **bootpd** daemon begins listening for and processing **bootp** requests. The **bootpd** daemon rereads its configuration file when it receives a **SIGHUP** hang-up signal, or when it receives a **bootp** request packet and detects that the file has been updated. Hosts may be added, deleted, or modified when the configuration file is reread.

### Flags

**-d** Increases the level of debugging output. This flag can be used many times. The following levels of debugging are available:

| Debug Level | Syntax       | Message                                                    |
|-------------|--------------|------------------------------------------------------------|
| 1           | -d           | Only error messages.                                       |
| 2           | -d -d        | Level 1 messages and messages indicating potential errors. |
| 3           | -d -d -d ... | Level 1 and level 2 and general information messages.      |

If the debug level is set to >0 and if the **syslogd** daemon is running, then all debug messages are printed in the **syslogd** log file.

**-g** Keeps the same gateway IP address that is in **bootp** request in **bootp** reply.

**-s** Runs the **bootpd** command in a stand-alone configuration. This mode is used for large network installations with many hosts. In this case, the **-t** flag has no effect since the **bootpd** command never exits.

|                   |                                                                                                                                                             |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-t</b>         | Specifies a different time-out value in minutes, such as <code>-t20</code> . A time-out value of 0 means forever. The default time-out value is 15 minutes. |
| <i>ConfigFile</i> | Specifies the configuration file. The default configuration file is <code>/etc/bootptab</code> .                                                            |
| <i>DumpFile</i>   | Specifies the file into which the <b>bootpd</b> daemon dumps a copy of the bootp server database. The default dump file is <code>/etc/bootpd.dump</code> .  |

## Examples

- To start the bootpd daemon in a stand-alone mode, enter the following:  

```
/usr/sbin/bootpd -s
```
- To start the **bootpd** daemon in a stand-alone mode with a debug level of 3, with a configuration file of `/etc/newconfig`, and a dump file of `/etc/newdumpfile`, enter the following:  

```
/usr/sbin/bootpd -s -d -d -d /etc/newconfig /etc/newdumpfile
```

## Files

|                               |                                                                     |
|-------------------------------|---------------------------------------------------------------------|
| <code>/etc/bootpd.dump</code> | The default <b>bootpd</b> dumpfile                                  |
| <code>/etc/bootptab</code>    | The default <b>bootpd</b> configuration file.                       |
| <code>/etc/services</code>    | Defines sockets and protocols used for Internet services.           |
| <code>/etc/inetd.conf</code>  | Contains the configuration information for the <b>inetd</b> daemon. |

## Related Information

The `x_add_nfs_fpe` command, `x_rm_fpe` command.

---

## bootptodhcp Command

### Purpose

To convert a BOOTP configuration file into a DHCP configuration file or to remove BOOTP configuration information for a particular host from the DHCP configuration file.

### Syntax

#### To Convert a BOOTP Configuration File into a DHCP Configuration File

```
/usr/sbin/bootptodhcp [-d DHCPFile] [-b BOOTPFile]
```

#### To Remove a BOOTP Configuration Information From a DHCP Configuration File

```
/usr/sbin/bootptodhcp [-d DHCPFile] -r HostName]
```

### Description

The **bootptodhcp** command has two functions. The first is to translate a BOOTP configuration file into a DHCP configuration. The default command with no arguments translates the `/etc/bootptab` file. The filenames may be changed by using the **-b** or **-d** flags to specify a different file names.

The second function of the **bootptodhcp** command is the removal of a BOOTP client's information from a DHCP configuration file. The **-r** flag specifies which client to remove from the file. If the **-d** flag is not used.

### Flags

|                            |                                                                                       |
|----------------------------|---------------------------------------------------------------------------------------|
| <b>-b</b> <i>BOOTPFile</i> | Specifies the BOOTP configuration file. The default is <code>/etc/bootptab</code> .   |
| <b>-d</b> <i>DHCPFile</i>  | Specifies the DHCP configuration file.                                                |
| <b>-r</b> <i>HostName</i>  | Specifies the hostname of a BOOTP section to delete from the DHCP configuration file. |

## Exit Status

This command returns the following exit values:

- 0 Successful completion.
- >0 An error occurred.

## Security

Access Control: Any User

Files Accessed: Need appropriate access permissions for files

## Files

`/usr/sbin/bootptodhcp`

Contains the **bootptodhcp** command.

`/etc/bootptab`

Contains the default configuration file for bootpd.

## Related Information

The **dhcpcsf** command

DHCP Client Configuration File

DHCP Server Configuration File

bootp Configuration File

TCP/IP Address and Parameter Assignment - Dynamic Host Configuration Protocol (DHCP)

The SMIT Interface for TCP/IP in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

---

## bosboot Command

### Purpose

Creates boot image.

### Syntax

#### For General Use:

```
bosboot -Action [-d Device] [-Options ...]
```

#### To Create a Device Boot Image:

```
bosboot -a [-d Device] [-p Proto] [-k Kernel] [-U] [-I | -D] [-I LVdev] [-L] [-M { Norm | Serv | Both }] [-O Number] [-T Type] [-b FileName] [-q]
```

#### To Copy a Device Boot Image:

```
bosboot -w FileName [-d Device] [-q]
```

#### To Create a ROS Emulation Boot Image:

```
bosboot -r FileName [-d Device] [-I LVdev] [-M { Norm | Serv | Both }] [-q]
```

## Description

The **bosboot** command creates the boot image that interfaces with the machine boot ROS (Read-Only Storage) EPROM (Erasable Programmable Read-Only Memory).

The **bosboot** command creates a boot file (boot image) from a RAM (Random Access Memory) disk file system and a kernel. This boot image is transferred to a particular media that the ROS boot code recognizes. When the machine is powered on or rebooted, the ROS boot code loads the boot image from the media into memory. ROS then transfers control to the loaded images kernel.

The associated RAM disk file system contains device configuration routines that make the machine's devices and file systems available. The RAM disk file system contains differing configuration files depending upon the boot device. A **mkfs** prototype file is supplied for each type of device. (See note 6 below.) Currently supported devices are:

- CD-ROM
- Disk
- Tape
- Network

A network device may be a token ring, Ethernet, or Fiber-Distributed Data Interface (FDDI) used to boot from a network boot server over a local area network (LAN).

The boot image varies for each type of device booted and is compressed by default to fit on certain media and to lessen real memory requirements. The boot image can be left uncompressed by specifying the **-U** flag. The logical volume must be large enough for the uncompressed boot image.

In addition to creating a boot image, the **bosboot** command always saves device configuration data for disk. It does not update the list of boot devices in the NVRAM (nonvolatile random access memory). You can modify the list with the **bootlist** command.

The **bosboot** command is normally called during the Base Operating System installation and by the **updatep** command when the operating system is upgraded.

### Notes:

1. You must have root user authority to use the **bosboot** command.
2. Do not reboot the machine if the **bosboot** command is unsuccessful with a message not to do so while creating a boot disk. The problem should be resolved and the **bosboot** command run to successful completion.
3. The **bosboot** command requires some space in the **/tmp** file system and the file system where the target image is to reside, if there is such an image.
4. The **bosboot** command requires that the specified physical disk contain the boot logical volume. To determine which disk device to specify, issue the following command:

```
lsvg -M rootvg
```

This command displays a map of all logical volumes. The default boot logical volume is **hd5**. Use the disk device that contains the boot logical volume.

5. When the device is not specified with the **-d** flag, the **bosboot** command assumes the default device is the disk the system is booted from. However, if the prototype file is specified with a **-p** flag, the device must also be specified with a **-d** flag.
6. The prototype file used by the **bosboot** command to build the RAM disk file system depends on the boot device and the hardware platform (**sys0**) type of the machine the boot image will run on. The hardware platform type is an abstraction which allows machines to be grouped according to fundamental configuration characteristics such as number of processors and/or I/O bus structure. Machines with different hardware platform types will have basic differences in the way their

devices are dynamically configured at boot time. The hardware platform type **rs6k** applies to all Micro Channel-based uni-processor models. The type **rs6ksmp** applies to all Micro Channel-based symmetric multi-processor models. The type **rspc** applies to all ISA-bus models. As new models are developed, their hardware platform types will either be one of the aforementioned types or, if fundamental configuration differences exist, new types will be defined. Boot images for a given boot device type will generally be different for machines with different hardware platform types.

The prototype file used by **bosboot** is constructed by starting with a copy of the base prototype file for the platform type and boot device (e.g. **/usr/lib/boot/rs6k.disk.proto**). Next the **bosboot** command looks at the **pcfg** file for the platform type being used (e.g. **/usr/lib/boot/rs6k.pcfg**). The **pcfg** file contains entries which **bosboot** uses in a template to search for proto extension files. These files, located in the directory **/usr/lib/boot/protoext**, provide extensions to the prototype file under construction. As an example, if the platform type is **rs6k** and the boot device is disk, and the file **/usr/lib/boot/protoext/rs6k.pcfg** contains the following:

```
mca.
scsi.
. . .
```

The **bosboot** command will start with the base prototype file **/usr/lib/boot/rs6k.disk.proto** and search the directory **/usr/lib/boot/protoext** for any files that match the template **disk.proto.ext.mca.\***. The contents of these files are added to the prototype file under construction. Next, the contents of files matching the template **/usr/lib/boot/protoext/disk.proto.ext.scsi.\*** are added to the prototype file under construction. This continues until all lines in the **pcfg** file have been processed. At this point the prototype file under construction is complete. The **bosboot** command passes this prototype file to the **mkfs** command which builds the RAM disk file system.

7. In AIX 4.3.1, the prototype files used by the BOSBOOT command to build boot images are dependent on the boot device. In addition, the prototype files are dependent on the system device type (sys0) of the machine for which the boot image is built.

This is reflected in the names of the prototype files:

```
/usr/lib/boot/rs6k.disk.proto
/usr/lib/boot/rs6ksmp.disk.proto
/usr/lib/boot/rs6k.tape.proto
/usr/lib/boot/rs6ksmp.tape.proto
/usr/lib/boot/rs6k.cd.proto
/usr/lib/boot/rs6ksmp.cd.proto
/usr/lib/boot/network/rs6k.tok.proto
/usr/lib/boot/network/rs6ksmp.tok.proto
/usr/lib/boot/network/rs6k.ent.proto
/usr/lib/boot/network/rs6ksmp.ent.proto
/usr/lib/boot/network/rs6k.fddi.proto
/usr/lib/boot/rspc.disk.proto
/usr/lib/boot/rspc.cd.proto
/usr/lib/boot/network/rspc.tok.proto
/usr/lib/boot/network/rspc.ent.proto
```

The system device type is an abstraction that allows machines to be grouped according to fundamental configuration characteristics, such as number of processors and I/O bus structure. The system device is the highest-level device in the system node, which consists of all physical devices in the system.

Machines with different system device types have basic differences in the way their devices are dynamically configured at boot time. The type RS6KSMP applies to symmetric multiprocessor models.

The **bosboot** command, by default, uses the prototype file that matches the system device type of the machine executing the command. The -T option allows you to specify the system device type of the prototype file. To determine the system device type of a machine, enter:

```
bootinfo -T
```

**Note:** The **bootinfo** command does not apply to AIX 4.2 or later.

## Flags

**-d device** Specifies the boot device. This flag is optional for hard disk.

The following flags are action flags. One and only one flag must be specified.

**-a** Creates complete boot image and device.  
**-r FileName** Creates a ROS emulation boot image. A ROS emulation boot image is created from a file containing the ROS emulation code. This image is used to provide network boot capability to machines whose ROS does not provide it. A ROS emulation boot image is transferred to a diskette, tape, or boot logical volume. ROS will load the image from the media into memory, whereupon ROS will transfer control to the ROS emulation code. This code emulates the later version ROS code that supports network boot.  
**-w FileName** Copies the specified device boot image to device.

The following flags are option flags:

**-b FileName** Uses specified file name as the boot image name. This flag is optional.  
**-D** Loads the low level debugger. This flag is optional.  
**-I (upper case i)** Loads and invokes the low-level debugger. This flag is optional.  
**-k** Allows to specify an alternate kernel file. If this flag is not specified, **/unix** is the default.  
**-k Kernel** Uses the specified kernel file for the boot image. This flag is optional.  
**-L** Enables lock instrumentation for MP systems. This flag has no effect on systems that are not using the MP kernel.  
**-I (lower case L) LVDev** Uses target boot logical volume for boot image. This flag is optional.  
**-M NormlServlBoth** Specifies the boot mode. The options are:  
**norm** Indicates normal mode.  
**serv** Indicates service mode.  
**both** Indicates both modes.  
**-O Number** Uses specified number as the offset (in 512-byte blocks) for CD-ROM boot image from the beginning of the CD-ROM device. This flag is optional.  
**-p Proto** Uses the specified prototype file for the RAM disk file system. This flag is optional.  
**-q** Determines how much disk space is required in which file system to create the boot image. Boot image is not created. This flag is optional.  
**-T Type** Specifies the hardware platform type (see note 6). This causes the **bosboot** command to create a boot image for the hardware platform type specified. If the type is not specified, the **bosboot** command creates a boot image whose hardware platform type matches that of the currently running machine. This flag is optional.  
**-U** Creates an uncompressed boot image. This flag is optional.

## Security

Access Control: Only the root user can read and execute this command.

## Examples

1. To create a boot image on the default boot logical volume on the fixed disk from which the system is booted, enter:

```
bosboot -a
```

2. To create a bootable image called **/tmp/tape.bootimage** for a tape device, enter:

```
bosboot -ad /dev/rmt0 -b /tmp/tape.bootimage
```

3. To copy a given tape boot image to a tape device, enter:

```
bosboot -w /tmp/tape.bootimage -d rmt0
```

4. To create a boot image file for an Ethernet boot, enter:

```
bosboot -ad /dev/ent0 -M both
```

5. To create an uncompressed boot image for a hard disk **/dev/hdisk1**, enter:

```
bosboot -ad /dev/hdisk1 -U
```

6. To create a token ring boot image for a machine whose hardware platform type is **rspc** while you are running on a machine whose hardware platform type is **rs6k**, enter:

```
bosboot -ad /dev/tok -T rspc
```

## Files

**/usr/sbin/mkboot** Specifies boot creation routine.

/usr/lib/boot/rs6k.disk.proto

/usr/lib/boot/rs6ksmp.disk.proto

**/usr/lib/boot/rspc.disk.proto** Specifies disk RAM file system template.

/usr/lib/boot/rs6k.tape.proto

**/usr/lib/boot/rs6ksmp.tape.proto** Specifies tape RAM file system template.

/usr/lib/boot/rs6k.cd.proto

/usr/lib/boot/rs6ksmp.cd.proto

**/usr/lib/boot/rspc.cd.proto** Specifies CD-ROM RAM file system template.

/usr/lib/boot/network/rs6k.tok.proto

/usr/lib/boot/network/rs6ksmp.tok.proto

**/usr/lib/boot/network/rspc.tok.proto** Specifies token-ring RAM file system template

/usr/lib/boot/network/rs6k.ent.proto

/usr/lib/boot/network/rs6ksmp.ent.proto

**/usr/lib/boot/network/rspc.ent.proto**

Specifies Ethernet RAM file system template.

**/usr/lib/boot/network/rs6k.fddi.proto**

Specifies FDDI RAM file system template.

## Related Information

The **bootlist** command, **mkboot** command, and **locktrace** command.

Understanding the Boot Process in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

---

## bosdebug Command

### Purpose

Enables, disables and/or displays the status information of the system

### Syntax

**bosdebug** [ **-I** | **-D**] [ **-M** [ **-S** | **-s** *sizelist*] [ **-n** *sizelist*]

**bosdebug** [ **-o**]

**bosdebug** [ **-L**]

### Description

The **bosdebug** command enables, disables, and/or displays the status of debugging features of the system.

|                           |                                                                                                                                                                                                                                                                               |
|---------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-D</b>                 | Causes the kernel debug program to be loaded on each subsequent reboot.                                                                                                                                                                                                       |
| <b>-I</b>                 | Causes the kernel debug program to be loaded and invoked on each subsequent reboot.                                                                                                                                                                                           |
| <b>-L</b>                 | Displays the current settings for the kernel debug program and the memory overlay detection system. Note that the settings shown will not take effect until after the next time that the <b>bosboot -a</b> and <b>shutdown -r</b> commands are run. This is the default.      |
| <b>-M</b>                 | Causes the memory overlay detection system to be enabled. Memory overlays in kernel extensions and device drivers will cause a system crash.                                                                                                                                  |
| <b>-n</b> <i>sizelist</i> | Has the same effect as the <b>-s</b> option, but works instead for network memory. Each size must be in the range from 32 to 2048, and must be a power of 2. This causes the <code>net_malloc_frag_mask</code> variable of the <b>no</b> command to be turned on during boot. |
| <b>-o</b>                 | Turns off all debugging features of the system.                                                                                                                                                                                                                               |

|                           |                                                                                                                                                                                                                                                                                                                                                                                                                    |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-s</b> <i>sizelist</i> | Causes the memory overlay detection system to promote each of the specified allocation sizes to a full page, and allocate and hide the next subsequent page after each allocation. This causes references beyond the end of the allocated memory to cause a system crash. <i>sizelist</i> is a list of memory sizes separated by commas. Each size must be in the range from 16 to 2048, and must be a power of 2. |
| <b>-S</b>                 | Causes the memory overlay detection system to promote all allocation sizes to the next higher multiple of page size (4096), but does not hide subsequent pages. This improves the chances that references to freed memory will result in a crash, but it does not detect reads or writes beyond the end of allocated memory until that memory is freed.                                                            |

Any changes made by this command will not take effect until the **bosboot -a** and **shutdown -r** commands have been run.

## Related Information

The **bosboot** command and **shutdown** command.

Memory Overlay Detection System (MODS) in the *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*.

---

## bs Command

### Purpose

Compiles and interprets modest-sized programs.

### Syntax

**bs** [ *File* [ *Arguments* ] ]

### Description

The **bs** command is a compiler and interpreter for interactive program development and debugging. To simplify program testing, it minimizes formal data declaration and file manipulation, allows line-at-a-time debugging, and provides trace and dump facilities and run-time error messages.

The optional parameter *File* specifies a file of program statements that you create and that the compiler reads before it reads from standard input. Statements entered from standard input are normally executed immediately (see **compile** and **execute** statement syntax). By default, statements read from *File* are compiled for later execution.

Unless the final operator is assignment to a variable, the result of an immediate expression statement is displayed.

Additional command line *Arguments* can be passed to the program using the built-in functions **arg** and **narg**.

Program lines must conform to one of the following formats:

```
statement
label statement
```

The interpreter accepts labeled statements only when it is compiling statements. A *label* is a name immediately followed by a colon. A label and a variable can have the same name. If the last character of a line is a \ (backslash), the statement continues on the following physical line.

A statement consists of either an expression or a keyword followed by zero or more expressions.

**Note:** To avoid unpredictable results when using a range expression in the international environment, use a character class expression rather than a standard range expression.

## Statement Syntax

|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|--------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>break</b>                         | Exits the innermost <b>for</b> or <b>while</b> loop.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>clear</b>                         | Clears the symbol table and removes compiled statements from memory. A <b>clear</b> is always executed immediately.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>compile</b> [ <i>Expression</i> ] | Causes succeeding statements to be compiled (overrides the immediate execution default). The optional <i>Expression</i> is evaluated and used as a file name for further input. In this latter case, the symbol table and memory are cleared first. <b>compile</b> is always executed immediately.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>continue</b>                      | Transfers control to the loop-continuation test of the current <b>for</b> or <b>while</b> loop.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>dump</b> [ <i>Name</i> ]          | Displays the name and current value of every global variable or, optionally, of the <i>Named</i> variable. After an error or interrupt, <b>dump</b> displays the number of the last statement and (possibly) the user-function trace.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>exit</b> [ <i>Expression</i> ]    | Returns to the system level. The <i>Expression</i> is returned as process status.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>execute</b>                       | Changes to immediate execution mode (pressing the INTERRUPT key has the same effect). This statement does not cause stored statements to execute (see <b>run</b> ).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>for</b>                           | Performs repeatedly, under the control of a named variable, a statement or a group of statements using one of the following syntaxes:<br><b>for</b> name= <i>Expression</i> <i>Expression</i> statement<br><b>next</b><br><br>OR<br><b>for</b> name= <i>Expression</i> <i>Expression</i><br>statement . . .<br><b>next</b><br><br>OR<br><b>for</b> <i>Expression</i> , <i>Expression</i> , <i>Expression</i> statement<br><b>next</b><br><br>OR<br><b>for</b> <i>Expression</i> , <i>Expression</i> , <i>Expression</i><br>statement . . .<br><b>next</b><br><br>The first format specifies a single statement where the variable takes on the value of the first expression and then is increased by one on each loop until it exceeds the value of the second expression. You can use the second format to do the same thing, but you can specify a group of statements.<br><br>The third format requires an initialization expression followed by a test expression (such as true to continue) and a loop-continuation action expression. You can use the fourth format to do the same thing, but you can specify a group of statements. Use commas to separate the expressions in the third and fourth formats. |

|                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>fun</b>                       | <p>Defines a user-written function using the following syntax:</p> <pre><b>fun</b> f ([a, . . . ]) [v, . . . ] statement . . . <b>nuf</b></pre> <p><i>f</i> specifies the function name, <i>a</i> specifies any parameters, and <i>v</i> identifies any local variables for the user-written function. You can specify up to 10 parameters and local variables; however, they cannot be arrays or associated with I/O functions. You cannot nest function definitions.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>freturn</b>                   | <p>Signals the failure of a user-written function. Without interrogation, <b>freturn</b> returns zero. (See the unary interrogation operator ( ?).) With interrogation, <b>freturn</b> transfers to the interrogated expression, possibly bypassing intermediate function returns.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>goto</b> <i>Name</i>          | <p>Passes control to the compiled statement with the matching label of <i>Name</i>.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>ibase</b> <i>n</i>            | <p>Sets the input base to <i>n</i>. The only supported values for <i>n</i> are 8, 10 (the default), and 16. Hexadecimal values 10-15 are entered as alphabetic characters a-f. A leading digit is required when a hexadecimal number begins with an alphabetic character (for example, f0a must be entered as 0f0a). <b>ibase</b> is always executed immediately.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>if</b>                        | <p>Performs a statement in one of the following syntaxes:</p> <pre><b>if</b> Expression statement [<b>else</b> statement . . . ] <b>fi</b></pre> <p>OR</p> <pre><b>if</b> Expression statement . . . [<b>else</b> statement . . . ] <b>fi</b></pre> <p>The first format specifies a single statement and the second format specifies a group of statements to continue using if the expression evaluates to nonzero. The strings 0 and "" (null) evaluate as zero.</p> <p>In the second format, an optional <b>else</b> allows a group of statements to be performed when the first group is not. The only statement permitted on the same line with an <b>else</b> is an <b>if</b>. You can put <b>fi</b> only on the same line as another <b>fi</b>. You can combine <b>else</b> and <b>if</b> into <b>elif</b>. You can close an <b>if . . . elif . . . [else . . . ]</b> sequence with a single <b>fi</b>.</p> |
| <b>include</b> <i>Expression</i> | <p>Evaluates an <i>Expression</i> to the name of a file containing program statements. Such statements become part of the program being compiled. The <b>include</b> statements are always executed immediately. Do not nest <b>include</b> statements.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>obase</b> <i>n</i>            | <p>Sets the output base to <i>n</i>. The only supported values for <i>n</i> are 8, 10 (the default), and 16. Hexadecimal values 10 through 15 are entered as alphabetic characters a-f. A leading digit is required when a hexadecimal number begins with an alphabetic character (that is, f0a must be entered as 0f0a). Like <b>ibase</b>, <b>obase</b> is always executed immediately.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>onintr</b>                    | <p>Provides program control of interrupts using one of the following syntaxes:</p> <pre><b>onintr</b> <i>Label</i></pre> <p>OR</p> <pre><b>onintr</b></pre> <p>In the first format, control passes to the <i>Label</i> given, just as if a <b>goto</b> had been performed when <b>onintr</b> was executed. The effect of the <b>onintr</b> statement is cleared after each interrupt. In the second format, pressing INTERRUPT ends the <b>bs</b> program.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                     |

|                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|-------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>return</b> [ <i>Expression</i> ] | Evaluates the <i>Expression</i> and passes the result back as the value of a function call. If you do not provide an expression, the function returns zero.                                                                                                                                                                                                                                                                     |
| <b>run</b>                          | Passes control to the first compiled statement. The random number generator is reset. If a file contains a <b>run</b> statement, it should be the last statement; <b>run</b> is always executed immediately.                                                                                                                                                                                                                    |
| <b>stop</b>                         | Stops execution of compiled statements and returns to immediate mode.                                                                                                                                                                                                                                                                                                                                                           |
| <b>trace</b> [ <i>Expression</i> ]  | Controls function tracing. If you do not provide an <i>Expression</i> or if it evaluates to zero, tracing is turned off. Otherwise, a record of user-function calls/returns will be written. Each return decreases by one the <b>trace</b> expression value.                                                                                                                                                                    |
| <b>while</b>                        | Performs repeatedly, under the control of a named variable, a statement or a group of statements using one of the following syntaxes:<br><pre><b>while</b> Expression statement <b>next</b></pre> <p>OR</p> <pre><b>while</b> Expression statement . . . <b>next</b></pre> <p>The <b>while</b> statement is similar to the <b>for</b> statement except that only the conditional expression for loop continuation is given.</p> |
| <b>!cmd</b>                         | Runs a command and then returns control to the <b>bs</b> program.                                                                                                                                                                                                                                                                                                                                                               |
| <b># Comment</b>                    | Inserts a comment line.                                                                                                                                                                                                                                                                                                                                                                                                         |

## Expression Syntax

|                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|--------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>Name</i>                                                                                      | Specifies a variable or, when followed immediately by a colon, a label. Names are composed of a letter (uppercase or lowercase) optionally followed by letters and digits. Only the first six characters of a name are significant. Except for names declared locally in <b>fun</b> statements, all names are global. Names can take on numeric (double float) values or string values or be associated with input/output (see the built-in function <b>open</b> ). |
| <i>Name</i> [ <i>Expression</i> ],<br><i>Expression</i> . . . )                                  | Calls function <i>Name</i> and passes to it the parameters in parentheses. Except for built-in functions, <i>Name</i> must be defined in a <b>fun</b> statement. Function parameters are passed by value.                                                                                                                                                                                                                                                           |
| <i>Name</i> [ <i>Expression</i> ],<br><i>Expression</i> . . . ]                                  | References either arrays or tables (see built-in function <b>table</b> ). For arrays, each expression is truncated to an integer and used as a specifier for the name. The resulting array reference is syntactically identical to a name; a [1,2] is the same as a [1] [2]. The truncated expressions must be values between 0 and 32,767.                                                                                                                         |
| <i>Number</i>                                                                                    | Represents a constant numerical value. This number can be expressed in integer, decimal, or scientific notation (it can contain digits, an optional decimal point, and an optional <b>e</b> followed by a possibly signed exponent).                                                                                                                                                                                                                                |
| <i>String</i>                                                                                    | Represents a character string delimited by " " (double quotation marks). Within the string, you can use the \ (backslash) as an escape character that allows the double quotation mark (\"), new-line character (\n), carriage return(\r), backspace (\b), and tab (\t) characters to appear in a string. When not immediately followed by these special characters, \ stands for itself.                                                                           |
| ( <i>Expression</i> )                                                                            | Alters the normal order of evaluation.                                                                                                                                                                                                                                                                                                                                                                                                                              |
| ( <i>Expression</i> , <i>Expression</i> [],<br><i>Expression</i> ] . . . ) [ <i>Expression</i> ] | Specifies to use the bracketed expression outside the parentheses as a subscript to the list of expressions within the parentheses. List elements are numbered from the left, starting at zero. The following expression has the value of True if the comparison is true:<br><pre>(False, True) [a == b]</pre>                                                                                                                                                      |
| <i>Expression Operator Expression</i>                                                            | Converts the operands to numeric form before the operator is applied unless the operator is an assignment, concatenation, or relational operator.                                                                                                                                                                                                                                                                                                                   |

## Unary Operators

|                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|---------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>? Expression</i> | Tests for the success of <i>Expression</i> rather than its value. This interrogation operator is useful for testing: <ul style="list-style-type: none"><li>• The end of file</li><li>• Result of the <b>eval</b> built-in function</li><li>• Return from user-written functions (see <b>return</b>)</li></ul> An interrogation trap (end of file, for example), causes an immediate transfer to the most recent interrogation, possibly skipping assignment statements or intervening function levels. |
| <i>- Expression</i> | Negates <i>Expression</i> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <i>++ Name</i>      | Increases by one the value of the variable (or array reference).                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <i>— Name</i>       | Decreases by one the value of the variable.                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <i>! Expression</i> | Specifies the logical negation of <i>Expression</i> .                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

**Note:** Unary operators treat a null string as a zero.

## Binary Operators (in increasing precedence)

|                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>=</b>                           | Specifies the assignment operator. The left operand must be a name or array element. It acquires the value of the right operand. Assignment binds right to left; all other operators bind left to right.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>_</b>                           | Specifies the concatenation operator. (It is the underline character).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>&amp;  </b>                     | Specifies logical AND, logical OR.<br><br>The result of:<br><br><i>Expression &amp; Expression</i><br><br>is 1 (true) only if both of its parameters are non-zero (true); it is 0 (false) if one or both of its parameters are 0 (false).<br><br>The result of:<br><br><i>Expression   Expression</i><br><br>is 1 (true) if one or both of its expressions are non-zero (true); it is 0 (false) only if both of its expressions are 0 (false). Both operators treat a null string as a zero.                                                                                                                                                                                                                                                                                               |
| <b>&lt; &lt;= &gt; &gt;= == !=</b> | Specifies the relational operators: <ul style="list-style-type: none"><li>• &lt; for less than</li><li>• &lt;= for less than or equal to</li><li>• &gt; for greater than</li><li>• &gt;= for greater than or equal to</li><li>• == for equal to</li><li>• != for not equal to</li></ul> The relational operators return 1 if the specified relation is True; otherwise they return 0 (false). Relational operators at the same level extend as follows: <b>a&gt;b&gt;c</b> is the same as <b>a&gt;b&amp; b&gt;c</b> . A string comparison is made if both operands are strings. The comparison is based on the collating sequence specified in the environment variable <b>LC_COLLATE</b> . The National Language Support Overview contains more information on this environment variable. |
| <b>+ -</b>                         | Specifies addition and subtraction.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>* / %</b>                       | Specifies multiplication, division, and remainder.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>^</b>                           | Specifies exponentiation.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

**Note:** Binary operators treat a null string as a zero.

## Functions Dealing With Arguments

- arg(*i*)** Returns the value of the *i*-th actual argument at the current function call level. At level zero, **arg** returns the *i*-th command-line argument. For example, **arg(0)** returns **bs**.
- narg( )** Returns the number of arguments passed. At level zero, it returns the command line argument count.

## Mathematical Functions

- abs(*x*)** Returns the absolute value of *x*.
- atan(*x*)** Returns the arc tangent of *x*.
- ceil(*x*)** Returns the smallest integer not less than *x*.
- cos(*x*)** Returns the cosine of *x*.
- exp(*x*)** Returns e raised to the power *x*.
- floor(*x*)** Returns the largest integer not greater than *x*.
- log(*x*)** Returns the natural logarithm of *x*.
- rand( )** Returns a uniformly distributed random number between zero and one.
- sin(*x*)** Returns the sine of *x*.
- sqrt(*x*)** Returns the square root of *x*.

## String Functions

- size(*s*)** Returns the size (length in characters) of *s*.
- bsize(*s*)** Returns the size (length in bytes) of *s*.
- format(*f, a*)** Returns the formatted value of *a*, *f* being a format specification string in the style of the **printf** subroutine. Use only the **%...f**, **%...e**, and **%...s** formats.
- index(*x, y*)** Returns a number that is the first position in *x* containing a character that any of the characters in *y* matches. 0 return if no match is found. For 2-byte extended characters, the location of the first byte is returned.
- trans(*s, f, t*)** Translates characters in the source string *s* which match characters in *f* into characters having the same position in *t*. Source characters that do not appear in *f* are copied unchanged into the translated string. If string *f* is longer than *t*, source characters that match characters found in the excess portion of *f* do not appear in the translated string.
- substr(*s, Start, Length*)** Returns the substring of *s* defined by *Start* position in characters and *Length* in characters.

**match**(*String*, *Pattern*)  
**mstring**(*n*)

Returns the number of characters in *string* that match *pattern*. The characters `.`, `*`, `$`, `[`, `]`, `^` (when inside square brackets), `\` (and `\`) have the following special meanings:

**Note:** See **ed** for a more detailed discussion of this special notation.

- `.` Matches any character except the new-line character.
- `*` Matches zero or more occurrences of the pattern element that it follows. For example, `.*` matches zero or more occurrences of any character except the new-line character.
- `$` Specifies the end of the line.
- `[.-.]` Matches any one character in the specified range (`[.-.]`) or list (`[ . . . ]`), including the first and last characters.
- `[^.-.]`
- `[^ . . . ]` Matches any character except the new-line character and any remaining characters in a range or list. A circumflex (`^`) has this special meaning only when it immediately follows the left bracket.
- `[].-.]`
- `[] . . . ]` Matches `]` or any character in the list. The right square bracket does not terminate such a list when it is the first character within it (after an initial `^`, if any).
- `\( . . . \)` Marks a substring and matches it exactly. The pattern must match from the beginning of the string and the longest possible string. Consider, for example:  

```
match ('a123ab123', ".*\([a-z]\)") = 6
```

In this instance, `.*` matches `a 123a` (the longest string that precedes a character in the range `a-z`); `\([a-z]\)` matches `b`, giving a total of six characters matched in the string. In an expression such as `[a-z]`, the minus means "through," according to the current collating sequence.

A collating sequence may define equivalence classes for use in character ranges. See the "International Character Support Overview" for more information on collating sequences and equivalence classes.

The **mstring** function returns the *n*th substring in the last call to **match** (*n* must be between 1 and 10 inclusive).

## File-Handling Functions

**open**(*Name, File, Mode*)

|                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>close</b> ( <i>Name</i> )  | Specifies the name, file type and file mode. <i>Name</i> must be a legal variable name (passed as a string). After a close, the name becomes an ordinary variable. For open, the <i>File</i> can be one of the following: <ul style="list-style-type: none"><li>• 0 for standard input</li><li>• 1 for standard output</li><li>• 2 for error output</li><li>• A string representing a file name</li><li>• A string beginning with an !, which represents a command to be run (using "sh -c")</li></ul> <i>Mode</i> must be specified with an r for read, w for write, W for write without the new line character, or a for append. The initial associations are: <ul style="list-style-type: none"><li>• open ("get", 0, "r")</li><li>• open ("put", 1, "w")</li><li>• open ("puterr", 2, "w")</li></ul> |
| <b>access</b> ( <i>p, m</i> ) | Performs the access subroutine. Parameter <i>p</i> is the path name of a file; <i>m</i> is a bit pattern representing the requested mode of access. This function returns a 0 if the system request is permitted, -1 if it is denied.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>ftype</b> ( <i>s</i> )     | Returns a single character indicating file type: f for regular file, p for FIFO (named pipe), d for directory, b for block special, or c for character special.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

## Table Functions

|                                    |                                                                                                                                                                                                                                                                                                                                                                               |
|------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>table</b> ( <i>Name, Size</i> ) | Specifies an associatively accessed, one-dimensional array. "Subscripts" (called keys) are strings (numbers are converted). <i>Name</i> must be a <b>bs</b> variable name (passed as a string). <i>Size</i> sets the minimum number of elements to be allocated. On table overflow, <b>bs</b> writes an error message.                                                        |
| <b>item</b> ( <i>Name, i</i> )     | Accesses table elements sequentially instead of in an orderly progression of key values. Where the item function accesses values, the key function accesses the "subscript" of the previous item call. Do not quote <i>Name</i> .                                                                                                                                             |
| <b>key</b> ( )                     | Since exact table sizes are not defined, the interrogation operator should be used to detect end-of-table; for example: <pre>table("t",100)</pre> <pre>· · · #If word contains "parity", the following expression #adds one to the count of that word: ++t[word] · · · #To display the key/value pairs: for i = 0, ? (s = item (t, i)), ++i if key( ) put = key ( )_"_s</pre> |
| <b>iskey</b> ( <i>Name, Word</i> ) | Tests whether the key word exists in the table name and returns one for true, zero for false.                                                                                                                                                                                                                                                                                 |

## Miscellaneous Functions

**eval**(*string*)

Specifies to evaluate the string parameter as an expression. The function is handy for converting numeric strings to numbers. **eval** can also be used as a crude form of indirection, as in:

```
name = "x,y,z"
eval ("++" _name)
```

which increments the variable "x,y,z". In addition, when **eval** is preceded by ? (interrogation operator), you can control **bs** error conditions. For example:

```
?eval ("open(\"X\", \"XXX\", \"r\")")
```

returns the value zero if there is no file named "XXX" (instead of halting your program). The following performs a **goto** to the label "L:" (if it exists):

```
label = "L:"
if! (?eval ("goto" _label))puterr="no label"
```

**plot**(*request, args*)

Produces output on devices recognized by the **tplot** command. Some requests do not apply to all plotters. All requests except 0 and 12 are implemented by piping characters to **tplot**.

The call requests are as follows:

**plot(0, term)**

Causes further plot output to be piped into **tplot** with a flag of **-Tterm**.

**plot(1)** Erases the plotter.

**plot(2, string)**

Labels the current point with *string*

**plot(3, x1, y1, x2, y2)**

Draws the line between (x1, y1) and (x2, y2).

**plot(4, x, y, r)**

Draws a circle with center(x, y) and radius *r*.

**plot(5, x1, y1, x2, y2, x3, y3)**

Draws an arc (counterclockwise) with center (x1, y1), and end points (x2,y2) and (x3, y3).

**plot(6)** Not implemented.

**plot(7, x, y)**

Makes the current point at (x, y).

**plot(8, x, y)**

Draws a line from the current point to (x, y).

**plot(9, x, y)**

Draws a point at (x, y).

**plot(10, string)**

Sets the line mode to string

**plot(11, x1, y1, x2, y2)**

Makes (x1, y1) the lower left corner of the plotting area and (x2, y2) the upper right corner of the plotting area.

**plot(12, x1, y1, x2, y2)**

Causes subsequent x(y) coordinates to be multiplied by x1 (y1) and then added to x2 (y2) before they are plotted. The initial scaling is **plot(12, 1.0, 1.0, 0.0, 0.0)**.

**last** ( )

Returns, in immediate mode, the most recently computed value.

## Example

To execute the `bs` command and direct the result to a file called `output`, enter:

```
bs < input.n > output
```

OR

```
bs input.n > output
```

## Related Information

The `ksh` command.

The `access` subroutine, `printf` subroutine.

The National Language Support Overview for Programming in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

---

## bsh Command

### Purpose

The `bsh` command invokes the Bourne shell.

### Syntax

```
bsh [-i] [-r] [{ + | - } { [a] [e] [f] [h] [k] [n] [t] [u] [v] [x] }] [-c String | -s | File [Parameter]]
```

**Note:** Preceding a flag with a `+` (plus sign) rather than a `-` (minus sign) turns it off.

### Description

The `bsh` command invokes the Bourne shell, an interactive command interpreter and command-programming language. The shell carries out commands either interactively from a terminal keyboard or from a file.

For more information about the Bourne shell, see "Bourne Shell" in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

### Flags

The Bourne shell interprets the following flags only when the shell is invoked at the command line.

**Note:** Unless you specify either the `-c` or `-s` flag, the shell assumes that the next parameter is a command file (shell script). It passes anything else on the command line to that command file. See the discussion of positional parameters in "Variable Substitution in the Bourne Shell" in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* for more information.

- a** Marks for export all variables to which an assignment is performed. If the assignment precedes a command name, the export attribute is effective only for that command's execution environment, except when the assignment precedes one of the special built-in commands. In this case, the export attribute persists after the built-in command has completed. If the assignment does not precede a command name, or if the assignment is a result of the operation of the `getopts` or `read` command, the export attribute persists until the variable is unset.
- c *String*** Runs commands read from the *String* variable. Sets the value of special parameter `0` from the value of the *String* variable and the positional parameters (`$1`, `$2`, and so on) in sequence from the remaining *Parameter* operands. The shell does not read additional commands from standard input when you specify this flag.

|           |                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-e</b> | Exits immediately if all of the following conditions exist for a command: <ul style="list-style-type: none"> <li>• It exits with a return value greater than 0.</li> <li>• It is not part of the compound list of a <b>while</b>, <b>until</b>, or <b>if</b> command.</li> <li>• It is not being tested using AND or OR lists.</li> <li>• It is not a pipeline preceded by the ! (exclamation point) reserved word.</li> </ul> |
| <b>-f</b> | Disables file name substitution.                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>-h</b> | Locates and remembers the commands called within functions as the functions are defined. (Normally these commands are located when the function is executed; see the <b>hash</b> command.)                                                                                                                                                                                                                                     |
| <b>-i</b> | Makes the shell interactive, even if input and output are not from a workstation. In this case the shell ignores the <b>TERMINATE</b> signal, so that the <b>kill 0</b> command does not stop an interactive shell, and traps an <b>INTERRUPT</b> signal, so you can interrupt the function of the <b>wait</b> command. In all cases, the shell ignores the <b>QUIT</b> signal.                                                |
| <b>-k</b> | Places all keyword parameters in the environment for a command, not just those preceding the command name.                                                                                                                                                                                                                                                                                                                     |
| <b>-n</b> | Reads commands but does not execute them. The <b>-n</b> flag can be used to check for shell-script syntax errors. An interactive shell may ignore this option.                                                                                                                                                                                                                                                                 |
| <b>-r</b> | Invokes the restricted shell. Using this flag is the same as issuing the <b>Rsh</b> command, except the shell enforces restrictions when reading the <b>.profile</b> files.                                                                                                                                                                                                                                                    |
| <b>-s</b> | Reads commands from standard input. Any remaining parameters specified are passed as positional parameters to the new shell. Shell output is written to standard error, except for the output of built-in commands.                                                                                                                                                                                                            |
| <b>-t</b> | Exits after reading and executing one command.                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>-u</b> | Treats an unset variable as an error and immediately exits when performing variable substitution. An interactive shell does not exit.                                                                                                                                                                                                                                                                                          |
| <b>-v</b> | Displays shell input lines as they are read.                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>-x</b> | Displays commands and their arguments before they are executed.                                                                                                                                                                                                                                                                                                                                                                |

**Note:** Using a + (plus sign) rather than a - (minus sign) unsets flags. The \$- special variable contains the current set of flags.

## Files

|                     |                                                                                       |
|---------------------|---------------------------------------------------------------------------------------|
| <b>/usr/bin/sh</b>  | Specifies a default path name to the shell. This file is a link to the Bourne shell.  |
| <b>/usr/bin/bsh</b> | Specifies the path name to the Bourne shell.                                          |
| <b>/usr/bin/Rsh</b> | Specifies the path name to the restricted Bourne shell, a subset of the Bourne shell. |
| <b>/tmp/sh*</b>     | Contains temporary files that are created when a shell is opened.                     |

## Related Information

The **env** command, **sh** command, **Rsh** command.

The **/etc/passwd** file, **null** special file, **environment** file.

The **profile** file format.

Bourne Shell in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

Bourne Shell Special Commands in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

Variable Substitution in the Bourne Shell in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

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## bterm command

### Purpose

Emulates terminals in bidirectional (BIDI) mode.

### Syntax

```
bterm [-maps Map] [-help] [-keywords] [-nobidi] [-symmetric] [-autopush] [-or Orientation] [-text TextType] [-nss NumShape] [-csd CharShape] [-tail] [-nonnulls]
```

### Description

The **bterm** command emulates the IBM 3151, VT220, HFT and other terminals. It operates in BIDI mode on ASCII terminals. This command creates a BIDI shell that can run any BIDI application. You cannot initiate the **bterm** command recursively from within itself.

The maps that determine the keyboard mapping and the symmetric swapping of characters are specified by the **-maps** flag. You can specify other BIDI behaviors using the flags available to the **bterm** command or by setting them in the defaults files. Such behaviors include the default text mode, the default screen orientation, the default mode of Arabic character shaping, the default shape of numerals, whether the Symmetric Swapping mode is enabled and whether the Autopush mode is enabled or not. The behaviors specified with flags take precedence over the behaviors set in the defaults files.

The default files are searched in the following order:

1. The **.Bidi-defaults** file is searched for in your home directory.
2. If the file is not found, the **bterm** command searches for the **BTerm** resource file in the **/usr/lib/nls/bidi/\$LANG/app-defaults** file.

### Flags

|                              |                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-autopush</b>             | Enables the Autopush mode in visual text mode.                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>-csd</b> <i>CharShape</i> | Specifies the shape of Arabic characters. The <i>CharShape</i> variable can be one of the following options: <ul style="list-style-type: none"><li>• <b>automatic</b></li><li>• <b>isolated</b> (visual text mode only)</li><li>• <b>initial</b> (visual text mode only)</li><li>• <b>middle</b> (visual text mode only)</li><li>• <b>final</b> (visual text mode only)</li><li>• <b>passthru</b></li></ul> The default is automatic shaping. |
| <b>-help</b>                 | Lists the available parameters and their syntax.                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>-keywords</b>             | Lists the keywords available in defaults file.                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>-maps</b> <i>Map</i>      | Specifies the map used for keyboard mapping and symmetric swapping of characters. Each language has a different map, and the available options for the <i>Map</i> variable are in the <b>/usr/lib/nls/bidi/maps</b> directory. You must specify the environment variable <b>BIDIPATH</b> as follows: <pre>export BIDIPATH=/usr/lib/nls/bidi</pre>                                                                                             |
| <b>-nobidi</b>               | Disables the BIDI mode.                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>-nonnulls</b>             | Initializes the screen with spaces instead of nulls.                                                                                                                                                                                                                                                                                                                                                                                          |

|                               |                                                                                                                                                                                                                                                                                                     |
|-------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-nss</b> <i>NumShape</i>   | Specifies the shape of the numerals. Specify one of the following options for the <i>NumShape</i> variable: <ul style="list-style-type: none"> <li>• <b>bilingual</b></li> <li>• <b>hindi</b></li> <li>• <b>arabic</b></li> <li>• <b>passthu</b></li> </ul> <p>The default is <b>bilingual</b>.</p> |
| <b>-or</b> <i>Orientation</i> | Specifies screen orientation. The <i>Orientation</i> variable can be either <b>LTR</b> or <b>RTL</b> . The default is <b>LTR</b> .                                                                                                                                                                  |
| <b>-symmetric</b>             | Enables the Symmetric Swapping mode.                                                                                                                                                                                                                                                                |
| <b>-tail</b>                  | Writes the "seen," "sheen," "sad," and "dad" characters of the Arabic language in two cells instead of one cell.                                                                                                                                                                                    |
| <b>-text</b> <i>TextType</i>  | Specifies the type of data stream. The <i>TextType</i> variable can be either <b>implicit</b> or <b>visual</b> . The default is <b>implicit</b> .                                                                                                                                                   |

## Key Combinations

To change the BIDI settings using key combinations, press the Ctrl+X key sequence to enter a BIDI command mode. Any key you type after this key sequence is interpreted as a BIDI command. Invalid keys sound a beep and exit the BIDI command mode. The following keys are valid BIDI commands:

| Key          | Purpose                                                                                                |
|--------------|--------------------------------------------------------------------------------------------------------|
| <b>r</b>     | Reverses the screen orientation.                                                                       |
| <b>n</b>     | Sets the language keyboard layer to National.                                                          |
| <b>l</b>     | Sets the language keyboard layer to Latin.                                                             |
| <b>a</b>     | Toggles the automatic shaping variable option of the Arabic characters (valid also for Implicit mode). |
| <b>t</b>     | Displays the status.                                                                                   |
| <b>space</b> | Enters a required space (RSP).                                                                         |

For implicit mode only :

| Key      | Purpose                          |
|----------|----------------------------------|
| <b>c</b> | Toggles the column heading mode. |

For visual mode only :

| Key      | Purpose                                           |
|----------|---------------------------------------------------|
| <b>s</b> | Initiates the Push mode.                          |
| <b>e</b> | Terminates the End Push mode.                     |
| <b>p</b> | Toggles the Autopush mode.                        |
| <b>f</b> | Shapes Arabic characters in their final forms.    |
| <b>i</b> | Shapes Arabic characters in their initial forms.  |
| <b>b</b> | Shapes Arabic characters in the Passthu mode.     |
| <b>o</b> | Shapes Arabic characters in their isolated forms. |
| <b>m</b> | Shapes Arabic characters in their middle forms.   |

## .Bidi-defaults Keywords

Use the following keywords to set the defaults for the **bterm** command.

| .Bidi-defaults Keywords |       |        |
|-------------------------|-------|--------|
| Keywords                | Value | Effect |
|                         |       |        |

|             |           |                                                         |
|-------------|-----------|---------------------------------------------------------|
| fScrRev     | on        | Screen reverse function key is enabled.                 |
|             | off       | Screen reverse function key is disabled.                |
| fRTL        | on        | RTL keyboard layer function key is enabled.             |
|             | off       | RTL keyboard layer function key is disabled.            |
| fLTR        | on        | LTR keyboard layer function key is enabled.             |
|             | off       | LTR keyboard layer function key is disabled.            |
| fPush       | on        | Push function key is enabled.                           |
|             | off       | Push function key is disabled.                          |
| fEndPush    | on        | End Push function key is enabled.                       |
|             | off       | End Push function key is disabled.                      |
| fAutoPush   | on        | AutoPush function key is enabled.                       |
|             | off       | AutoPush function key is disabled.                      |
| fASD        | on        | Automatic Shape Determination function key is enabled.  |
|             | off       | Automatic Shape Determination function key is disabled. |
| fShapeIS    | on        | Isolated Shape function key is enabled.                 |
|             | off       | Isolated Shape function key is disabled.                |
| fShapeIN    | on        | Initial Shape function key is enabled.                  |
|             | off       | Initial Shape function key is disabled.                 |
| fShapeM     | on        | Middle Shape function key is enabled.                   |
|             | off       | Middle Shape function key is disabled.                  |
| fShapeF     | on        | Final Shape function key is enabled.                    |
|             | off       | Final Shape function key is disabled.                   |
| textType    | implicit  | Type of data stream is set to Implicit.                 |
|             | visual    | Type of data stream is set to Visual.                   |
| orientation | LTR       | Left-to-right default screen orientation.               |
|             | RTL       | Right-to-left default screen orientation.               |
| symmetric   | on        | Symmetric Swapping enabled.                             |
|             | off       | Symmetric Swapping disabled.                            |
| numShape    | bilingual | Numeral shaping is set to bilingual.                    |
|             | hindi     | Numerals are represented in Hindi.                      |
|             | arabic    | Numerals are represented in Arabic/Hebrew.              |
|             | passthru  | Numerals are represented in passthru.                   |

|            |           |                                                                                                                      |
|------------|-----------|----------------------------------------------------------------------------------------------------------------------|
| charShape  | automatic | Arabic characters are shaped automatically.                                                                          |
|            | passthru  | Arabic characters are displayed in passthru mode.                                                                    |
|            | isolated  | Arabic characters are displayed in isolated mode.                                                                    |
|            | initial   | Arabic characters are displayed in initial mode.                                                                     |
|            | final     | Arabic characters are displayed in final mode.                                                                       |
|            | middle    | Arabic characters are displayed in middle mode.                                                                      |
| maps       |           | Specifies the page code directory to be used for Keyboard. layering, input, output and symmetric character swapping. |
| expandTail | on        | Writes "seen"-like characters and their tails on two cells.                                                          |
|            | off       | Writes "seen"-like characters and their tails on one cell.                                                           |
| nobidi     | on        | Activates BIDI mode.                                                                                                 |
|            | off       | Turn off BIDI mode.                                                                                                  |
| noNulls    | on        | Replaces nulls by spaces.                                                                                            |
|            | off       | Leaves nulls as null, no replacement of spaces.                                                                      |

## Related Information

The **aixterm** command, the **telnet**, **tn**, or **tn3270** command.

Bidirectionality and Arabic Character Shaping Overview *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

---

## bugfiler Command

### Purpose

Automatically stores bug reports in specified mail directories.

### Syntax

```
bugfiler [-d] [-m MessageMode] [-b BugUserName] [MailDirectory]
```

### Description

The **bugfiler** command automatically intercepts bug reports, summarizes them, and stores them in the appropriate folders in the directory specified by the *MailDirectory* variable.

The mail delivery program starts the **bugfiler** command through a line in the **/etc/aliases** file. The line has the following format:

```
bugs:"|/usr/lib/bugfiler $HOME/bugstuff"
```

In the example, the bug reports are placed in the **\$HOME/bugstuff** directory. If no directory is specified, the **bugfiler** command places the bug reports in the **\$HOME/mail** default directory.

**Note:** The **\$HOME/mail** directory must be created for the **bugfiler** command to use as a default directory.

If the *BugUserName* is other than *bugs*, the entry in the **/etc/aliases** file should contain a **-b BugUserName** flag, as in the following example:

```
hadley:"|usr/lib/bugfiler -b hadley"
```

In this example, *hadley* is declared the *BugUserName* and all bug reports are placed in the **/home/hadley/mail** default directory. All directories used by the **bugfiler** command must be owned by *hadley*.

The **bugfiler** command reads bug reports from standard input, checks the format of each report, then either sends a message acknowledging receipt (**\$HOME/MailDirectory/.ack** file) or indicates improper format (**\$HOME/MailDirectory/.format** file).

Improperly formatted bug reports are filed in the **errors** directory, which the **bugfiler** command creates as a subdirectory of the *MailDirectory* variable. Bug reports must be in the format found in the **/usr/lib/bugformat** file. Use the **sendbug** command to start the **/usr/lib/bugformat** file. The **bugfiler** command summarizes valid bug reports and files them in the folder specified in the **Index:** line of the report. The source directory name in the **Index:** line must match one of the directory names in the mail directory. The **bugfiler** command appends a line in the following format to the *MailDirectory/summary* file:

```
DirectoryName/MessageNumber IndexInformation SubjectInformation
```

**Note:** The **bugfiler** command does not recognize forwarded mail. It notifies the forwarder, not the sender, unless a **Reply-To:** line is included in the header of the report.

## Format of Bug Reports

Bug reports must be submitted in ARPA RFC 822 format. The **sendbug** command contains information to compose and mail bug reports in the correct format.

The reports require the following header lines for proper indexing:

**Date:** Followed by the date the **bugfiler** command receives the report.  
**From:** Followed by the valid return address of the sender.  
**Subject:** Followed by a short summary of the problem.  
**Index:** Followed by the path of the source directory and source file, the version number, and optionally, the **Fix** keyword.

The body of the bug report requires the following lines:

**Description:** Followed by a detailed description of the problem, suggestion, or complaint.  
**Repeat-By:** Followed by a procedure to repeat the problem.  
**Fix:** Followed by a **diff** command comparing the old and new source files or a description of how to solve the problem. Include the **Fix:** line only if the **Fix** keyword is specified in the **Index:** line.

## Redistribution of Bug Reports

Bug reports can be redistributed according to index information in the *MailDirectory/.redist* file. The *MailDirectory/.redist* file is examined for a line beginning with an index name followed by a tab. Following the index name and tab is a comma-separated list of mail addresses to receive copies of bug reports. If the list continues on multiple lines, each line but the last must end with a **\** (backslash). The following is an example of index information in the **.redist** file:

myindex joe@hal,mary@mercutio,martha@banquo,sarah@mephisto,\  
dee@hamlet,dewayne@ceasar

## Flags

- b** *BugUserName* Specifies a new user ID. If the **-b** *BugUserName* flag is not specified, the **bugfiler** command defaults to the login name.
- d** Sets debugging on. When the **-d** flag is specified, the **bugfiler** command sends error messages to standard output.
- m** *MessageMode* Sets message protection. The **-m** *MessageMode* flag specifies file permissions, using hexadecimal format, for all files that the **bugfiler** command creates.

## Examples

1. The syntax of the **bugfiler** command when used with all three flags and a specified *MailDirectory* variable is as follows:

```
hadley:"|/usr/lib/bugfiler -d -m 755 -b hadley
/home/hadley/bugdir"
```

When placed in the */etc/aliases* file, this line starts debugging, sets file permissions to *rw-r-xr-x*, declares hadley as the *BugUserName*, and specifies the */home/hadley/bugdir* directory.

2. The following is an example of a bug report:

```
Date: Mon, 27 Nov 89 11:26:15 -600
From: a@B
Subject: Read not setting errno correctly
Index: LFS/rdwr.c workstation 3.1
```

Description: Read not setting errno correctly

Repeat-By: Start an NFS daemon and it receives errors. Errno is zero.

## Files

|                                          |                                                             |
|------------------------------------------|-------------------------------------------------------------|
| <i>/etc/aliases</i>                      | Contains system-wide aliases for the mail transport system. |
| <i>usr/sbin/sendmail</i>                 | Contains the mail delivery program.                         |
| <i>MailDirectory/summary</i>             | Contains the bug report summaries.                          |
| <i>BugUserName/MailDirectory/.ack</i>    | Contains the message sent in acknowledgment.                |
| <i>BugUserName/MailDirectory/.format</i> | Contains the message sent when format errors are detected.  |
| <i>MailDirectory/.redist</i>             | Contains the redistribution list for bug reports.           |

## Related Information

The **sendbug** command.

Mail Overview for System Management in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

---

## burst Command

### Purpose

Divides a message into separate, new messages.

## Syntax

```
burst [+Folder][Messages][-inplace][-noinplace][-quiet][-noquiet][-verbose][-noverbose]
```

## Description

The **burst** command allows you to divide a message into multiple, new messages. The **burst** command operates on digests, messages forwarded by the **forw** command, and blind carbon copies sent by the **forw** and **send** commands. Messages created using the **burst** command are numbered consecutively, beginning with the next highest number in the specified folder.

The **burst** command can create about 1000 messages from a single message. However, the **burst** command generally does not place a specific limit on the number of messages in a folder after bursting is complete.

The **burst** command uses encapsulation boundaries to determine where to separate the encapsulated messages. If an encapsulation boundary is located within a message, the **burst** command may split that message into two or more messages.

By default, the first message extracted from the first digest becomes the current message. If the **-inplace** flag is specified, the first new message becomes the current message.

## Flags

**+Folder** Specifies the folder containing the message to divide. By default, the system uses the current folder.

**-help** Lists the command syntax, available switches (toggles), and version information.

**-inplace** **Note:** For Message Handler (MH), the name of this flag must be fully spelled out. Replaces each digest with a table of contents for the digest, places the messages contained in each digest directly after the digest's table of contents, and renumbers all subsequent messages in the folder to make room for the messages from the divided digest.

**Attention:** The **burst** command does not place text displayed after the last encapsulated message in a separate message. When you specify the **-inplace** flag, the **burst** command loses this trailing text. In digests, this text is usually an End-of-Digest string. However, if the sender appended remarks after the last encapsulated message, the **burst** command loses these remarks.

*Messages* Specifies the messages that you want to divide. This parameter may specify several messages, a range of messages, or a single message. Use the following references to specify messages:

*Number*

Number of the message. When specifying several messages, separate each number with a comma. When specifying a range, separate the first and last number in the range with a hyphen.

*Sequence*

A group of messages specified by the user. Recognized values include:

**all** All messages in the folder.

**cur or . (period)**  
Current message. This is the default.

**first** First message in a folder.

**last** Last message in a folder.

**next** Message following the current message.

**prev** Message preceding the current message.

**-noinplace** Preserves each digest. This is the default.  
**-noquiet** Reports information about messages not in digest format. This flag is the default.  
**-noverbose** Prevents reporting of the actions the **burst** command performs while dividing the digests. This flag is the default.  
**-quiet** Prevents reporting of information about messages not in digest format.  
**-verbose** Reports the actions the **burst** command performs while dividing a digest.

## Profile Entries

The following entries are entered in the *UserMhDirectory/mh\_profile* file:

Current-Folder: Sets the default current folder.  
Msg-Protect: Sets the protection level for your new message files.  
Path: Specifies a user's MH directory.

## Examples

1. The user receives message 5 from mickey@mouse containing several messages in digest form:

```
5+ 03/02 mickey@mouse
6+ 03/02 disney@world
```

To burst message 5 into several, separate messages, enter:

```
burst 5
5+ 03/02 mickey@mouse
6 03/02 disney@world
7 first message in digest
8 second message in digest
9 third message in digest
```

The resulting new messages are appended to the end of the folder. Message 5 remains intact and still contains all four messages.

2. To burst message 5 using the **-inplace** flag, enter:

```
burst 5 -inplace
5+ 03/02 mickey@mouse
6 first message in digest
7 second message in digest
8 third message in digest
9 03/02 disney@world
```

The resulting new messages are placed immediately after the digest, and the **burst** command renumbers all the messages that follow. Message 5 now contains only the header and text of the forwarded message.

## Files

|                          |                                                           |
|--------------------------|-----------------------------------------------------------|
| <b>\$HOME/mh_profile</b> | Contains the MH user profile.                             |
| <b>/usr/bin/burst</b>    | Contains the executable form of the <b>burst</b> command. |

## Related Information

The **forw** command, **inc** command, **msh** command, **packf** command, **send** command, **show** command.

The **mh\_alias** file format, **mh\_profile** file format.

Mail Overview in *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

---

## cachefslog Command

### Purpose

Controls the logging of a cache file system.

### Syntax

```
cachefslog [-fLogFile | -h] Cachefs_Mount_Point
```

### Description

The **cachefslog** command displays where CacheFS statistics are being logged. Optionally, it sets where CacheFS statistics are being logged, or it halts logging for a cache specified by *Cachefs\_Mount\_Point*. The *Cachefs\_Mount\_Point* argument is a mount point of a cache file system. All file systems cached under the same cache as *Cachefs\_Mount\_Point* are logged.

### Flags

|                   |                                    |
|-------------------|------------------------------------|
| <b>-f LogFile</b> | Specifies the log file to be used. |
| <b>-h</b>         | Halts logging.                     |

### Exit Status

The following exit values are returned:

|                 |                        |
|-----------------|------------------------|
| <b>0</b>        | success                |
| <b>non-zero</b> | an error has occurred. |

### Examples

1. To check if the directory **/home/sam** is being logged, type:  
cachefslog /home/sam

The system displays the following:

```
not logged: /home/sam
```

2. To change the *logfile* of **/home/sam** to **/var/tmp/samlog**, type:

```
cachefslog -f /var/tmp/samlog /home/sam
```

The system displays the following:

```
/var/tmp/samlog: /home/sam
```

3. To halt logging for the **/home/sam directory**, type:

```
cachefslog -h /home/sam
```

The system displays the following:

```
not logged: /home/sam
```

**Note:** You must have root user authority to use the **-f** and **-h** flags.

## Files

**/usr/sbin/cachefslog**

Contains the **cachefslog** command.

## Related Information

The **cachefsstat** command, **cachefswssize** command, and **cfsadmin** command.

---

## cachefsstat Command

### Purpose

Displays information about a cache file system.

### Syntax

```
cachefsstat [-z] [Path...]
```

### Description

The **cachefsstat** command displays statistical information about the cache file system mounted on *Path*. The statistical information includes cache hits and misses, consistency checking, and modification operations. If *Path* is not specified, all mounted cache file systems are used. **cachefsstat** can also be used to reinitialize this information (see **-z** flag).

The statistical information includes the following:

|                    |                                                                                                                    |
|--------------------|--------------------------------------------------------------------------------------------------------------------|
| hit rate           | The percentage of cache hits over the total number of attempts, followed by the actual numbers of hits and misses. |
| consistency checks | The number of consistency checks performed, followed by the number that passed, and the number that failed.        |
| modifies           | The number of modify operations, including, for example, writes and creates.                                       |

### Flags

|           |                                                                                                                                                                                                                                                                                        |
|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-z</b> | Reinitializes, zeros, statistics. Execute <b>cachefsstat -z</b> before running <b>cachefsstat</b> again to gather statistics on the cache performance. This flag can only be used by the superuser. The statistics printed reflect those just before the statistics are reinitialized. |
|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## Exit Status

The following exit values are returned:

|          |                        |
|----------|------------------------|
| 0        | success                |
| non-zero | an error has occurred. |

## Examples

1. To display the cache file system statistics of the **/home/sam** directory, type:

```
cachefsstat /home/sam
```

The system displays the following:

```
cache hit rate: 73% (1234 hits, 450 misses) consistency checks: 700 (650 pass, 50 fail) modifies: 321
```

## Files

**/usr/sbin/cachefsstat** Contains the **cachefsstat** command.

## Related Information

The **cachefslog** command, **cachefswssize** command, and **cfsadmin** command.

---

## cachefswssize Command

### Purpose

Displays the work space size for a cache file system.

### Syntax

```
cachefswssize LogFile
```

### Description

The **cachefswssize** command displays the work space size determined from *LogFile*. This includes the amount of cache space needed for each filesystem that was mounted under the cache, as well as a total.

## Exit Status

The following exit values are returned:

|          |                        |
|----------|------------------------|
| 0        | success                |
| non-zero | an error has occurred. |

## Examples

1. To display the work space size of the cache filesystems being logged in the file **/var/tmp/samlog**, type:

```
cachefswssize /var/tmp/samlog
```

The system displays similar to the following:

```
/home/sam
 end size: 10688k
 high water size: 10704k

/foo
```

```

 end size: 128k
 high water size: 128k

/usr/dist

 end size: 1472k
 high water size: 1472k

total for cache

 initial size: 110960k
 end size: 12288k
 high water size: 12304k

```

## Files

`/usr/sbin/cachefswsize` Contains the **cachefswsize** command.

## Related Information

The **cachefslog** command, **cachefsstat** command, and **cfsadmin** command.

---

## cal Command

### Purpose

Displays a calendar.

### Syntax

```
cal [[Month] Year]
```

### Description

The **cal** command displays a calendar of the specified year or month.

The *Year* parameter names the year for which you want a calendar. Since the **cal** command can display a calendar for any year from 1 through 9999, you must enter the full year rather than just the last two digits. The *Month* parameter identifies the month for which you want the calendar. It can be a number from 1 (indicating January) to 12 (indicating December). If you specify neither the *Year* nor the *Month* parameter, the **cal** command displays the current month. If you specify only one parameter, the **cal** command assumes the parameter is the *Year* parameter and displays the calendar for the indicated year.

**Note:** The **cal** command does not accept standard input.

The **cal** command uses the appropriate month and day names according to the locale settings. The "National Language Support Overview for Programming" in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs* contains more information on the **LANG**, **LC\_TIME**, **LC\_ALL**, and **TZ** environment variables.

### Exit Status

This command returns the following exit values:

```
0 Successful completion.
>0 An error occurred.
```

## Examples

1. To display a calendar for February, 1994, at your workstation, enter:

```
cal 2 1994
```

2. To print a calendar for 1994, enter:

```
cal 1994 | qprt
```

3. To display a calendar for the year 84, enter:

```
cal 84
```

## Files

**/usr/bin/cal**                    Contains the **cal** command.

## Related Information

The **calendar** command.

National Language Support Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

National Language Support Overview for Programming in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

---

## calendar Command

### Purpose

Writes reminder messages to standard output.

### Syntax

```
calendar [-]
```

### Description

The **calendar** command reads the **calendar** file and displays any line in the file that contains today's or tomorrow's date. The **calendar** file is user-created and must be in the same directory from which you run the **calendar** command. Typically, the **calendar** file resides in your home directory.

If you run the **calendar** command on a Friday, the **calendar** command displays all lines containing the dates for that Friday as well as the subsequent Saturday, Sunday, and Monday. The command does not recognize holidays.

The **calendar** command recognizes date formats such as *Month Day*, *Abbreviation Date*, and *MonthNumeral/Date*. Examples of these formats include December 7, Dec. 7 and 12/7. The **calendar** command also recognizes the special character \* (asterisk) when followed by a / (slash). It interprets \*/7, for example, as signifying the seventh day of every month. The **calendar** command does not recognize formats such as 7/\*, 7 December, 7/12, \* 7 or DEC. 7.

If the system administrator has created a **calendar** file for all users, you can access this file by placing the following line at the beginning of your local **calendar** file:

```
#include <FileName>
```

The actual value of the *FileName* variable is determined by the system administrator. The name of this file does not have to be **calendar**. When you run the **calendar** command, it displays reminders that were stored in your local **calendar** file as well as those stored in the file specified by the *FileName* variable.

**Note:** When the **calendar** file contains include statements, the **calendar** command runs the **calendar** file through the C preprocessor. To use include statements with the **calendar** file, the C preprocessor, which is contained in the */usr/ccs/lib/cpp* file, must be installed on the operating system.

For you to get reminder service, your **calendar** file must have read permission for others. See the **chmod** command for information on setting permissions.

## Flag

- Calls the **calendar** command for everyone having a **calendar** file in the home directory. The **calendar** command sends reminders using the **mail** command instead of writing the results to standard output.

## Exit Status

This command returns the following exit values:

- 0 Successful completion.
- >0 An error occurred.

## Examples

1. A typical **calendar** file might look like the following:

```
*/25 - Prepare monthly report
Aug. 12 - Fly to Denver
aug 23 - board meeting
Martha out of town - 8/23, 8/24, 8/25
8/24 - Mail car payment
sat aug/25 - beach trip
August 27 - Meet with Simmons
August 28 - Meet with Wilson
```

To run the **calendar** command, enter:

```
calendar
```

If today is Friday, August 24, then the **calendar** command displays the following:

```
*/25 - Prepare monthly report
Martha out of town - 8/23, 8/24, 8/25
8/24 - Mail car payment
sat aug/25 - beach trip
August 27 - Meet with Simmons
```

2. A **calendar** file that contains an include statement might look like the following:

```
#include </tmp/out>
1/21 -Annual review
1/21 -Weekly project meeting
1/22 *Meet with Harrison in Dallas*
Doctor's appointment - 1/23
1/23 -Vinh's wedding
```

To run the **calendar** command, enter:

```
calendar
```

If today is Wednesday, January 21, then the **calendar** command displays the following:

```
Jan.21 Goodbye party for David
Jan.22 Stockholder meeting in New York
1/21 -Annual review
1/21 -Weekly project meeting
1/22 *Meet with Harrison in Dallas*
```

The results of the **calendar** command indicate the /tmp/out file contained the following lines:

```
Jan.21 Goodbye party for David
Jan.22 Stockholder meeting in New York
```

## Files

|                         |                                             |
|-------------------------|---------------------------------------------|
| <b>\$HOME/calendar</b>  | Contains the <b>calendar</b> command.       |
| <b>/usr/lib/calprog</b> | Contains the program that determines dates. |
| <b>/usr/ccs/lib/cpp</b> | Contains the C preprocessor.                |
| <b>/etc/passwd</b>      | Contains basic user attributes.             |

## Related Information

The **cal** command, **chmod** command, **mail** or **Mail** command.

File and Directory Access Modes in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* introduces file ownership and permissions to access files and directories.

The Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

---

## cancel Command

The **cancel** command includes information for **cancel** on a POWER-based platform and the System V Print Subsystem **cancel** on a POWER-based platform and an Itanium-based platform.

### cancel Command on POWER-based Platform

#### Purpose

Cancels requests to a line printer.

#### Syntax

```
cancel { JobID ... | PrinterName }
```

or

```
cancel JobID QueueName
```

#### Description

The **cancel** command cancels line printer requests that were made by the **lp** command.

Specifying the following cancels the local print jobs:

- *JobID* cancels the print request, even if it is currently printing.
- *PrinterName* cancels the printing of your jobs on the specified queue. (If you have root user authority, all jobs on the queue are deleted.)

In AIX 4.3.2 and above, **qstatus** was enhanced to improve the administration of local queues showing duplicate 3-digit job numbers. You can use the **-W** flag with the **enq**, **qchk**, **lpstat**, and **lpq** status commands to display more job number digits.

If your queue display shows duplicate 3-digit job numbers, use **qchk -W** to list job numbers with greater precision. You can then cancel a specific job.

For example, **qchk** might display job number 123 twice while, **qchk -W** would display job number 1123 and 2123. If you want to cancel job number 2123, specifying **cancel 123**, causes the **qdaemon** to cancel the first matching job number it finds in its internal list, which may be 1123. By having the additional information that the **-W** flag provides, you can cancel a specific job number.

And for remote print jobs, both the *JobID* and remote *QueueName* must be specified in order to explicitly cancel a job on a remote queue.

#### Notes:

1. You must have root-user authority, or be a member of the **print** group, to cancel print requests that were not submitted by your current ID.
2. The *JobID* must be a number.
3. If you enter **cancel -?**, the system displays the following error message:

```
enq: (FATAL ERROR): 0781-048: Bad queue or device name: -?
```

## Exit Status

This command returns the following exit values:

- 0 Successful completion.
- >0 An error occurred.

## Files

|                              |                                                |
|------------------------------|------------------------------------------------|
| <b>/var/spool/qdaemon/*</b>  | Contains temporary copies of enqueued files.   |
| <b>/var/spool/lpd/qdir/*</b> | Contains job description files for print jobs. |
| <b>/usr/bin/cancel</b>       | Contains the command file.                     |

## Related Information

The **enable** command, **enq** command, **lp** command, **lpstat** command, **qcan** command.

Canceling a Print Job (qcan Command) in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

Printers, Print Jobs, and Queues Overview for Users in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

### cancel Command on POWER-based platforms and Itanium-based platforms

**Note:** This is a System V Print Subsystem command.

## Purpose

Cancel print requests

## Syntax

**cancel** [*request-IDs*] [*printers*]

**cancel -u** *login-IDs* [*printers*]

## Description

The **cancel** command allows users to cancel print requests previously sent with the **lp** command. The first form of **cancel** permits cancellation of requests based on their *request-ID*. The second form of **cancel** permits cancellation of requests based on the *login-ID* of their owner.

### Canceling a print request

The **cancel** command cancels requests for print jobs made with the **lp** command. The first form allows a user to specify one or more *request-IDs* of print jobs to be canceled. Alternatively, the user can specify one or more *printers*, on which only the currently printing job will be canceled if it is the user's job.

The second form of **cancel** cancels all jobs for users specified in *login-IDs*. In this form the *printers* option can be used to restrict the printers on which the users' jobs will be canceled. Note that in this form, when the *printers* option is used, all jobs queued by the users for those printers will be canceled. A printer class is not a valid argument.

A user without special privileges can cancel only requests that are associated with his or her own login ID; To cancel a request, a user issues the command:

```
cancel -u login-ID [printer]
```

This command cancels all print requests associated with the *login-ID* of the user making the request, either on all printers (by default) or on the printer specified.

Administrative users with the appropriate privileges can cancel jobs submitted by any user by issuing the following types of commands:

**cancel -u** "*login-ID-list*"

Cancels all requests (on all relevant printers) by the specified users, including those jobs currently being printed. Double quotes must be used around *login-ID-list* if the list contains blanks. The argument *login-ID-list* may include any or all of the following constructs:

*login-ID*

a user on the local system

*system-name!**login-ID*

a user on system *system-name*

*system-name!***all**

all users on system *system-name*

**all!***login-ID*

a user on all systems

**all** all users on the local system

**all!all** all users on all systems

A remote job can be canceled only if it originated on the client system; that is, a server system can cancel jobs that came from a client, and a client system can cancel jobs it sent to a server.

**cancel -u** "*login-ID-list*" *printer-1 printer-2 printer-n*

Cancels all requests by the specified users for the specified printers, including those jobs currently being printed. (For a complete list of printers available on your system, execute the **lpstat -p** command.)

In any of these cases, the cancellation of a request that is currently printing frees the printer to print the next request.

## Related Information

The **enable** command, **enq** command, **lp** command, **lpstat** command, **qcan** command.

Canceling a Print Job (qcan Command) in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

Printers, Print Jobs, and Queues Overview for Users in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

---

## canonls Command

### Purpose

Processes **troff** command output for the Canon LASER SHOT in LIPS III mode.

### Syntax

```
canonls [-egFile] [-emFile] [-FDirectory] [-quietly] [-ugFile] [-umFile] [File ...]
```

### Description

The **canonls** command processes **troff** command output for the Canon LASER SHOT in LIPS III mode. This command is provided exclusively for Japanese language support.

The **canonls** command processes one or more files specified by the *File* parameter. If no file is specified, the **canonls** command reads from standard input.

The **canonls** command uses font files in the **/usr/lib/font/devvcanonls** directory that have command names ending with **.out**. The **canonls** command does not produce correct output unless these files are provided.

### Flags

|                    |                                                                                                                                                                                                   |
|--------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-egFile</b>     | Specifies the Gothic font for the IBM Japanese extended character set. By default, the <b>canonls</b> command uses the Gothic font found in the <b>/usr/lib/X11/fonts/JP/IBM_JPN23G.snf</b> file. |
| <b>-emFile</b>     | Specifies the Mincho font for the IBM Japanese extended character set. By default, the <b>canonls</b> command uses the Mincho font found in the <b>/usr/lib/X11/fonts/JP/IBM_JPN23.snf</b> file.  |
| <b>-FDirectory</b> | Specifies a directory name as the place to find font files. By default, the <b>canonls</b> command looks for font files in the <b>/usr/lib/font/devvcanonls</b> directory.                        |
| <b>-quietly</b>    | Suppresses all nonfatal error messages.                                                                                                                                                           |
| <b>-ugFile</b>     | Specifies the Gothic font for the user-defined characters of Japanese. By default, the <b>canonls</b> command uses the Gothic font found in the <b>/usr/lib/X11/fonts/JP/IBM_JPN23G.snf</b> file. |
| <b>-umFile</b>     | Specifies the Mincho font for the user-defined characters of Japanese. By default, the <b>canonls</b> command uses the Gothic font found in the <b>/usr/lib/X11/fonts/JP/IBM_JPN23.snf</b> file.  |

### Example

To process the reports file for the Canon LASER SHOT printer, enter:

```
troff reports | canonls | qprt -dp
```

The **canonls** command first processes the output of the **troff** command, then sends the file to a print queue.

## File

`/usr/lib/font/devcanonls/*.out`

Contains font files.

## Related Information

The **troff** command.

The **troff** font file format.

---

## captoinfo Command

### Purpose

Converts a **termcap** file to a **terminfo** descriptor file.

### Syntax

**captoinfo** [ *-wNumber* ] [ *-v* ] [ *-V* ] [ *-1* ] [ *FileName...* ]

### Description

The **captoinfo** command converts a **termcap** source file to a **terminfo** source file and displays it on the screen. The **termcap** file format is an older format. The **termcap** and **terminfo** files differ mainly in the capability names and the entry syntax. Therefore, the **captoinfo** command only makes the syntactical transformations and vocabulary substitutions. The command also strips obsolete **termcap** capabilities such as `nc`, and 2-character **termcap** names like `D3`.

By default, the **captoinfo** command converts the **termcap** description for the terminal specified by the **TERM** environment variable. The command reads the description of the terminal from the `/etc/termcap` file and outputs a **terminfo**-style description. If you specify the *Filename* parameter, the command converts all the descriptions in the file to **terminfo** format.

You can redirect the output of the **captoinfo** command to a file.

### Flags

|                 |                                                                                                                                                                                                                                                                                                                                                                          |
|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-v</b>       | Turns on the verbose mode.                                                                                                                                                                                                                                                                                                                                               |
| <b>-V</b>       | Displays the version number.                                                                                                                                                                                                                                                                                                                                             |
| <b>-wNumber</b> | Defines the line width of the <b>terminfo</b> entry. The <b>captoinfo</b> command fits as many <b>terminfo</b> fields in this width as is possible on the output line. A <b>terminfo</b> field consists of a capability name and a corresponding value. If you specify the <b>-w</b> flag, you must specify a <i>Number</i> parameter. By default, the line width is 60. |

#### Notes:

1. If the width you specify is too small to contain even one field, the command displays one field per line.
2. If the width you specify is zero or negative, the line width will be set to 60.

**-1** Displays one **terminfo** field per line.

### Examples

1. To convert the **termcap** file **Wyse50.tc** to a **terminfo** file and see the results on the display, enter:  

```
captoinfo Wyse50.tc
```

2. To convert the **termcap** file **Wyse50.tc** to a **terminfo** file and save the results, enter:

```
captainfo Wyse50.tc > Wyse50.ti
```

3. To display one **terminfo** field per line and see more information, enter:

```
captainfo -l -v Wyse50.tc
```

4. To produce a **terminfo** description of an ibm3101 terminal defined by the **TERM** environment variable, enter:

```
captainfo -w 40
```

The **captainfo** command converts the ibm3101 description in the **/etc/termcap** file into a **terminfo** description and produces a description with a 40 character width. The output of the command is similar to the following:

```
ibm|ibm3101|3101|i3101|IBM 3101-10,
 am, xon,
 cols#80, lines#24,
 bel=^G, clear=\EK, cr=\r, cub1=\b,
 cud1=\n, cuf1=\EC,
 cup=\EY%p1%'s'+%c%p2%'s'+%c,
 cuu1=\EA, ed=\EJ, el=\EI,
 home=\EH, ht=\t, ind=\n,
 kcub1=\ED, kcud1=\EB, kcufl=\EC,
 kcuu1=\EA,
```

## Related Information

The **terminfo** file format.

The Curses Overview for Programming in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

---

## capture Command

### Purpose

Allows terminal screens to be dumped to a file.

### Syntax

```
capture [-a] [File]
```

### Description

The **capture** command allows a user to dump everything printed on the user's terminal to a file. The screen is printed to the file specified by the *File* parameter or to the **screen.out** file if no file is specified. If the **-a** flag is specified, the **capture** command appends the contents of the screen to the file.

In order to dump the screen to a file, the **capture** command creates a shell that emulates a VT100 terminal and maintains a record of what is being displayed on the screen. The **SHELL** environment variable determines the shell created. If the **SHELL** environment variable is not set, the **/usr/bin/bsh** shell is the default. The **TERM** environment variable is set to **TERM=vt100**. If, while running the **capture** command, the program asks for the terminal type in use, the user must enter **vt100**.

The Ctrl-P key sequence is the default keystroke to cause a screen dump to be performed. This can be changed by setting the **SCREENDUMP** environment variable to the 3-digit octal value of the desired screen dump key. For example, setting:

```
SCREENDUMP=014
```

changes the screen dump keystroke to Ctrl-L. Trying to set the **SCREENDUMP** environment variable by entering `^L` or `^\014` results in an error message.

To stop the screen capture process, use the Ctrl-D key sequence or type `exit`. The system displays the message, You are NO LONGER emulating a vt100 terminal.

## Flags

**-a** Appends the screen contents to the specified file or, if no file is specified, to the **screen.out** file.

## Files

`/usr/bin/capture` Contains the **capture** command.

## Related Information

The **bsh** command, **csh** command, **ksh** command, **script** command.

The Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes how the operating system processes input and output and how to use redirect and pipe symbols.

---

## cat Command

### Purpose

Concatenates or displays files.

### Syntax

```
cat [-q] [-r] [-s] [-S] [-u] [-n [-b]] [-v [-e] [-t]] [- | File ...]
```

### Description

The **cat** command reads each *File* parameter in sequence and writes it to standard output. If you do not specify a file name, the **cat** command reads from standard input. You can also specify a file name of - (dash) for standard input.

**Attention:** Do not redirect output to one of the input files using the redirection symbol, > (caret). If you do this, you lose the original data in the input file because the shell truncates the file before the **cat** command can read it. See "Redirecting Input and Output in the Korn Shell" in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* for more information.

## Flags

- b** Omits line numbers from blank lines, when specified with the **-n** flag.
- e** Displays a \$ (dollar sign) at the end of each line, when specified with the **-v** flag.
- n** Displays output lines preceded by line numbers, numbered sequentially from 1.
- q** Does not display a message if the **cat** command cannot find an input file. This flag is identical to the **-s** flag.
- r** Replaces multiple consecutive empty lines with one empty line. This flag is identical to the **-S** flag.
- s** Does not display a message if the **cat** command cannot find an input file. This flag is identical to the **-q** flag.

**Note:** Previously, the **-s** flag handled tasks now assigned to the **-S** flag.

- S** Replaces multiple consecutive empty lines with one empty line. This flag is identical to the **-r** flag.
  - t** Displays tab characters as `^I` if specified with the **-v** flag.
  - u** Does not buffer output. The default is buffered output.
  - v** Displays nonprinting characters as visible characters, with the exception of tabs, new-lines, and form-feeds. ASCII control characters (octal 000–037) are printed as `^n`, where `n` is the corresponding ASCII character in the octal range 100–137 (`@`, `A`, `B`, `C`,..., `X`, `Y`, `Z`, `[`, `\`, `]`, `^`, and `_`); the DEL character (octal 0177) is printed as `^?`. Other non-printable characters are printed as `M-x`, where `x` is the ASCII character specified by the low-order seven bits.
- When used with the **-v** option, the following options may be used:
- e** A `$` character will be printed at the end of each line prior to a new line.
  - t** Tabs will be printed as `^I` and form feeds will be printed as `^L`.
- The **-e** and **-t** options are ignored if the **-v** option is not specified.
- Allows standard input to the **cat** command.

## Exit Status

This command returns the following exit values:

- 0** All input files were output successfully.
- >0** An error occurred.

## Examples

**Attention:** Do not redirect output to one of the input files using the redirection symbol, `>` (caret).

1. To display a file at the workstation, enter:

```
cat notes
```

This command displays the data in the `notes` file. If the file is more than one less than the number of available display lines, some of the file scrolls off the screen. To list a file one page at a time, use the **pg** command.

2. To concatenate several files, enter:

```
cat section1.1 section1.2 section1.3 >section1
```

This command creates a file named `section1` that is a copy of `section1.1` followed by `section1.2` and `section1.3`.

3. To suppress error messages about files that do not exist, enter:

```
cat -q section2.1 section2.2 section2.3 >section2
```

If `section2.1` does not exist, this command concatenates `section2.2` and `section2.3`. The result is the same if you do not use the **-q** flag, except that the **cat** command displays the error message:

```
cat: cannot open section2.1
```

You may want to suppress this message with the **-q** flag when you use the **cat** command in shell procedures.

4. To append one file to the end of another, enter:

```
cat section1.4 > > section1
```

The `> >` (two carets) appends a copy of `section1.4` to the end of `section1`. If you want to replace the file, use the `>` (caret).

5. To add text to the end of a file, enter:

```
cat >>notes
Get milk on the way home
Ctrl-D
```

This command adds Get milk on the way home to the end of the file called notes. The **cat** command does not prompt; it waits for you to enter text. Press the Ctrl-D key sequence to indicate you are finished.

6. To concatenate several files with text entered from the keyboard, enter:

```
cat section3.1 - section3.3 >section3
```

This command concatenates section3.1, text from the keyboard (indicated by the minus sign), and section3.3.

## Files

**/usr/bin/cat**                Contains the **cat** command.

## Related Information

The **cp** command, **ksh** command, **pcat** command, **pg** command, **pr** command.

Files Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

File Systems and Directories Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

The Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

Redirecting Input and Output in the Korn Shell in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

Shells Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

File and Directory Access Modes in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

---

## catman Command

### Purpose

Creates the cat files for the manual.

### Syntax

```
catman [-n | -p | -w] [-MPath] [Section ...]
```

### Description

The **catman** command creates the preformatted versions of the online manual from the **nroff** command input files. The **catman** command examines each manual page and recreates those pages whose preformatted versions are missing or out of date. If any changes are made, the **catman** command recreates the **whatis** command database.

## Flags

- M Path** Updates manual pages located in the set of directories specified by the *Path* variable (the **/usr/share/man** directory by default). The *Path* variable has the form of a colon (:) separated by a list of directory names. For example:
- ```
'/usr/local/man:/usr/share/man'
```
- If the environment variable **MANPATH** is set, its value is used for the default path. If the **nroff** command source file contains a line such as:
- ```
' .so manx/yyy.x'
```
- a symbolic link is made in the **catx** directory to the appropriate preformatted manual page. This allows easy distribution of the preformatted manual pages among a group of associated machines using the **rdist** command.
- The **nroff** command sources need not be distributed to all machines, thus saving the associated disk space.
- For example, a local network of five machines (called mach1 through mach5) has mach3 with the manual page **nroff** command sources. Every night, mach3 runs the **catman** command by using the **cron** daemon and later runs the **rdist** command with a **distfile** file that looks like the following:
- ```
MANSLAVES = (mach1 mach2 mach4 mach5)
MANUALS = (/usr/share/man/cat[1-8no] /usr/share/man/whatis)
${MANUALS} -> ${MANSLAVES}
install -R;
notify root;
```
- n** Prevents creation of the **whatis** command database.
- p** Prints the names of the manual pages that need to be recreated or updated without recreating or updating them.
- w** Reads the BSD-style manual pages in the **/usr/share/man/cat?/*.*** and **/usr/share/man/man?/*.*** files; then reads the hypertext information bases installed under the **/usr/share/man/info** directory, and creates the **/usr/share/man/whatis** database. If the **MANPATH** environment variable is set, a different database will be created in each directory that appears in **MANPATH**. Each of these will be built from the **cat?/*.*** and **man?/*.*** files for that particular directory. The HTML Library information will be built into the default **/usr/share/man/whatis** database if it is included in **MANPATH** or if the **MANPATH** environment variable is not set.

Examples

To update manual sections 1, 2, and 3 only, enter:

```
catman 123
```

Files

/usr/sbin/getNAME	Contains the command to create the whatis database.
/usr/share/man	Specifies the default manual directory location.
/usr/share/man/man?/*.*	Contains the raw (the nroff command input) manual sections.
/usr/share/man/cat?/*.*	Contains preformatted manual pages.
/usr/share/man/whatis	Contains the whatis command database.
/usr/sbin/mkwhatis	Contains the command script to make the whatis command database.

Related Information

The **man** command, **nroff** command and **rdist** command.

The **cron** daemon.

The **distfile** file.

cb Command

Purpose

Puts C source code into a form that is easily read.

Syntax

```
cb [ -s ] [ -l Length | -j ] [ File ... ]
```

Description

The **cb** command reads C programs from standard input or from specified files and writes them to standard output in a form that shows, through indentations and spacing, the structure of the code. When called without flags, the **cb** command does not split or join lines. Note that punctuation in preprocessor statements can cause indentation errors.

For best results, use this command on source code that is syntactically correct.

Flags

-j	Joins lines that are split. Ignored if -l flag is given.
-l Length	Splits lines that are longer than <i>Length</i> characters.
-s	Formats the source code according to the style of Kernighan and Ritchie in <i>The C Programming Language</i> (Englewood Cliffs, New Jersey: Prentice-Hall, Inc., 1978).

Example

To create a version of `pgm.c` called `pgm.pretty.c` that is easy to read, enter:

```
cb pgm.c > pgm.pretty.c
```

Files

<code>/usr/ccs/bin/cb</code>	Contains the cb command.
<code>/usr/bin/cb</code>	Symbolic link to the cb command.

Related Information

The **indent** command.

ccss_pack Command

Purpose

Generates a **ccss** format update image given an **infile**, **toc** (table of contents), and a **bff** or **tar** file.

Syntax

```
ccss_pack -p Ptf -t Toc -i InfoFile -c CcssImage [ -h ]
```

Description

The **ccss_pack** command is invoked by the **ptfpkg** command to generate a **ccss** image when the **-c** flag is specified. This command generates a **ccss** image from a **backup** format file or tar PTF image. Use the **gen_infile** command to generate the **infile** and the **gen_toc_entry** command to generate the **toc** file.

Flags

*-c <i>CcssImage</i>	Specifies the location of the output ccss image.
-h	Specifies help or usage information.
*-i <i>InfoFile</i>	Specifies the infile . The infile should be in ebcdic format.
*-p <i>Ptf</i>	Specifies the PTF image (in tar or backup format).
*-t <i>Toc</i>	Specifies the table of contents file.

Note: Flags specified with an asterisk (*) are required.

Example

To use the **ccss_pack** command to generate a **ccss** format update image, type:

```
ccss_pack -p U439012 -t U439012.toc -i U439012.info -c U439012.ptf
```

Input Files

infile	Use the gen_infile command to generate the infile in ebcdic format.
PTF	The PTF image should be in backup or tar format. Use the ptfpkg command to generate the backup format file. Invoking the ptfpkg command with the -c flag automatically generates the ccss format image so that it is not necessary to run the ccss_pack command separately. If the PTF image is hand generated, it should include the .lpp_name file and the liblpp.a file in the appropriate directory (relative to .).
toc	The toc file is generally the lpp_name file. Use the gen_toc_entry command to generate the toc file from the bff or tar image.

Output File

ccss image	The output ccss image may be used for official testing and sent through the distribution center in Boulder.
-------------------	--

Related Information

The **ccss_unpack** command, **gen_infile** command, **gen_toc_entry** command, **ptfpkg** command.

ccss_unpack Command

Purpose

The **ccss_unpack** command unpacks one or more components of a **ccss** image.

Syntax

```
ccss_unpack -c CcssImage [ -i InfoFile | -t Toc | -p PtfName ] [ -h ]
```

Description

The **ccss_unpack** command retrieves individual components of a **ccss** format file. A **ccss** image includes an **infile**, a **toc**, and a PTF image. The PTF image may be in **backup** or **tar** format.

In a **ccss** image the **infile** is in **ebcdic** format. The **ccss_unpack** command does not convert the **infile** back into **ascii** format. To convert the **infile** back into **ascii** format for viewing, use the following command:

```
dd if=ebcdic file of=ascii file conv=ascii cbs=80
```

The **ebcdic** file is the file returned from using the **ccss_unpack** command with the **-i** flag, and the **ascii** file is the file name where the **ascii** version of the **infile** should be stored.

Flags

***-c CcssImage** Specifies the location of the input **ccss** image.
-h Specifies help or usage information.
-i InfoFile Specifies the location for storing the **ebcdic infile** extracted from the **ccss** image.
-p PtfName Specifies the location for storing the **bff** or **tar** PTF image.
-t Toc Specifies the location for storing the **toc** file extracted from the **ccss** image.

Notes:

1. At least one of the **-i** or the **-t** or the **-p** flags is required.
2. Flags specified with an asterisk (*) are required.

Example

To use the **ccss_unpack** command to extract the **toc** and **infiles** for the **ccss** image **U463905.ptf**, type:

```
ccss_unpack -c U463905.ptf -i info -t toc
```

Input File

ccss image The **ccss** image is generated using the **ccss_pack** command.

Output Files

infile	The infile is in ebcdic format. It must be converted back to ascii format for viewing.
PTF	The PTF image is the tar or backup format file. This file should be created using the ptfpkg command. It can be manually generated by creating the lpp_name and liblpp.a files and using the tar or backup commands to create the image.
toc	The toc file is typically the lpp_name file from the bff or tar PTF image. It is in ascii format.

Related Information

The **backup** command, **ccss_pack** command, **ptfpkg** command, **tar** command.

cd Command

Purpose

Changes the current directory.

Syntax

```
cd [ Directory ]
```

Description

The **cd** command moves you from your present directory to another directory. You must have execute (search) permission in the specified directory.

If you do not specify a *Directory* parameter, the **cd** command moves you to your login directory (**\$HOME** in the **ksh** and **bsh** environments, or **\$home** in the **cs**h environment). If the specified directory name is a full path name, it becomes the current directory. A full path name begins with a / (slash) indicating root directory, a . (dot) indicating current directory, or a .. (dot-dot) indicating parent directory. If the directory name is not a full path name, the **cd** command searches for it relative to one of the paths specified by the **\$CDPATH** shell variable (or **\$cdpath** **cs**h variable). This variable has the same syntax as, and similar semantics to, the **\$PATH** shell variable (or **\$path** **cs**h variable).

NOTE: Running **/usr/bin/cd** from a shell does not change the shell's working directory.

Exit Status

This command returns the following exit values:

- 0 Successful completion.
- >0 An error occurred.

Examples

1. To change to your home directory, enter:

```
cd
```

2. To change to an arbitrary directory, enter:

```
cd /usr/include
```

This changes the current directory to `/usr/include`.

3. To go down one level of the directory tree, enter:

```
cd sys
```

If the current directory is `/usr/include` and it contains a subdirectory named `sys`, then `/usr/include/sys` becomes the current directory.

4. To go up one level of the directory tree, enter:

```
cd ..
```

The special file name, `..` (dot-dot), refers to the directory immediately above the current directory.

Related Information

The **bsh** command, **cs**h command, **ksh** command, **pwd** command.

The **chdir** subroutine.

Directory Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes the structure and characteristics of directories in the file system.

File Systems and Directories Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

Shells Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes shells, the different types, and how they affect the way commands are interpreted.

cdc Command

Purpose

Changes the comments in a SCCS delta.

Syntax

```
cdc -rSID [ -m [ModificationRequestList ] ] [ -y [Comment ] ] File ...
```

Description

The **cdc** command changes the Modification Requests (MRs) and comments for the specified SCCS delta (the *SID* variable) for each named Source Code Control System (SCCS) file. If you specify a directory name, the **cdc** command performs the requested actions on all SCCS files in that directory (that is, all files with names that have the **s.** prefix). If you specify a - (minus) in place of *File*, the **cdc** command reads standard input and interprets each line as the name of an SCCS file.

You can change the comments and MRs for an SID only if you made the SID or you own the file and the directory.

Flags

-m[*ModificationRequestList*]

Supplies a list of MR numbers for the **cdc** program to add or delete in the SID specified by the **-r** flag. You can only use this flag if the specified file has the **v** header flag set. A null MR list has no effect.

In the actual *ModificationRequestList* parameter, MRs are separated by blanks, tab characters, or both. To delete an MR, precede the MR number with an ! (exclamation point). If the MR you want to delete is currently in the list of MRs, it is changed into a comment line. The **cdc** command places a list of all deleted MRs in the comment section of the delta and precedes them with a comment line indicating that the MRs were deleted.

If you do not specify the **-m** flag, and the **v** header flag is set, MRs are read from standard input. If standard input is a workstation, the **cdc** command prompts you for the MRs. The first new-line character not preceded by a backslash ends the list on the command line. The **cdc** command continues to take input until it reads an end-of-line character or a blank line. MRs are always read before comments (see the **-y** flag).

If the **v** header flag has a value, the **cdc** command interprets the value as the name of a program that validates MR numbers. If the MR number validation program returns a nonzero exit value, the **cdc** command stops and does not change the MRs. Specifies the SCCS identification number of the delta for which the **cdc** command will change the comments or MRs.

-r*SID*

-y[*Comment*]

Specifies comment text to replace an existing comment for the delta specified by the **-r** flag. The **cdc** command keeps the existing comments but precedes them by a comment line stating that they were changed. A null *Comment* value has no effect.

If you do not specify the **-y** flag, the **cdc** command reads comments from standard input until it reads an end-of-file character. If the standard input is a workstation, the **cdc** command prompts for the comments and also allows a blank line to end input. If the last character of a line is a \ (backslash), the **cdc** command ignores it and continues to read standard input.

Note: If the **cdc** command reads standard input for file names (that is, when you specify a file name of -), you must use the **-y** and **-m** flags.

Example

To change the comment for SID 1.3 of SCCS file `s.test.c` to "new comment", enter:

```
cdc -r1.3 -y"new comment" s.test.c
```

Files

`/usr/bin/cdc` Contains the path to SCCS **cdc** command.

Related Information

The **admin** command, **delta** command, **get** command, **prs** command, **sccshelp** command.

The **sccsfile** file format.

Source Code Control System (SCCS) Overview in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

List of SCCS Commands in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

cfgif Method

Purpose

Configures or activates one or all network interface (IF) instance(s) defined in the system configuration database.

Syntax

```
cfgif [ -I InterfaceInstance ]
```

Description

The **cfgif** method configures or activates one or all IF instance(s) of TCP/IP defined in the system configuration database. The **cfgif** method performs the following steps:

1. Retrieves the attributes associated with the Interface Program from the customized database. The attributes may include network address, network mask, security level and other related information.

2. Invokes the **ifconfig** command to load the IF instance using the customized attributes. The **ifconfig** command will load the appropriate interface program if it has not already been loaded.
3. Calls the **ifconfig** command to attach a routine to establish a path between the interface instance and the adapter.
4. Sets the status of a particular IF instance to "AVAILABLE" in the customized database. All the IF instances are set to "DEFINED" at system reboot. When the **cfgif** method is invoked during boot time or from the command line, the IF instance(s) are then made available.

Flags

- | | |
|------------------------------------|--|
| -l <i>InterfaceInstance</i> | Specifies the interface instance to configure. If the instance name is specified, only that Interface instance is configured. If this flag is not used, all Interface instances in the defined state are configured. |
| -2 | Indicates that ifconfig will be invoked from the second phase of IPL so that a hex value will be shown on the front panel display. This flag should not be used during runtime. |

Examples

1. To configure a particular token-ring IF instance, enter the following command. Note that `tr0` is the logical name for the token-ring IF instance. It should be defined using the **defif** method.

```
cfgif -l tr0
```

2. To configure all IF instances, use the following command:

```
cfgif
```

Related Information

The **chdev** command, **defif** method, **definet** method, **ifconfig** command, **mkdev** command.

The **cfginet** method.

The **odm_run_method** subroutine.

Object Data Manager (ODM) Overview for Programmers in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

Writing a Device Method in *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*.

TCP/IP Network Interfaces, TCP/IP Addressing in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

cfginet Method

Purpose

Loads and configures an Internet instance and its associated IF instances.

Syntax

```
cfginet [ -2 ]
```

Description

The **cfginet** method loads and configures an instance of TCP/IP (an Internet instance) by performing the following steps:

1. Loads the protocol code.
2. Initializes entries in the Address Family Domain switch table and in the Network Input switch table.
3. Sets the status flag of the Internet instance to AVAILABLE.
4. Invokes the **hostname** command and the **route** command to set the hostname and static routes. The hostname and routing data are retrieved from the configuration database.

Note: The **cfginet** method is a programming tool and should not be executed from the command line.

Flag

- 2** Specifies the second phase of IPL device configuration. A predetermined hex value will be displayed on the front panel. This option should not be used during regular run-time operation.

Example

To configure an Internet instance on a host, enter the method in the following format:

```
cfginet
```

Related Information

The **mkdev** command.

The **odm_run_method** subroutine.

TCP/IP Network Interfaces in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

Object Data Manager (ODM) Overview for Programmers in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

Writing a Device Method in *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*.

cfgmgr Command

Purpose

Configures devices and optionally installs device software by running the programs specified in the Configuration Rules object class.

Syntax

```
cfgmgr [ -f | -s | -p Phase ] [ -i Device ] [ -l Name ] [ -v ]
```

Description

The **cfgmgr** command configures devices and optionally installs device software into the system. The devices to be configured are controlled by the Configuration Rules object class, which is part of the Device Configuration database. Each configuration rule specifies three items:

- The full path name of an executable program to run
- When to run the program (in relation to the other rules)
- In which phase to run the program

During system boot, the **cfgmgr** command configures all the devices that are necessary to use the system. System boot is a two-step process. The first step is called phase 1, and it begins when the kernel is brought into the system and the boot file system is initialized. During this phase, the **cfgmgr** command is invoked, specifying this as phase 1 by using the **-f** flag. The **cfgmgr** command executes all of the phase 1 configuration rules, which results in the base devices being configured. After this, phase 2 execution begins, and the **cfgmgr** command is called with the **-s** flag.

The **cfgmgr** command recognizes three phases of configuration rules:

- Phase 1
- Phase 2 (second boot phase for normal boot)
- Phase 3 (second boot phase for service boot)

Normally, the **cfgmgr** command executes all the rules for the phase specified during invocation (for example, phase 1 rules for the **-f** flag). However, if the **-l** flag is used, the **cfgmgr** command configures only the named device and its children.

If the **cfgmgr** command is invoked without a phase option (for example, without the **-f**, **-s**, or **-p** flags), then the command executes the phase 2 rules. The only way to run the phase 3 rules is with the **-p** flag.

The configuration rules for each phase are ordered based on the values specified in the `seq` field. This field is an integer that specifies the priority in which to execute this rule, relative to the other rules for this phase. The higher the number specified by the `seq` field, the lower the priority; for example, a value of 1 specified in the `seq` field is executed before a rule with a value of 10. There is one exception: a `seq` field value of 0 implies a "don't care" condition, and any `seq` field value of 0 is executed last. Therefore, a `seq` field value of 1 is the highest priority (first to execute).

If there are any devices detected that have no device software installed when configuring devices, the **cfgmgr** command returns a warning message with the name or a list of possible names for the device package that must be installed. If the specific name of the device package is determined, it is displayed as the only package name, on a line below the warning message. If the specific name cannot be determined, a colon-separated list of possible package names is displayed on a single line. A package name or list of possible package names is displayed for each of the devices, if more than one device is detected without its device software.

The system displays the following warning message when devices without their device software are detected:

```
cfgmgr: 0514-621 WARNING: The following device packages are
      required for device support but are not currently
      installed.
devices.pci.22100020
devices.pci.14101800
devices.pci.scsi:devices.pci.00100300:devices.pci.NCR.53C825
```

In this example, two devices were found whose software is missing, and the **cfgmgr** command displayed the names of the device packages that must be installed. A third device whose software is missing was also found, but in this case, the **cfgmgr** command displays several possible device package names.

When more than one possible package name is identified for a device, typically only one of the names will actually correspond to a device package on the install medium. This is the package to install. However, in some cases, more than one of the names will correspond to actual device packages on the install medium. In this case, the first package name in the list for which there is an actual device package on the install medium is the package that must be installed. If the **cfgmgr** command is used with the **-i** flag, then the correct packages will be installed.

If you invoke the **cfgmgr** command with the **-i** flag, the command attempts to install device software automatically for each new detected device. The *Device* variable of the **-i** flag specifies where to find the

installation medium. The installation medium can be a hardware device (such as a tape or diskette drive), a directory that contains installation images, or the installation image file itself.

Attention: To protect the Configuration database, the **cfgmgr** command is not interruptible. Stopping this command before execution is complete could result in a corrupted database.

Flags

-f	Specifies that the cfgmgr command executes the phase 1 configuration rules. This flag is not valid at run time (after system start).
-i Device	Specifies the location of the installation medium.
-l Name	Specifies the named device to configure along with its children.
-p Phase	Specifies that the cfgmgr command executes the specified phase.
-s	Specifies that the cfgmgr command executes the phase 2 configuration rules.
-v	Specifies verbose output. The cfgmgr command writes information about what it is doing to standard output.

Configuration Rules

phase	Specifies whether this rule belongs to phase 1 , phase 2 , or phase 3 (second boot phase for service mode).
seq	Specifies as an integer, the relative priority of this rule .
rule	A string containing the full path name of a program to execute (can also contain any flags, but they must follow the program name, as this whole string is executed as if it were typed in on the command line).

Security

Access Control: Only the root user and members of the system group should have execute (x) access to this command.

Auditing Event:

Event	Information
DEV_Configure	Device name

Examples

The following examples are based on the configuration rules containing the following information:

phase	seq	rule
1	1	/usr/lib/methods/defsys
1	10	/usr/lib/methods/deflvm
2	1	/usr/lib/methods/defsys
2	5	/usr/lib/methods/ptynode
2	10	/usr/lib/methods/startlft
2	15	/usr/lib/methods/starttty
3	1	/usr/lib/methods/defsys
3	5	/usr/lib/methods/ptynode
3	10	/usr/lib/methods/startlft
3	15	/usr/lib/methods/starttty

1. When the **cfgmgr** command is invoked with the **-f** flag, the command gets all of the configuration rules with phase = 1 and executes them in the following order:

- **/usr/lib/methods/defsys**
- **/usr/lib/methods/deflvm**

Note: The **-f** flag cannot be used during run time.

2. When the **cfgmgr** command is run with the **-s** flag, the command gets all of the configuration rules with phase = 2 and executes them in the following order:
 - **/usr/lib/methods/defsys**
 - **/usr/lib/methods/ptynode**
 - **/usr/lib/methods/startlft**
 - **/usr/lib/methods/starttty**
3. When the **cfgmgr** command is run with the **-p 3** flag, the command gets all of the configuration rules with phase = 3 and executes them in the following order:
 - **/usr/lib/methods/defsys**
 - **/usr/lib/methods/ptynode**
 - **/usr/lib/methods/startlft**
 - **/usr/lib/methods/starttty**
4. If the **cfgmgr** command is run without a flag, the command functions the same as when used with the **-s** flag.
5. To configure detected devices attached to the SCSI0 adapter, enter:


```
cfgmgr -l scsi0
```
6. To install device software automatically during configuration (with the software contained in a directory), enter:


```
cfgmgr -i /usr/sys/inst.images
```

Files

/usr/sbin/cfgmgr	Specifies the command file.
/usr/include/sys/cfgdb.h	Contains numeric representations for fields in the Configuration Rules object class.

Related Information

The **chdev** command, **lsattr** command, **lsdev** command, **mkdev** command, **rmdev** command.

Device Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* describes adding, changing, moving, and removing devices.

cfgqos Method

Purpose

Loads, configures, and activates the Quality of Service (QoS) instance.

Syntax

cfgqos

Description

The **cfgqos** method enables Quality of Service (QoS) for the TCP/IP protocol suite on a host by performing the following steps:

1. Loads the QoS kernel extension
2. Initializes the QoS instance
3. Attaches to the TCP/IP instance

Note: The **cfgqos** method is a programming tool and is not intended to be invoked from the command line.

Example

To configure QoS on a host, use the following format:

```
cfgqos
```

Related Information

The **cfginet** command, and **ucfgqos** method.

TCP/IP Quality of Service (QoS) in the *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

cflow Command

Purpose

Generates a C and C++ flow graph of external references.

Syntax

```
cflow [ -d Number ] [ -I Directory ] [ -i _ ] [ -i p ] [ -i x ] [ -q Option ] [ -r ] [ -MA ] [ -U Name ] [ -Nd Number ] [ -NI Number ] [ -Nn Number ] [ -Nt Number ] [ -D Name[=Definition] ] File ...
```

Description

The **cflow** command analyzes the C, C++, **yacc**, **lex**, assembler, and object files and writes a chart of their external references to standard output.

Note: Processing of C++ language files by the **cflow** command requires the presence of the IBM C Set++ Compiler/6000 package.

The **cflow** command sends files with the **.y**, **.I**, and **.c** suffixes to the **yacc** command, **lex** command, and **cpp** command for processing. A modified first pass of the **lint** command then processes the **yacc**, **lex**, and **cpp** output, or any **.i** files. The **cflow** command sends files with a **.C** suffix to the C Set++ compiler.

The **cflow** command assembles files with the **.s** suffix, extracting information from the symbol table (as it does with **.o** files). From this output, the **cflow** command produces a graph of external references and writes it to standard output.

Each line of output provides the following information (in order from left to right):

- A line number followed by sufficient tabs to indicate the level of nesting
- The name of the global, a colon, and its definition.

The name is normally a function not defined as external and not beginning with an underline character (see the **-i_** and **-i** inclusion flags).

For information extracted from C and C++ source files, the definition consists of an abstract type declaration (for example, **char ***), the name of the source file surrounded by angle brackets, and the line number on which the definition was found. Definitions extracted from object files contain the file name and location counter under which the symbol appeared, such as **.text** or **.data**. The **cflow** command deletes leading underline characters in C-style external names.

Once the **cflow** command displays a name, later references to the name contain only the **cflow** line number where the definition can be found. For undefined references, **cflow** displays only < > (angled brackets).

If the nesting level becomes too deep to display in available space, pipe the output from the **cflow** command to the **pr** command, using the **-e** flag to compress the tab expansion to less than eight spaces per tab stop.

Note: To ensure that the line numbers produced by the **cflow** command match your **lex** and **yacc** files, you must send the **.l** or **.y** file to the **cflow** command.

Flags

-d <i>Number</i>	Sets to a decimal integer the depth at which the flow graph is cut off. By default this is a large number. Do not set the cutoff depth to a nonpositive integer.
-i _	Includes names that begin with an underline character. The default excludes these functions (and corresponding data if the -ix flag is used).
-i p	Disables ANSI function prototypes. The default option is to fill in undefined function information with available prototype declarations.
-i x	Includes external and static data symbols. The default includes only functions.
-r	Produces an inverted listing that shows the callers of each function, sorted by called function.
-MA	Specifies ANSI mode. The cflow command expects ANSI C code in this mode. The default mode of operation is extended mode.
-Nd <i>Number</i>	Changes the dimension table size to the <i>Number</i> parameter. The default value of <i>Number</i> is 2000.
-NI <i>Number</i>	Changes the number of type nodes to the <i>Number</i> parameter. The default value of <i>Number</i> is 8000.
-Nn <i>Number</i>	Changes the symbol table size to the <i>Number</i> parameter. The default value of <i>Number</i> is 1500.
-Nt <i>Number</i>	Changes the number of tree nodes to the <i>Number</i> parameter. The default value of <i>Number</i> is 1000.

In addition, the **cflow** command recognizes the following flags of the **cpp** command (macro preprocessor):

-D <i>Name</i> [= <i>Definition</i>]	Defines the <i>Name</i> parameter, as if by the #define statement. The default <i>Definition</i> is 1.
-q <i>Option</i>	Passes the -qOption to the preprocessor. For example, -qmbcs sets multibyte mode specified by the current locale and -qidirfirst modifies the search order for files included with the #include file_name directive.
-I <i>Directory</i>	Adds the specified <i>Directory</i> to the list of directories in which the cflow program searches for #include files.
-U <i>Name</i>	Removes any initial definition of the <i>Name</i> parameter, where <i>Name</i> is a reserved symbol that is predefined by the particular preprocessor.

Exit Status

This command returns the following exit values:

0	Successful completion.
>0	An error occurred.

Examples

1. To generate a default flow graph of these C files that compose a program, enter:

```
cflow timeout.c kill.c error.c
```
2. To produce a **cflow** graph with a single level of nesting of functions, enter:

```
cflow -d1 resam.c pptp.c ptpt.c rrr.c whn.c
```
3. To generate a **cflow** graph of a **lex** program, enter:

```
cflow scan.1
```

4. To generate a **cflow** graph of the **yacc** program, enter:

```
cflow yaccfile.y
```

5. To generate an inverted listing showing the callers of each of the functions in the C files used in example 2, enter:

```
cflow -r resam.c pptp.c ptpt.c rrr.c whn.c
```

Files

/usr/ccs/bin/cflow	Driver for the cflow command
/usr/ccs/lib/cflow1	Executable for the cflow command
/usr/ccs/lib/dag	Executable for the cflow command
/usr/ccs/lib/flip	Executable for the cflow command
/usr/ccs/lib/lpfx	Executable for the cflow command
/usr/ccs/lib/nmf	Executable for the cflow command
/var/tmp/cf.*	Temporary files created by the cflow command

Related Information

The **as** command, **cpp** command, **lex** command, **lint** command, **nm** command, **pr** command, **yacc** command.

cfsadmin Command

Purpose

Administers disk space used for caching file systems with the Cache File-System (CacheFS).

Syntax

```
cfsadmin -c cache_directory
```

```
cfsadmin -d [ all ] cache_directory
```

```
cfsadmin -s [ all ] cache_directory
```

```
cfsadmin -u
```

Description

The **cfsadmin** command provides the following functions:

- cache creation
- deletion of cached file systems
- Listing of cache contents and statistics
- resource parameter adjustment when the file system is unmounted.

For each form of the command, unless the **-u** flag is specified, you must specify a cache directory, that is, the directory under which the cache is actually stored. A path name in the front file system identifies the cache directory. For the of the command, you must specify a mount point.

You can specify a cache ID when you mount a file system with CacheFS, or you can let the system generate one for you. The **-l** flag includes the cache ID in its listing of information. You must know the cache ID to delete a cached file system.

Flags

-c	Creates a cache under the directory specified by <i>cache_directory</i> . This directory must not exist prior to cache creation.
-d	Removes the file system whose cache ID you specify and release its resources, or remove all file systems in the cache by specifying <i>cache_directory</i> . After deleting a file system from the cache, you must run the command to correct the resource counts for the cache.
-l	Lists file systems stored in the specified cache, as well as statistics about them. Each cached file system is listed by cache ID. The statistics document resource utilization and cache resource parameters.
-s	Requests a consistency check on the specified file system (or all cachefs mounted file systems). The -s flag only works if the cache file system was mounted with <code>demandconst</code> enabled. Each file in the specified cache file system is checked for consistency with its corresponding file in the back file system. The consistency check is performed file by file as files are accessed. If no files are accessed, no checks are performed. Using this flag does not result in a sudden storm of consistency checks. The -s flag is not currently supported in this operating systems CacheFS.
-u	Updates resource parameters of the specified cache directory. Parameter values can only be increased. To decrease the values, you must remove the cache and recreate it. All file systems in the cache directory must be unmounted when you use this flag. Changes will take effect the next time you mount any file system in the specified cache directory. The -u flag with no -o flag sets all parameters to their default values.

CacheFS Resource Parameters

You can specify the following cacheFS resource parameters as arguments to the **-o** flag. Separate multiple parameters with commas.

maxblocks=<i>n</i>	Maximum amount of storage space that CacheFS can use, expressed as a percentage of the total number of blocks in the front file system. If CacheFS does not have exclusive use of the front file system, there is no guarantee that all the space the maxblocks parameter allows will be available. The default is 90.
minblocks=<i>n</i>	The minimum amount of storage space, expressed as a percentage of the total number of blocks in the front file system, that CacheFS is always allowed to use without limitation by its internal control mechanisms. If CacheFS does not have exclusive use of the front file system, there is no guarantee that all the space the minblocks parameter attempts to reserve will be available. The default is 0.
threshblocks=<i>n</i>	A percentage of the total blocks in the front file system beyond which CacheFS cannot claim resources once its block usage has reached the level specified by minblocks . The default is 85.

maxfiles=<i>n</i>	Maximum number of files that CacheFS can use, expressed as a percentage of the total number of inodes in the front file system. If CacheFS does not have exclusive use of the front file system, there is no guarantee that all the inodes the maxfiles parameter allows will be available. The default is 90.
minfiles=<i>n</i>	Minimum number of files, expressed as a percentage of the total number of inodes in the front file system, that CacheFS is always allowed to use without limitation by its internal control mechanisms. If CacheFS does not have exclusive use of the front file system, there is no guarantee that all the inodes the minfiles parameter attempts to reserve will be available. The default is 0.
threshfiles=<i>n</i>	A percentage of the total inodes in the front file system beyond which CacheFS cannot claim inodes once its usage has reached the level specified by minfiles . The default is 85.
maxfilesize==<i>n</i>	Largest file size, expressed in megabytes, that CacheFS is allowed to cache. The default is 30.

Note: You cannot decrease the block or inode allotment for a cache. To decrease the size of a cache, you must remove it and create it again with different parameters.

Examples

- To create a cache directory named `cache`, enter:


```
cfsadmin -c /cache
```
- To create named `/cache1` that can claim a maximum of 60 percent of the blocks in the front file system, can use 40 percent of the front file system blocks without interference by CacheFS internal control mechanisms, and has a threshold value of 50 percent. The threshold value indicates that after CacheFS reaches its guaranteed minimum, it cannot claim more space if 50 percent of the blocks in the front file system are already used.


```
cfsadmin -c -o maxblocks=60,minblocks=40,threshblocks=50 /cache1
```
- To change the **maxfilesize** parameter for the cache directory `/cache2` to 2 megabytes, enter:


```
cfsadmin -u -o maxfilesize=2 /cache2
```
- To list the contents of a cache directory named `/cache3` and provides statistics about resource utilization, enter:


```
cfsadmin -l /cache3
```
- To remove the cached file system with cache ID 23 from the cache directory `/cache3` and free its resources (the cache ID is part of the information returned), enter:


```
cfsadmin -d 23 /cache3
```
- To remove all cached file systems from the cache directory, enter:


```
cfsadmin -d all /cache3
```
- To check all filesystems mounted with `demandconst` enabled for consistency. No errors will be reported if no `demandconst` filesystems were found. Enter:


```
cfsadmin
```

Related Information

The **mount** command and **fsck_cachefs** command.

chargefee Command

Purpose

Charges end users for the computer resources they use.

Syntax

```
/usr/sbin/acct/chargefee User Number
```

Description

The **chargefee** command is used by someone with administrative authority to charge the individual specified by the *User* parameter for the number of work units specified by the *Number* parameter. The *Number* value can be an integer or a decimal value.

The **chargefee** command writes a record to the **/var/adm/fee** file. This information is merged with other accounting records by the **acctmerg** command to create the daily report.

Note: You should not share accounting files among nodes in a distributed environment. Each node should have its own copy of the various accounting files.

Security

Access Control: This command should grant execute (x) access only to members of the adm group.

Examples

To charge smith for 10 units of work on a financial report, enter:

```
/usr/sbin/acct/chargefee smith 10
```

A record is created in the **/var/adm/fee** file, which the **acctmerg** command will merge with records in other accounting files to produce the daily report.

Files

/usr/sbin/acct	The path to the accounting commands.
/var/adm/fee	Accumulates the fees charged to each login name.

Related Information

The **acctmerg** command.

For more information about the Accounting System, the preparation of daily and monthly reports, and the accounting files, see the Accounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Setting Up an Accounting System in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* explains the steps you must take to establish an accounting system.

chauthent Command

Purpose

Changes the configured authentication methods for the system.

Syntax

chauthent [**-k5**] [**-k4**] [**-std**]

Description

The **chauthent** command sets the desired configuration based on the flags the user sets. The authentication methods are set in the order in which the flags are given to the command. If none of the flags are set, then the **rcmds** will be disabled from functioning. If the **-std** flag is set, it must be the last flag set or the command will fail.

Note: The complete order of authentication methods must be specified each time. The command does not modify the current order when replacing it with the new one.

The user must have root authority to execute the command.

The **chauthent** command takes the flags set and calls the **set_auth_method** routine in **libauthm.a** to cause the change.

The **chauthent** command writes an error message to **stderr** and returns a -1 if **set_auth_method** fails.

Flags

-k5 Sets the Kerberos 5 authentication method.
-k4 Sets the Kerberos 4 authentication method.
-std Sets the Standard operating system authentication method.

Examples

1. Set all of the methods in descending order:

```
chauthent -k5 -k4 -std
```
2. Set all of the methods with Kerberos 4 attempted first:

```
chauthent -k4 -k5 -std
```
3. Clear all of the methods:

```
chauthent
```

Related Information

The **ftp** command, **lsauthent** command, **rcp** command, **rlogin** command, **rsh** command, **telnet**, **tn**, or **tn3270** command.

The **get_auth_method** and **set_auth_method** routines.

Network Overview in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

Secure Rcmds in *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

chclass Command

Purpose

Change the attributes and resource entitlements of a Workload Management class.

Syntax

chclass -a *Attribute=Value* {[**-a** *Attribute=Value*]...} [**-c** | **-m** | **-b** *Keyword=Value*] [**-d** *Config_Dir*] [**-S** *SuperClass*] *Name*

Description

The **chclass** command changes attributes for the class identified by the *Name* parameter. The class must already exist. To change an attribute, specify the attribute name and the new value with the *Attribute=Value* parameter. To change a limit or shares value, use option **-c** for cpu, **-m** for memory, and **-b** for disk I/O throughput, with the keyword value in **min**, **softmax**, **hardmax** or **shares**.

Note: Only the root user can change the attributes of a superclass. Only root or authorized users whose user ID or group ID matches the user name or group name specified in the attributes **adminuser** and **admingroup** of a superclass can change the attributes of a subclass of this superclass.

Normally, **chclass** updates the attributes of a class in the relevant WLM property files, and the modifications are applied to the in-core class definition (active classes) only after an update of WLM using the **wlmcntrl** command.

If an empty string is passed as the configuration name (*Config_dir*) with the **-d** flag, the change applies only to the in-core class attributes, and no property file is updated, making the changes temporary (the change is lost if WLM is stopped and restarted or the system is rebooted).

Attributes

The following attributes can be changed:

Class properties:

tier	Specifies the tier value. The tier value for a class is the position of the class in the hierarchy of resource limitation desirability for all classes. A class with a lower tier value will be more favored. The tier value is a number from 0 to 9 (default is 0).
inheritance	If inheritance is set to yes, the children of processes in this class remain in the class upon exec regardless of the automatic assignment rules in effect. If inheritance is set to no, the assignment rules apply normally. The default if not specified is no.
localshm	Indicates whether memory segments accessed by processes in different classes remain local to the class they were initially assigned to or if they go to the Shared class. The possible value is Yes or No. If not specified, the default is No.
authuser	Specifies the user name of the user allowed to assign processes to this class. The default when the attribute is not specified is root.
authgroup	Specifies the group name of the group of users allowed to assign processes to this class. There is no default value.
rset	Specifies the name of a resource set the processes in the class have access to. The default is that the class has access to all the resources on the system.
adminuser	Specifies the user name of the user allowed to administer the subclasses of this superclass. This attribute is valid only for superclasses. The default, when the attribute is not specified is a null string, and, in this case, only root can administer the subclasses.
admingroup	Specifies the group name of the group of users allowed to administer the subclasses of this superclass. This attribute is valid only for superclasses. The default value, when the attribute is not specified is a null string, meaning that no group can administer the subclasses.

Class limits and shares for CPU, memory, or disk I/O resource:

min	Specifies the minimum percentage of the resource that must be made available when requested, expressed as a percentage of the total resource available in the system. Possible values range from 0 to 100 (default is 0).
------------	---

shares	Specifies the maximum ratio of the resource that can be made available if there is contention. This parameter is expressed in shares of the total resource available in the system. The actual ratio of the resource is dynamically computed, proportionally to the shares of all active classes. If a class has no running process, its shares are excluded from the computation. The shares are arbitrary numbers from 1 to 65535. If shares is specified as hyphen ('-'), this means that the class is always considered on target and that its utilization for this resource is not regulated by WLM, but the minimum and maximum limits if any still apply. This is the default if the shares for a resource are not specified.
softmax	Specifies the maximum percentage of the resource that can be made available, when there is contention. Possible values range from 1 to 100 (default is 100). A class can exceed its soft maximum for a given resource if there is no contention on the resource.
hardmax	Specifies the maximum percentage of the resource that can be made available, even if there is no contention. Possible values range from 1 to 100 (default is 100). Specifying a value different from the default 100 for memory can result in some memory pages remaining unused, while some processes in the class could use more.
max	Specifies the maximum percentage of the resource that can be made available, even if there is no contention. Possible values range from 1 to 100 (default is 100). Specifying a value different from the default 100 for memory can result in some memory pages remaining unused, while some processes in the class could use more.

Note: The default values for a class can be read using **lsclass -D** and can be changed by manually editing the property files **classes**, **shares**, or **limits** to add a default stanza. See the description of these files in the *AIX 5L Version 5.1 Files Reference* for details.

Class description:

description	The class description text can be composed of any ASCII character, except colon (:) and comma (,).
--------------------	--

Flags

-b <i>Keyword=Value</i>	Changes a limit or shares value for disk I/O throughput. Possible <i>Keywords</i> are min , softmax , hardmax , or shares .
-c <i>Keyword=Value</i>	Changes a limit or shares value for a CPU. Possible <i>Keywords</i> are min , softmax , hardmax , or shares .
-d <i>Config_Dir</i>	Uses the /etc/wlm/Config_Dir directory as alternate directory for the properties files. If this flag is not present, the current configuration files in the directory pointed to by /etc/wlm/current are used. If an empty string is passed as the configuration name (-d "") the modifications only affect the in-core class definition and no configuration file is modified.
-m <i>Keyword=Value</i>	Changes a limit or shares value for memory. Possible <i>Keywords</i> are min , softmax , hardmax , or shares .
-S <i>SuperClass</i>	Specifies the name of the superclass when changing the attributes of a subclass. There are two ways of specifying that the change is to be applied to the subclass Sub of superclass Super: <ol style="list-style-type: none"> 1. Specify the full name of the subclass as Super.Sub and not use -S. 2. Uses the -S flag to give the superclass name and use the short name for the subclass: <pre>chclass options -S Super Sub</pre>

Files

classes	Contains the names and definitions of the classes.
limits	Contains the resource limits enforced on the classes.

shares Contains the resource shares attributes for each class.

Related Information

The **wlmcntrl** command, **lsclass** command, **mkclass** command, and **rmclass** command.

chcod Command

Purpose

Manages capacity upgrade on demand.

Syntax

```
chcod [ -r ResourceType -n NbrResources ] [-c CustomerInfo] [ -m MailAddr ] [-h ]
```

Description

The **chcod** command manages capacity upgrade on demand, or CUoD. Capacity Upgrade on Demand is authorizing more *ResourceTypes*, such as processors, on the system than were initially authorized. The additional resources may be enabled if they are available, and if the system supports CUoD for that *ResourceType*. Only one *ResourceType* may be managed at a time. The change in the number of *ResourceTypes* takes effect after the next system boot. CUoD management also includes displaying the current number of *ResourceType(s)* which have CUoD support, monitoring the number of *ResourceType(s)* on the system, and notifying appropriately. Notification occurs on a monthly basis and also whenever *NbrResources* changes.

Notification takes the form of error logging and optionally, sending email. An entry is made in the system error log whenever the specified *ResourceType* changes and also on a monthly basis. The *CustomerInfo* text is included in the error log. If you specify an email address with *MailAddr*, notification also occurs via an email message sent to *MailAddr*. The *CustomerInfo* text is included in the text of the message. You can have notification by both error logging and email if you specify both *CustomerInfo* and *MailAddr*.

With no flags specified, **chcod** displays the current value of *CustomerInfo*, *MailAddr*, the system's model name and serial number, and the current value(s) of *NbrResources* for any *ResourceType* which has CUoD support.

Flags

-c *CustomerInfo*

Specifies the text string to include in the error log. This string is also included in the body of any email message sent. *CustomerInfo* may not be more than 255 characters. Blanks may not be included in the string. Once *CustomerInfo* has been specified, subsequent **chcod** uses do not have to specify the **-c** flag, but you do have the option of changing it. *CustomerInfo* may consist of alphanumeric and any of . (period), , (comma), - (hyphen), ((open parenthesis), or) (close parenthesis).

-h

Displays the usage message.

-m *MailAddr*

Specifies the email address to which email should be sent. *MailAddr* may not be more than 255 characters. If *MailAddr* is reset by specifying "" (a blank string), then only error logging will monitor the resources which have CUoD support. You must have email configured on your system if you want to send notification to this email address.

-n <i>NbrResources</i>	Specifies the number of <i>ResourceTypes</i> to be authorized on the system. It must be zero or greater. If it is 0, capacity upgrade on demand is disabled for the specified <i>ResourceType</i> . If -n is specified, then -r must be specified as well.
-r <i>ResourceType</i>	Specifies the <i>ResourceType</i> , for example, proc for processors, to be enabled and monitored on the system. The system must support CUoD for <i>ResourceType</i> . If -r is specified, then -n must be specified as well.

Examples

- To initiate capacity upgrade on demand for processors, type:

```
chcod -r proc -n 10 -m"someone@ibm.location.com" -c"Jane_Doe-Customer_Number_999999-(111)111-1111"
```
- To change the CustomerInfo, type:

```
chcod -c"Jane_Doe-Customer_Number_999999-(222)222-2222"
```
- To stop the email form of notification, type:

```
chcod -m""
```
- To see the current values of the resources with capacity upgrade on demand support, type:

```
chcod
```

A message similar to the following will be displayed:

```
Current CustomerInfo = Jane_Doe-Customer_Number_999999-(222)222-2222
Current MailAddr = someone@ibm.location.com
Current model and serial number = IBM,7043-150 000974934C00
Current number of authorized processors = 10 of 12 installed on system
```

chcondition Command

Purpose

Changes any of the attributes of a defined condition.

Syntax

```
chcondition [-h] [-c New_condition] [-r Resource_class] [-e Event_expression] [-E Rearm_expression]
[-d Event_description] [-D Rearm_description] [-n Node_name[,Node_name...]] [-s "Selection_string"]
[-S c | w | i] [-T] [-V] Condition
```

Description

The **chcondition** command changes the attributes of a defined condition to the values supplied. If the name of the condition is changed using the **-c** flag, any links with responses remain intact.

Parameters

Condition The name of an existing condition.

Flags

- c** *New_condition*
Assigns a new name to the condition. The new name must not already exist. The new name replaces the current name.
- d** *Event_description*
Specifies a user-supplied text that describes the event expression.

- D *Rearm_description***
Specifies a user-supplied text that describes the rearm expression.
- e *Event_expression***
Specifies an event expression. The event expression determines when an event occurs. It includes a dynamic attribute of the *Resource_class* with a mathematical comparison symbol (for example, >, <) and a constant. When this expression evaluates to TRUE, an event is generated.
- E *Rearm_expression***
Specifies a rearm expression. After the *Event_expression* has evaluated to TRUE and an event is generated, the rearm expression determines when monitoring for the *Event_expression* begins again. Typically, the rearm expression prevents multiple events from being generated for the same event evaluation. The rearm expression includes a dynamic attribute of the *Resource_class* with a mathematical comparison symbol (for example, >) and a constant.
- h**
Writes the command's usage statement to standard output.
- n *Node_name***
Specifies the host name for a node or list of host names for a list of nodes, separated by commas, where this condition is registered. The default is the local node. Use asterisk (*) to register the condition on all nodes defined in the ManagedNode resource class.

Attention: This flag is not supported on AIX 5.1.
- r *Resource_class***
Specifies the resource class to be monitored by this condition. The **lsrsrcdef** command can be used to list the resource class names.
- s "*Selection_string*"**
Specifies a selection string that is applied to all of the *Resource_class* attributes to determine which resources should be monitored by the *Event_expression*. The default is to monitor all resources within the *Resource_class*. The selection string must be enclosed within double or single quotation marks. For information on how to specify selection strings, see "Using Expressions" in the chapter "Using the Monitoring Application" of the *RSCT 2.2 Resource Monitoring and Control Guide and Reference*.
- S c lw | i**
The severity of the event:
c Critical
w Warning
i Informational

The default is **i**.
- T**
Writes the command's trace messages to standard error. For your software-service organization's use only.
- V**
Writes the command's verbose messages to standard output.

Exit Status

- 0** Command has run successfully.
- 1** Error occurred with RMC.
- 2** Error occurred with CLI script.
- 3** Incorrect flag on command line.
- 4** Incorrect parameter on command line.

5 Error occurred that was based on faulty command line input.

Security

This command requires root authority.

Examples

1. To change the condition name from "JFS space used up" to "Watch JFS space", type:

```
chcondition -c "Watch JFS space" "JFS space used up"
```
2. To change a rearm expression and rearm description for a condition with the name "tmp space used up", type:

```
chcondition -E "PercentTotUsed < 80"\  
-D "Start monitoring tmp again after it is less than 80 percent full" \  
"tmp space used up"
```

Files

`/usr/sbin/rsct/bin/chcondition` Location of the **chcondition** command.

Related Information

The **lcondition**, **lcondresp**, **mkcondition**, **rmcondition** commands.

The `rmcli` General Information file.

The *RSCT 2.2 Resource Monitoring and Control Guide and Reference* contains more information regarding Event Response operations and information on how to use expressions and selection strings.

chcons Command

Purpose

Redirects the system console to a specified device or file to be effective on the next startup of the system.

Syntax

```
chcons [ -a login { =disable | =enable } ] [ -a console_logname=file ] [ -a console_logsize=size ]  
[ -a console_logverb=number ] [ -a console_tagverb=number ] PathName
```

Description

The **chcons** command changes the system console effective on the next system startup. The current operation of the system console is not affected.

The *PathName* parameter must be a fully qualified path name to a device or file that is to become the system console.

If the *PathName* parameter specifies a file that does not exist, the **chcons** command creates the file at the next system startup. If the file does exist, the **chcons** command sends any console message output to the file. For a regular file, the system does not start the login program.

If the console path name is a character device, the system starts the login program on the device. Login is enabled on the console at all run levels. If no login is desired, use the **-a login=disable** flag.

CAUTION: If the console is the only login terminal on the system, you cannot log in at the next start of the system using the **-a login=disable** flag.

Additional Information

The **chcons** command saves the specified information into the database to be used on the next start-up of the system with the console configuration method. This method checks the specified device path name to determine if it is a character special file. If it is not, or does not exist, the device path name is assumed to be a file, and the console is set accordingly. If the device path name is a character special file, the console configuration method uses the base name as a logical name and attempts to look up the device name in the device database. If the device is found and available, the console is set to the device.

If the device is not found or is found but not available, a console finder routine is run that displays a prompt requesting that a new system console device be selected. By default, the tty on the S1 port and all graphics displays will display the prompt. The **/etc/consdef** file must be modified to display the prompt on S2 or other ports.

For a device, an entry in the **inittab** file with the console identifier is set to the respawn action to allow a login on the console if the console login was specified as the **enable** parameter. This causes a login to be available at all run levels. If the console login was specified with the **disable** parameter or if a file is designated as the console, the console entry in the **inittab** file is set to the OFF action, and login is disabled on the console for all run levels.

Flags

-a login= [disable enable]	Enables or disables the login on the console for all run levels at the next start-up of the system.
-a console_logname= <i>file</i>	Specifies the full path name to use for the console output log file.
-a console_logsize= <i>size</i>	Specifies the size, in bytes, of the console output log file.
-a console_logverb= <i>number</i>	Specifies the verbosity level for console output logging. Zero disables logging; 1 through 9 enable logging.
-a console_tagverb= <i>number</i>	Specifies the verbosity level for console output tagging. Zero disables tagging, 1 through 9 enable tagging.

Examples

1. To change the system console to a file called **console.out** in the **/tmp** directory, enter:

```
chcons /tmp/console.out
```
2. To change the system console to a terminal with the **tty3** logical name, enter:

```
chcons /dev/tty3
```
3. To change the system console to the terminal associated with the **/dev/tty3** device and ensure a login at the console, enter:

```
chcons -a login=enable /dev/tty3
```
4. To change the system console to a terminal with the **tty0** logical name and disable login at the console, enter:

```
chcons HREF="chcons.htm#A54P015">-a login=disable /dev/tty0
```
5. To change the console to the default physical LFT display, enter:

```
chcons /dev/lft0
```

Files

/dev/console	Specifies the special file for system console access.
/etc/consdef	Enables non-default terminal to be selected as the console device.
/usr/sbin/chcons	Specifies the command file.

Related Information

The **init** command, **lscons** command, **swcons** command.

The **inittab** file, **consdef** file.

The **console** special file.

chdev Command

Purpose

Changes the characteristics of a device.

Syntax

```
chdev -l Name [ -a Attribute=Value ... ] [ -f File ] [ -h ] [ -p ParentName ] [ -P | -T ] [ -q ] [ -w ConnectionLocation ]
```

Description

The **chdev** command changes the characteristics of the device specified with the given device logical name (the **-l** *Name* flag). The device can be in the Defined, Stopped, or Available state. Some changes may not be allowed when the device is in the Available state. When changing the device characteristics, you can supply the flags either on the command line or from a specified *File* parameter.

When neither the **-P** nor the **-T** flags are specified, the **chdev** command applies the changes to the device and updates the database to reflect the changes. If the **-P** flag is specified, only the database is updated to reflect the changes, and the device itself is left unchanged. This is useful in cases where a device cannot be changed because it is in use; in which case, the changes can be made to the database with the **-P** flag, and the changes will be applied to the device when the system is restarted. The **-T** flag is used to make a temporary change in the device without the change being reflected in the database. It is temporary in that the device will revert to the characteristics described in the database when the system is restarted. Not all devices support the **-P** and **-T** flags. A device that is in the Defined state can only have changes applied to the database.

Attention: To protect the Configuration database, the **chdev** command is not interruptible. To stop this command before execution is complete could result in a corrupted database.

You can use the Devices application in Web-based System Manager (wsm) to change device characteristics. You could also use the System Management Interface Tool (SMIT) **smit chdev** fast path to run this command for certain devices.

Flags

-a <i>Attribute=Value</i>	Specifies the device attribute value pairs used for changing specific attribute values. The <i>Attribute=Value</i> parameter can use one attribute value pair or multiple attribute value pairs for one -a flag. If you use an -a flag with multiple attribute value pairs, the list of pairs must be enclosed in quotes with spaces between the pairs. For example, entering -a Attribute=Value lists one attribute value pair per flag, while entering -a 'Attribute1=Value1 Attribute2=Value2' lists more than one attribute value pair.
-f <i>File</i>	Reads the needed flags from the named <i>File</i> parameter.
-h	Displays the command usage message.
-l <i>Name</i>	Specifies the device logical name, specified by the <i>Name</i> parameter, in the Customized Devices object class whose characteristics are to be changed.

-P	Changes the device's characteristics permanently in the Customized Devices object class without actually changing the device. This is useful for devices that cannot be made unavailable and cannot be changed while in the available state. The change can be made to the database with the -P flag. By restarting the system, the changes will be applied to the device. This flag cannot be used with the -T flag. Not all devices support the -P flag.
-p <i>ParentName</i>	Specifies the new device logical name of the parent device, specified by the <i>ParentName</i> parameter, in the Customized Devices object class. This flag is used only when changing the parent of the device. Not all devices support the -p flag.
-q	Suppresses the command output messages from standard output and standard error.
-T	Changes the characteristics of the device temporarily without changing the Customized Devices object class for the current start of the system. This flag cannot be used with the -P flag. Not all devices support the -T flag.
-w <i>ConnectionLocation</i>	Specifies the new connection location on the parent. This flag is used only when changing the connection location of the device. Not all devices support the -w flag.

Security

Access Control: Only the root user and members of the security group should have execute (x) access to this command.

Auditing Event
DEV_Change

Information
Parameters to the method the **cfgmgr** command calls.

Examples

1. To change the retention instructions of a 150M-byte, .25-inch tape drive to rmt0 (so that the drive does not move the tape to the beginning, then to the end, and then back to the beginning each time a tape is inserted or the drive is powered on), enter:

```
chdev -l rmt0 -a ret=no
```

The system displays a message similar to the following:

```
rmt0 changed
```

2. To change one or more attributes of the token-ring adapter tok0 to preset values as described in the **changattr** file, enter:

```
chdev -l tok0 -f changattr
```

The system displays a message similar to the following:

```
tok0 changed
```

3. To change the SCSI ID of the available SCSI adapter scsi0 that cannot be made unavailable or changed due to available disk drives connected to it, enter:

```
chdev -l scsi0 -a id=6 -P
```

The system displays a message similar to the following:

```
scsi0 changed
```

To apply the change to the adapter, shutdown and restart the system.

4. To change the attribute describing which external connector is to be used by adapter ent0, enter:

```
chdev -l ent0 -a bnc_select=dix
```

The system displays a message similar to the following:

```
ent0 changed
```

If an error message is displayed because the device is in use, reissue the **chdev** command using the **-P** flag. Shutdown and restart the system to apply the change to the adapter.

5. To move a defined tty device tty11 to port 0 on another serial adapter sa5, enter:

```
chdev -l tty11 -p sa5 -w 0
```

The system displays a message similar to the following:

```
tty11 changed
```

```
chdev -l sys0 -a maxuproc=100
```

Files

/usr/sbin/chdev Specifies the command file.

Related Information

The **lsattr** command, **lscconn** command, **lsdev** command, **lsparent** command, **mkdev** command, and **rmdev** command.

The Devices in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* provides information about adding, changing, moving, and removing devices.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

The System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* tells you about the SMIT application.

chdisp Command

Purpose

The **chdisp** command changes the default display being used by the Low Function Terminal Subsystem.

Syntax

```
chdisp { -d DeviceName | -p DeviceName }
```

Description

The **chdisp** command changes the display used by the low function terminal (LFT) subsystem.

To generate a list of available displays and their respective display identifiers and descriptions, use the **lsdisp** command. For an example of the listing displayed, see the **lsdisp** command example listing.

Note: The **chdisp** command can be used only on an LFT.

You can use the Devices application in Web-based System Manager (wsm) to change device characteristics. You could also use the System Management Interface Tool (SMIT) **smit chdisp** fast path to run this command for certain devices.

Flags

- d *DeviceName*** Changes the default display currently being used by the LFT. This change is temporary resulting in the default display reverting back to the original display when the system is rebooted.
- p *DeviceName*** Changes the default display to the specified display at the next reboot. This stays in effect until the user changes the default display again. The user must have superuser access to use this option.

Examples

1. To temporarily change the default display to a display with a device name ppr0, enter:

```
chdisp -d ppr0
```

2. To permanently change the default display beginning with the next reboot to a display with the device name gda1, enter:

```
chdisp -p gda1
```

Files

/bin/chdisp Contains the **chdisp** command.

Related Information

The **ldisp** command.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

LFT Subsystem Component Structure Overview in *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*.

chdoclang Command

Purpose

Sets the default documentation language for the system or a user.

Syntax

```
chdoclang [ -d ] [ -u UID | Uname ] Language
```

Description

The **chdoclang** command sets the default documentation language for the system or a user by adding an environment variable definition to either the **/etc/environment** or a user's **.profile** file. When the user opens the documentation library, the user's default documentation language will be used instead of the system wide setting.

This is the language in which the documentation library application will appear if it is launched using the **docsearch** command or the **Documentation Library** icon in the CDE desktop.

Flags

-d	Removes a previous default documentation language setting.
-u	Makes modification for specified user.

Examples

1. To change the default documentation language to English, enter:
`chdoclang en_US`
2. To change the default documentation language to Japanese for the user fred, enter:
`chdoclang -u fred Ja_JP`
3. To change the default documentation language to German for the user whose user id is 201, enter:
`chdoclang -u 201 de_DE`

Files

/usr/bin/chdoclang	Change documentation language command
/etc/environment	Specifies basic environment for all processes
\$HOME/.profile	Specifies environment for specific user needs

Related Information

The environment file, profile file format.

National Language Support Overview for System Management in the *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Documentation Search Service in the *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Documentation Search Service in the *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

chdsmitd Command

Purpose

Changes a domain in the member list for the Distributed System Management Interface Tool (DSMIT).

Syntax

```
chdsmitd [ -a | -r | -s ] [ -x ] [ -m Machine [ ,Machine ] ... ] [ -d Domain [ ,Domain ] ... ] [ -o OperatingSystem [ ,OperatingSystem ] ... ] Domain
```

Note: Do not put a space between the comma and multiple values for the *Machine*, *OperatingSystem*, or *Domain* parameters.

Description

The **chdsmitd** command changes a domain member list in DSMIT. The *Domain* parameter specifies the name of the domain to change. Domains must be homogeneous, consisting only of clients with operating systems of the same type. Use the **-d**, **-m**, and **-o** criteria flags and the **-x** intersect flag to add and delete domain members and to redefine the member list.

Flags

-?	Displays the usage statement.
-a	Adds a machine to a domain.
-d <i>Domain</i>	Specifies one or more domain names.
-m <i>Machine</i>	Specifies one or more machine names.
-o <i>OperatingSystem</i>	Specifies an operating system.
-r	Redefines a domain's member list.
-s	Deletes a machine from the domain.
-x	Uses the intersection of the subsets of machines defined by the -d , -m , and -o criteria flags.

Examples

1. To add a machine to a domain, enter:

```
chdsmitd -a -m NewMachine Domain1
```

2. To delete a machine from a domain, enter:

```
chdsmitd -s -m OldMachine Domain1
```

Files

/usr/share/DSMIT/domains	Contains the list of domains used by DSMIT.
/usr/share/DSMIT/dsmitos	Contains the list of operating systems of DSMIT clients.
/usr/share/DSMIT/hosts	Contains the list of machines with DSMIT installed that can run commands built by the DSMIT server.

Related Information

The **mkdsmitd** command and **rmdsmitd** command.

Distributed System Management Interface Tool (DSMIT) Overview in the *Distributed SMIT 2.2 for AIX: Guide and Reference*.

checkeq or checkmm Command

Purpose

Checks documents formatted with memorandum macros.

Syntax

```
{ checkeq | checkmm } [ File... ]
```

Description

The **checkeq** command is used to check for syntax errors in the specified files (*File*) that have been prepared for the **neqn** or **eqn** command. The **checkeq** command reports missing or unbalanced delimiters and the **.EQ** and **.EN** macro pair.

The **checkeq** command is functionally equivalent to the **checkmm** command.

The **checkmm** (check memorandum macros) command is used to check for syntax errors in files that have been prepared for the **mm** command or **mmt** command. For example, the **checkmm** command checks that you have a **.DE** (display end) macro corresponding to every **.DS** (display start) macro. *File* specifies files to be checked by the **checkeq** or **checkmm** command.

The output for the **checkmm** command is the number of lines checked and a list of macros that are unfinished because of missing macros.

Related Information

The **eqn** command, **mm** command, **mmt** command, **mvt** command, **neqn** command, **tbl** command.

The **.DE** and **.DS** macros, **.EN** and **.EQ** macros, **mm** macro package.

checknr Command

Purpose

Checks **nroff** and **troff** files.

Syntax

```
checknr [ -a.Macro1.Macro2 ... ] [ -c.Command1.Command2 ... ] [ -f ] [ -s ] [ File ... ]
```

Description

The **checknr** command checks a list of **nroff** or **troff** input files for certain kinds of errors involving mismatched opening and closing delimiters and unknown commands. If no files are specified, the **checknr** command checks standard input.

Delimiters checked are:

- Font changes using the **\fNewfont ... \fP**.
- Size changes using the **\sNewsiz e ... \s0**.
- Macros that come in open and close forms (such as the **.TS** and **.TE** macros) that must always come in pairs.

The **checknr** command can handle both the **ms** and **me** macro packages.

The **checknr** command is intended to be used on documents that are prepared with the **checknr** command in mind, much the same as the **lint** command. The **checknr** command requires a certain document writing style for the **\f** and **\s** commands, in that each **\fNewfont** must be terminated with **\fP** and each **\sNewsiz e** must be terminated with **\s0**. While it works to go directly into the next font or to explicitly specify the original font or point size, such a practice produces error messages from the **checknr** command.

File specifies **nroff** or **troff** input files for errors involving mismatched opening and closing delimiters and unknown commands. The default is standard input.

Flags

-a.Macro1.Macro2

Adds pairs of macros to the list. This flag must be followed by groups of six characters, each group defining a pair of macros. The six characters are a period, *Macro1*, another period, and *Macro2*. For example, to define the pair, **.BS** and **.ES**, use **-a.BS.ES**.

Note: There is no way to define a 1-character macro name using the **-a** flag.

-c.Command1.Command2

Defines otherwise undefined commands that would get error messages from the **checknr** command.

-f

Causes the **checknr** command to ignore **\f** font changes.

-s

Causes the **checknr** command to ignore **\s** size changes.

Note: The **checknr** command does not correctly recognize certain reasonable constructs, such as conditionals.

Related Information

The **checkeq** command, **lint** command, **nroff** command, **troff** command.

The **me** macro package, **ms** macro package.

chfilt Command

Purpose

Changes a filter rule.

Syntax

```
chfilt -v 416 -n fid [ -a DIP ] [ -s s_addr ] [ -m s_mask ] [ -d d_addr ] [ -M d_mask ] [ -g YIN ] [ -c protocol ] [ -o s_opr ] [ -p s_port ] [ -O d_opr ] [ -P d_port ] [ -r RILIB ] [ -d IIOIB ] [ -I YIN ] [ -f YINIOIH ] [ -t tid ] [ -i interface ]
```

Description

Use the **chfilt** command to change the definition of a filter rule in the filter rule table. Auto-generated filter rules and manual filter rules can be changed by this command. If an auto-generated filter rule is modified by **chfilt**, it will then become a manual filter rule.

Flags

-a	Action. The value of Deny (D) will block traffic, and the value of Permit (P) will allow traffic.
-c protocol	Protocol. The valid values are: udp , icmp , icmpv6 , tcp , tcp/ack , ospf , ipip , esp , ah , and all . Value all indicates that the filter rule will apply to all the protocols. The protocol can also be specified numerically (between 1 and 252).
-d d_addr	Destination address. It can be an IP address or a host name. If a host name is specified, the first IP address returned by the name server for that host will be used. This value along with the destination subnet mask will be compared against the destination address of the IP packets.
-f	Fragmentation control. This flag specifies that this rule will apply to either all packets (Y), fragment headers and unfragmented packets only (H), fragments and fragment headers only (O), or unfragmented packets only (N).
-g	Apply to source routing? Must be specified as Y (yes) or N (No). If Y is specified, this filter rule can apply to IP packets that use source routing.
-i interface	The name of IP interface(s) to which the filter rule applies. Examples are: all , tr0 , en0 , lo0 , and pp0 .
-l	Log control. Must be specified as Y (yes) or N (No). If specified as Y , packets that match this filter rule will be included in the filter log.
-M d_mask	Destination subnet mask. This will be applied to the Destination address (-d flag) when compared with the destination address of the IP packets.
-m s_mask	Source subnet mask. This will be applied to the Source address (-s flag) when compared with the source address of the IP packet.
-n fid	The ID of the filter rule you want to change. It must exist in the filter rule table and for IP version 4, it cannot be 1 (rule 1 is a system reserved rule and is unchangeable).
-O d_opr	Destination port or ICMP code operation. This is the operation that will be used in the comparison between the destination port/ICMP code of the packet with the destination port or ICMP code (-P flag). The valid values are: lt , le , gt , ge , eq , neq , and any . This value must be any when the -c flag is ospf .

-o <i>s_opr</i>	Source port or ICMP type operation. This is the operation that will be used in the comparison of the source port/ICMP type of the packet with the source port or ICMP type (-p flag) specified in this filter rule. The valid values are: lt , le , gt , ge , eq , neq , and any . The value must be any when the -c flag is ospf .
-P <i>d_port</i>	Destination port/ICMP code. This is the value/code that will be compared to the destination port (or ICMP code) of the IP packet.
-p <i>s_port</i>	Source port or ICMP type. This is the value/type that will be compared to the source port (or ICMP type) of the IP packet.
-r	Routing. This specifies whether the rule will apply to forwarded packets (R), packets destined or originated from the local host (L), or both (B).
-s <i>s_addr</i>	Source address. It can be an IP address or a host name. If a host name is specified, the first IP address returned by the name server for that host will be used. This value along with the source subnet mask will be compared against the source address of the IP packets.
-t <i>tid</i>	ID of the tunnel related to this filter rule. All the packets that match this filter rule must go through the specified tunnel.
-v	IP version of the target filter rule.
-w	Direction. This specifies whether the rule will apply to incoming packets (I), outgoing packets (O), or both (B).

chfn Command

Purpose

Changes a user's gecost information.

Syntax

```
chfn [ -R load_module ] [ Name ]
```

Description

The **chfn** command changes a user's gecost information. Gecos information is general information stored in the **/etc/passwd** file. This information is not used by the system. The type of information you store in this field is up to you. Some system administrators store information such as the user's full name, phone number, and office number.

The **chfn** command is interactive. After you enter the command, the system displays the current gecost information and prompts you to change it. To exit the **chfn** command without changing any information, press Enter.

You can use any printable characters in the gecost information string except a : (colon), which is an attribute delimiter.

By default, the **chfn** command changes the gecost information of the user who runs the command. You can also use this command to change the gecost information of other users. However, you must have execute permission for the **chuser** command to change the gecost information for another user.

For users that were created using an alternate Identification and Authentication mechanism (I&A) , the **-R** flag can be used to specify the I&A load module used to create the user. Load modules are defined in the **/usr/lib/security/methods.cfg** file.

Flag

-R	Specifies the loadable I&A module used to change the user's gecost information
-----------	--

Security

Access Control: All users should have execute (x) access to this command since the program enforces its own access policy. This command should be installed as a program in the trusted computing base (TCB). The command should be owned by the security group with the **setgid** (SGID) bit set.

Files Accessed:

Mode	File
x	/usr/bin/chuser
rw	/etc/passwd

Limitations

Changing a user's gecos information may not be supported by all loadable I&A modules. If the loadable I&A module does not change a user's gecos information, an error is reported.

Examples

1. If you are John Smith and want to change your gecos information, type:

```
chfn
```

The current gecos string appears, followed by a prompt that asks if a change should be made:

```
current gecos:
  "John Smith;555-1746;room 74"
change (y/n)? >
```

To change the room number from 74 to 36, type y to request a change and type the revised information when the to? > prompt appears:

```
current gecos:
  "John Smith;555-1746;room 74"
change (y/n)? > y
to? > John Smith;555-1746;room 36
```

2. If you are John Smith and want to view your gecos information but not change it, type:

```
chfn
```

The current gecos string appears, followed by a prompt that asks if a change should be made:

```
current gecos:
  "John Smith;555-1746;room 74"
change (y/n)? >
```

If you decide not to change the information, type n after the change (y/n)? prompt or press the Enter key:

```
current gecos:
  "John Smith;555-1746;room 74"
change (y/n)? > n
```

This is your opportunity to indicate that the information should remain unchanged. If you enter y, you are committed to enter an information string or use the Enter key to set the string to null. Note that the function of the Enter key differs before and after a y character is entered.

3. If you have execute (x) permission for the **chuser** command and want to change the gecos information for the johns user, type:

```
chfn johns
```

The current gecos string and prompts appear as in Example 1.

4. To change the gecos for an LDAP I&A load module defined user davis, type:

```
chfn -R LDAP davis
```

Files

<code>/usr/bin/chfn</code>	Specifies the path to the chfn command.
<code>/usr/bin/chuser</code>	Changes user information.
<code>/etc/passwd</code>	Contains basic user attributes.

Related Information

The **chgroup** command, **chgrpmem** command, **chuser** command, **lsgroup** command, **lsuser** command, **mkgroup** command, **mkuser** command, **passwd** command, **pwdadm** command, **rmgroup** command, **rmuser** command, **setgroups** command, **setenv** command.

Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* describes the identification and authentication of users, discretionary access control, the trusted computing base, and auditing.

chfont Command

Purpose

Changes the default font selected at boot time.

Syntax

```
chfont [ FontID ]
```

Description

The **chfont** command changes the font used by a display at system restart.

To see a list of available fonts with their respective font ids, font names, the glyph size and the font encoding, see the **lsfont** command. For an example of the listing displayed, see the **lsfont** command example listing.

You must have root authority to run this command.

Note: This command can be used only on an LFT (Low Function Terminal).

You can use the Devices application in Web-based System Manager (**wsm**) to change device characteristics. You could also use the System Management Interface Tool (SMIT) **smit chfont** fast path to run this command.

Parameter

FontID The font id of the new font.

Examples

To change the font used by this display to the third font in the font palette, enter:

```
chfont 2
```

Files

<code>/bin/chfont</code>	Contains the chfont command.
<code>/usr/lpp/fonts</code>	Contains the font directory.

Related Information

The **lsfont** command, **mkfont** command.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

LFT Subsystem Component Structure Overview in *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*.

chfs Command

Purpose

Changes attributes of a file system.

Syntax

```
chfs [ -n NodeName ] [ -m NewMountPoint ] [ -u MountGroup ] [ -A { yes | no } ] [ -p { ro | rw } ] [ -t { yes | no } ] [ -a Attribute=Value ] [ -d Attribute ] FileSystem
```

Description

The **chfs** command changes the attributes of a file system. The new mount point, automatic mounts, permissions, and file system size can be set or changed. The *FileSystem* parameter specifies the name of the file system, expressed as a mount point.

Some file system attributes are set at the time the file system is created and cannot be changed. For the Journaled File System (JFS), such attributes include the fragment size, block size, number of bytes per i-node, compression, and the minimum file system size. For the Enhanced Journaled File System (JFS2), the block size cannot be changed.

You can use the File Systems application in Web-based System Manager (wsm) to change file system characteristics. You could also use the System Management Interface Tool (SMIT) **smit chfs** fast path to run this command.

Implementation Specifics

JFS applies to the POWER-based platform only, and JFS2 is common to both platforms.

Flags

-a *Attribute=Value*

Specifies the *Attribute=Value* pairs; dependent on virtual file system type. To specify more than one *Attribute=Value* pair, provide multiple **-a Attribute=Value** parameters.

The following attribute/value pairs are specific to the Journaled File System (JFS):

-a *Size=NewSize*

Specifies the size of the Journaled File System in 512-byte blocks. If *Value* begins with a **+** it is interpreted as a request to increase the file system size by the specified amount. If the specified size is not evenly divisible by the physical partition size, it is rounded up to the closest number that is evenly divisible.

The maximum size of a JFS file system is a function of its fragment size and the nbpi value. These values yield the following size restrictions:

nbpi	Fragment size in bytes	Maximum size in 512-byte blocks
512	512, 1024, 2048, 4096	16777216
1024	512, 1024, 2048, 4096	33554432
2048	512, 1024, 2048, 4096	67108864
4096	512, 1024, 2048, 4096	134217728
8192	512, 1024, 2048, 4096	268435456
16384	512	268435456
16384	1024, 2048, 4096	536870912
32768	512	268435456
32768	1024	536870912
32768	2048, 4096	1073741824
65536, 131072	512	268435456
65536, 131072	1024	536870912
65536, 131072	2048	1073741824
65536, 131072	4096	2147483648

AIX 4.1 is limited to NBPI values from 512 to 16384.
 In AIX 4.3, you can have NBPI values from 512 to 128K, with corresponding maximum file system sizes.

The volume group in which the file system resides defines a maximum logical volume size and also limits the file system size.

-a Log=LVName

Specifies the full path name of the filesystem logging logical volume name of the existing log to be used. The log device for this filesystem must reside on the same volume group as the filesystem

-a splitcopy=NewMountPointName

Splits off a mirrored copy of the file system and mounts it read-only at the new mount point. This provides a copy of the file system with consistent JFS meta-data that can be used for backup purposes. User data integrity is not guaranteed, so it is recommended that file system activity be minimal while this action is taking place.

-a copy=Copy#

Specifies which mirror copy to split off when used in conjunction with the splitcopy attribute. The default copy is the second copy. Valid values are 1, 2, or 3.

The following attribute/value pairs are specific to the Enhanced Journaled File System (JFS2):

-a size=NewSize

Specifies the size of the Enhanced Journaled File System in 512-byte blocks. If Value begins with a +, it is interpreted as a request to increase the file system size by the specified amount. If the specified size is not evenly divisible by the physical partition size, it is rounded up to the closest number that is evenly divisible. The volume group in which the file system resides defines a maximum logical volume size and limits the file system size.

Note: JFS2 does not have nbpi or fragment size values to affect the resulting size of the file system.

- a *logname=LVName***
Specifies the full path name of the filesystem logging logical volume name of the existing log to be used. The log device for this filesystem must reside on the same volume group as the filesystem. Keyword **INLINE** can be used to place the log in the logical volume with the JFS2 file system. The **INLINE** log defaults to .4% of the logical volume size if **logsize** is not specified.
- a *logsize=Value***
Specifies the size for an **INLINE** log in MBytes. Ignored if **INLINE** log not being used. Cannot be greater than 10% of the size of the filesystem.
- A** Specifies the attributes for auto-mount.
- yes** File system is automatically mounted at system restart.
- no** File system is not mounted at system restart.
- d *Attribute***
Deletes the specified attribute from the **/etc/filesystems** file for the specified file system.
- m *NewMountPoint***
Specifies the new mount point.
- n *NodeName***
Specifies a node name for the specified file system. The node name attribute in the **/etc/filesystems** file is updated with the new name. The node name attribute is specific to certain remote virtual file system types, such as the NFS (Network File System) virtual file system type.
- p** Sets the permissions for the file system.
 - ro** Specifies read-only permissions.
 - rw** Specifies read-write permissions.
- t** Sets the accounting attribute for the specified file system:
 - yes** File system accounting is to be processed by the accounting subsystem.
 - no** File system accounting is not to be processed by the accounting subsystem; this is the default.
- u *MountGroup***
Specifies the mount group. Mount groups are used to group related mounts, so that they can be mounted as one instead of mounting each individually. For example, if several scratch file systems always need to be mounted together when performing certain tests, they can each be placed in the test mount group. They can then all be mounted with a single command, such as the **mount -t test** command.

Security

Access Control: Only the root user can run this command.

Examples

1. To change the file system size of the **/test** Journaled File System, enter:

```
chfs -a size=24576 /test
```

This command changes the size of the /test Journaled File System to 24576 512-byte blocks, or 12MB (provided it was previously no larger than this).

2. To increase the size of the /test Journaled File System, enter:

```
chfs -a size=+8192 /test
```

This command increases the size of the /test Journaled File System by 8192 512-byte blocks, or 4MB.

3. To change the mount point of a file system, enter:

```
chfs -m /test2 /test
```

This command changes the mount point of a file system from /test to /test2.

4. To delete the accounting attribute from a file system, enter:

```
chfs -d account /home
```

This command removes the accounting attribute from the /home file system. The accounting attribute is deleted from the /home: stanza of the **/etc/filesystems** file.

5. To split off a copy of a mirrored file system and mount it read-only for use as an online backup, enter:

```
chfs -a splitcopy=/backup -a copy=2 /testfs
```

This mount a read-only copy of /testfs at /backup.

File

/etc/filesystems Lists the known file systems and defines their characteristics.

Related Information

The **crfs** command, **mkfs** command, **mklv** command.

The Accounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains the file system accounting subsystem.

The File Systems Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

The System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains SMIT structure, main menus, and tasks.

chgif Method

Purpose

Reconfigures an instance of a network interface.

Syntax

```
chgif [ -d | -T ] -I InterfaceInstance -a "Attribute=Value ..."
```

Description

The **chgif** method first modifies the database and then reconfigures the specified network interface instance (*InterfaceInstance*) by issuing a call to the **ifconfig** command. Only one interface can be changed per command invocation, and at least one attribute must be specified. This method is not normally used on the command line. Rather, it is called by high-level commands.

Note: The **chgif** method is a programming tool and should not be executed from the command line.

Flags

-a "Attribute=Value ..."

Specifies pairs of attributes and values that configure the Interface instance. The *AttributeValue* pairs must be surrounded by quotes.

Valid attribute values are as follows:

netaddr

Specifies the Internet address of the network interface.

state (up/down)

Marks the interface as up or down.

trailers (on/off)

Turns the trailer link-level encapsulation on or off.

arp (on/off)

Enables or disables the use of the Address Resolution Protocol.

allcast (on/off)

Specifies whether to broadcast packets to all token-ring networks or just the local token-ring network. This attribute applies only to token-ring networks.

hwloop (on/off)

Enables or disables hardware loopback mode.

netmask

Specifies the network mask in dotted-decimal format.

security *SecurityLevelKeyword*

(**inet** only) Specifies the security level associated with the interface. The value of the *SecurityLevelKeyword* variable can be one of the following:

- **none**
- **unclassified**
- **confidential**
- **secret**
- **top_secret**

When the level of security is defined as **none** or **unclassified**, no IP Option header is added to the IP header.

authority *AuthorityLevelKeyword*

(**inet** only) Specifies the security authority level associated with the interface. The value of the *AuthorityLevelKeyword* variable can be one or more of the following:

genser Defense Communications Agency

siop Department of Defense Organization of the Joint Chiefs of Staff

dscs-spintcom
Defense Intelligence Agency

dscs-criticom
National Security Agency

When more than one level of authority is specified, the values are separated by commas without embedded spaces.

mtu Maximum IP packet size for this system.

broadcast
Specifies the address to use for representing broadcasts to networks.

dest Specifies the destination address on a point-to-point link.

-d Specifies that changes are made only in the configuration database. Changes take effect at the next system restart.

-I *InterfaceInstance* Specifies the instance of the network interface to be reconfigured.

-T Makes a temporary change in the device without the change being reflected in the database. It is temporary in that the device reverts to the characteristics described in the database when the system is restarted.

Related Information

The **chdev** command, **ifconfig** command.

The **chginet** method.

The **odm_run_method** subroutine.

TCP/IP Protocols, TCP/IP Addressing, TCP/IP Network Interfaces in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

Object Data Manager (ODM) Overview for Programmers in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

Writing a Device Method in *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*.

chginet Method

Purpose

Reconfigures the Internet instance.

Syntax

```
chginet [ -d ] [ -a"Attribute=Value ..." ]
```

Description

The **chginet** method reconfigures the Internet instance, and can also change the *HostName* variable and any static routes that are defined. The **chginet** method calls the **hostname** command to change the host name. The **chginet** method also calls the **route** command to change any static routes. The **chdev** command calls method.

Note: The **chginet** method is a programming tool and should not be entered from the command line.

Flags

-a "Attribute=Value ..."

Specifies the customized attributes of the Internet instance. The following are valid attributes:

hostname

Specifies the name of the host.

gateway

Specifies the default gateway.

route Specifies the route. The format of the *Value* variable of the *Route* attribute is: *route=destination, gateway, [metric]*.

delroute

Specifies the route to delete. The format of the value is: *route=destination, gateway, [metric]*.

-d

Specifies that changes are made only in the configuration database. Changes take effect with the next IPL.

Examples

To change an Internet instance and specify a route, enter a method in the following format:

```
chginet -a"route=192.9.200.0,bcroom"
```

This example specifies a new route. The new route is being set to network 192.9.200.0, the bcroom gateway.

Related Information

The **chdev** command, **hostname** command, **mkdev** command, **route** command.

The **odm_run_method** subroutine.

TCP/IP Network Interfaces in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

Object Data Manager (ODM) Overview for Programmers in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

Writing a Device Method in *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*.

chgroup Command

Purpose

Changes attributes for groups.

Syntax

```
chgroup [ -R load_module ] Attribute=Value ... Group
```

Description

Attention: Do not use the **chgroup** command if you have a Network Information Service (NIS) database installed on your system, as this could cause serious system database inconsistencies.

The **chgroup** command changes attributes for the group specified by the *Group* parameter. The group name must already exist as a string of 8 bytes or less. To change an attribute, specify the attribute name and the value you want to change it to in the *Attribute=Value* parameter.

To change the attributes for a group that was created with an alternate Identification and Authentication (I&A) mechanism, the **-R** flag can be used to specify the I&A loadable module. Load modules are defined in the */usr/lib/security/methods.cfg* file.

You can use the Users application in Web-based System Manager (wsm) to change user characteristics. You could also use the System Management Interface Tool (SMIT) **smit chgroup** fast path to run this command.

Restrictions on Changing Groups

To ensure the security of group information, there are restrictions on using the **chgroup** command. Only the root user or users with UserAdmin authorization can use the **chgroup** command to change any group. These changes include:

- Make a group an administrative group by setting the **admin** attribute to true.
- Change any attributes of an administrative group.
- Add users to an administrative group's administrators list.

An administrative group is a group with the **admin** attribute set to true. Members of the **security** group can change the attributes of nonadministrative groups including adding users to the list of administrators.

Flag

-R Specifies the loadable I&A module used to change user's attributes.

Attributes

You change attributes by specifying an *Attribute=Value* parameter. If you have the proper authority you can set the following group attributes:

adms	Defines the users who can perform administrative tasks for the group, such as setting the members and administrators of the group. This attribute is ignored if admin = true , since only the root user can alter a group defined as administrative. The <i>Value</i> parameter is a list of comma-separated user login names. If you do not specify a <i>Value</i> parameter, all the administrators are removed.
admin	Defines the administrative status of the group. Possible values are: true Defines the group as administrative. Only the root user can change the attributes of groups defined as administrative. false Defines a standard group. The attributes of these groups can be changed by the root user or a member of the security group. This is the default value.
id	The group ID. The <i>Value</i> parameter is a unique integer string. Changing this attribute compromises system security and, for this reason, you should not change this attribute.
users	A list of one or more users in the form: <i>User1,User2,...,Usern</i> . Separate group member names with commas. Each user must be defined in the database configuration files. You cannot remove users from their primary group.

The **adms** and **admin** attributes are set in the */etc/security/group* file. The remaining attributes are set in the */etc/group* file. If any of the attributes you specify with the **chgroup** command are invalid, the command makes no changes at all.

Security

Access Control: This command should grant execute (x) access only to the root user and the security group. This command should be installed as a program in the trusted computing base (TCB). The command should be owned by the root user with the **setuid** (SUID) bit set.

Files Accessed:

Mode	File
rw	/etc/group
rw	/etc/security/group
r	/etc/passwd

Auditing Events:

Event	Information
GROUP_Change	group, attributes

Limitations

Changing a group's attributes may not be supported by all loadable I&A modules. If the loadable I&A module does not support changing a group's attributes, an error is reported.

Examples

1. To add sam and carol to the finance group, which currently only has frank as a member, type:
`chgroup users=sam,carol,frank finance`
2. To remove frank from the finance group, but retain sam and carol, and to remove the administrators of the finance group, type:
`chgroup users=sam,carol adms= finance`

In this example, two attribute values were changed. The name frank was omitted from the list of members, and the value for the adms attribute was left blank.

3. To change the LDAP I&A loadable module group user's attribute, type:
`chgroup -R LDAP users=sam,frank monsters`

Files

/usr/bin/chgroup	Specifies the path to the chgroup command.
/etc/group	Contains the basic attributes of groups.
/etc/security/group	Contains the extended attributes of groups.
/etc/passwd	Contains the basic attributes of users.

Related Information

The **chfn** command, **chgrpmem** command, **chsh** command, **chuser** command, **lsgroup** command, **lsuser** command, **mkgroup** command, **mkuser** command, **passwd** command, **pwdadm** command, **rmgroup** command, **rmuser** command, **setgroups** command, **setsenv** command.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

chgrp Command

Purpose

Changes the group ownership of a file or directory.

Syntax

```
chgrp [ -f ] [ -h ] [ -R ] Group { File ... | Directory ... }
```

Description

The **chgrp** command changes the group associated with the specified file or directory to the specified group name or group ID number. When a symbolic link is encountered and you have not specified the **-h** flag, the **chgrp** command changes the group ownership of the file or directory pointed to by the link and not the group ownership of the link itself.

If you specify the **-h** flag, the **chgrp** command has the opposite effect and changes the group ownership of the link itself and not that of the file or directory pointed to by the link.

If you specify both the **-h** flag and the **-R** flag, the **chgrp** command descends the specified directories recursively, and when a symbolic link is encountered, the group ownership of the link itself is changed and not that of the file or directory pointed to by the link.

Flags

- f** Suppresses all error messages except usage messages.
- h** Changes the group ownership of an encountered symbolic link and not that of the file or directory pointed to by the symbolic link.
- R** Descends directories recursively, setting the specified group ID for each file. When a symbolic link is encountered and the link points to a directory, the group ownership of that directory is changed but the directory is not further traversed.

Exit Status

This command returns the following exit values:

- 0** Successful completion.
- >0** An error occurred.

Examples

1. To change the group ownership of the file or directory named `proposals` to `staff`:

```
chgrp staff proposals
```

The group access permissions for `proposals` now apply to the `staff` group.

2. To change the group ownership of the directory named `proposals`, and of all the files and subdirectories under it, to `staff`:

```
chgrp -R staff proposals
```

The group access permissions for `proposals` and for all the files and subdirectories under it now apply to the `staff` group.

Files

<code>/usr/bin/chgrp</code>	The chgrp command
<code>/etc/group</code>	File that identifies all known groups

Related Information

The **chown** command, **groups** command.

The **chown** subroutine, **fchown** subroutine.

Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* describes system security.

File Ownership and User Groups in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* introduces file ownership and permissions to access files and directories.

chgrpmem Command

Purpose

Changes the administrators or members of a group.

Syntax

```
chgrpmem [ { { -a | -m } { + | - | = } User ... } ] Group
```

Description

The **chgrpmem** command changes the administrators or members of the group specified by the *Group* parameter. Use this command to add, delete, or set a group's members or administrators list. You cannot remove users from their primary group. A user's primary group is maintained in the `/etc/passwd` file. If you specify only a group with the **chgrpmem** command, the command lists the group's members and administrators.

To add, delete, or set a user as a group administrator, specify the **-a** flag. Otherwise, to add, delete, or set a user as a group member, specify the **-m** flag. You must specify one of these flags and an operator to change a user's group membership. The operators do the following:

- +** Adds the specified user.
- Deletes the specified user.
- =** Sets the list of administrators or members to the specified user.

You can specify more than one *User* parameter at a time. To do this, specify a comma-separated list of user names.

See the **chgroup** command for a list of restrictions that apply to changing group information.

Flags

- a** Changes a group's administrators list.
- m** Changes the group's members list.

Security

Access Control: All users should have execute (x) access to this command since the command itself enforces the access rights. This command should be installed as a program in the trusted computing base (TCB). The command should be owned by the **security** group with the **setgid** (SGID) bit set.

Files Accessed:

Mode	File
x	/usr/bin/chgroup
r	/etc/passwd
r	/etc/group
rw	/etc/security/group

Examples

1. To remove jones as an administrator of the f612 group, enter:

```
chgrpmem -a - jones f612
```

2. To add members davis and edwards to group f612, enter:

```
chgrpmem -m + davis,edwards f612
```

3. To list members and administrators of group staff, enter:

```
chgrpmem staff
```

Files

/usr/bin/chgrpmem	Specifies the path to the chgrpmem command.
/etc/passwd	Contains the basic attributes of users.
/etc/group	Contains the basic attributes of groups.
/etc/security/group	Contains the extended attributes of groups.

Related Information

The **chfn** command, **chgroup** command, **chsh** command, **chuser** command, **lsgroup** command, **lsuser** command, **mkgroup** command, **mkuser** command, **passwd** command, **pwdadm** command, **rmgroup** command, **rmuser** command, **setgroups** command, **setsenv** command.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to *Security Administration in AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

chhwkbd Command

Purpose

Changes keyboard attributes stored in the Object Data Manager (ODM) database.

Syntax

```
chhwkbd [ -d Delay ][ -r Repetition ][ -c ClickerVolume ][ -a AlarmVolume ][  
-m [ "KR" | "JP" | "TW" ] ][ -t [ "nonum" ] ]
```

Description

The **chhwkbd** command changes the following keyboard attributes stored in the ODM database:

- Repetition delay
- Repetition rate
- Clicker volume
- Alarm volume
- Korean, Japanese, and Chinese keyboard identification
- Numeric pad emulation enable/disable

Changes to the keyboard attributes take effect after system restart.

You can use the Devices application in Web-based System Manager (wsm) to change device characteristics. You could also use the System Management Interface Tool (SMIT) **smit chgkbd** fast path to run this command.

Flags

-a *AlarmVolume*

Sets the alarm volume to the specified value. Values for the *AlarmVolume* variable are defined below:

- 0** off
- 1** low
- 2** medium
- 3** high

-c *ClickerVolume*

Sets the clicker volume to the specified value. Values for the *ClickerVolume* variable are defined below:

- 0** off
- 1** low
- 2** medium
- 3** high

-d *Delay*

Sets the keyboard repetition delay to the specified value. The *Delay* variable can be 250, 500, 750, or 1000 msec. The default value is 500 msec.

-m ["KR" | "JP" | "TW"]

Provides extended keyboard identification for the following keyboards:

- "KR"** Korean keyboard
- "JP"** Japanese keyboard
- "TW"** Chinese keyboard

Use the **-m** flag without specifying a value to remove extended keyboard identification.

Note: This flag is valid only when an IBM RS/6000 106-key keyboard or an IBM PS/2 keyboard or equivalent keyboard is attached to the workstation.

The **-m** flag is set automatically when the locale is selected using SMIT.

-r *Repetition*

Sets the rate of repetition to the specified value. The *Repetition* variable can be an integer from 2 to 30 inclusive. The default value is 11 characters per second.

-t ["nonum"]

Enables or disables numeric pad emulation. To enable numeric pad emultaion, specify the "nonum" parameter. Use the **-t** flag without specifying a value to disable numeric pad emulation.

Notes:

1. This flag is valid only when an IBM PS/2 keyboard or equivalent keyboard is attached to the workstation.
2. "nonum" means no numeric keypad.

Examples

1. To change the keyboard repetition delay rate to 250 msec, enter:

```
chhwkbd -d 250
```

2. To change the keyboard repetition rate to 30 characters per second, enter:

```
chhwkbd -r 30
```

File

/usr/bin/chhwkbd Contains the **chhwkbd** command.

Related Information

Low Function Terminal (LFT) Subsystem Overview in *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

chitab Command

Purpose

Changes records in the **/etc/inittab** file.

Syntax

```
chitab { [ Identifier ] : [ RunLevel ] : [ Action ] : [ Command ] }
```

Description

The **chitab** command changes a record in the **/etc/inittab** file. The *Identifier:Run Level:Action:Command* parameter string is the new entry to the **/etc/inittab** file. You can search for a specific record by using fields in the *Identifier* portion of the parameter string. The command finds the specified *Identifier* and changes that record.

Note: The **chitab** command can not comment out an entry in the **/etc/inittab** file.

Parameters

The *Identifier:Run Level:Action:Command* parameter string specifies a record in the **/etc/inittab** file where the following parameters apply:

Action

A 20-character parameter that informs the **init** command how to process the *Command* parameter you specify. The **init** command recognizes the following actions:

boot Read this record only when the system boots and reads the */etc/inittab* file. The **init** command starts the process. Do not wait for the process to stop, and when it does stop, do not restart the process. The run level for this process should be the default, or it must match the run level specified by the **init** command at startup time.

bootwait

Read this record only when the system boots and reads the */etc/inittab* file. The **init** command starts the process. Wait for it to stop, and when it does stop, do not restart the process.

hold When the process identified in this record is terminated, do not start a new one. The **hold** action can only be activated by the **phold** command.

initdefault

Start the process identified in this record only when the **init** command is originally invoked. The **init** command uses this line to determine which run level to originally enter. It does this by taking the highest run level specified in the *RunLevel* field and using that as its initial state. If the *RunLevel* parameter is empty, this is interpreted as 0123456789, and the **init** command enters a run level of **9**. If the **init** command does not find an **initdefault** line in the */etc/inittab* file, it requests an initial run level from the operator at initial program load (IPL) time.

off If the process identified in this record is currently running, send the warning signal **SIGTERM** and wait 20 seconds before sending the **SIGKILL** kill signal. If the process is nonexistent, ignore this line.

once When the **init** command enters the run level specified for this record, start the process, do not wait for it to stop, and when it does stop, do not restart the process. If the system enters a new run level while the process is running, the process is not restarted.

ondemand

Functionally identical to **respawn**. If the process identified in this record does not exist, start the process. If the process currently exists, do nothing and continue scanning the */etc/inittab* file. Specify this action to perform the **respawn** action when using **a**, **b**, or **c** run levels.

powerfail

Start the process identified in this record only when the **init** command receives a **SIGPWR** power fail signal.

powerwait

Start the process identified in this record only when the **init** command receives a **SIGPWR** power fail signal, and wait until it stops before continuing to process the */etc/inittab* file.

respawn

If the process identified in this record does not exist, start the process. If the process currently exists, do nothing and continue scanning the */etc/inittab* file.

sysinit Start the process identified in this record before the **init** command tries to access the console. For example, you might use this to initialize devices.

wait When the **init** command enters the run level specified for this record, start the process and wait for it to stop. While the **init** command is in the same run level, all subsequent reads of the */etc/inittab* file ignore this object. If you are operating in a diskless environment, specifying the **wait** action causes your system to boot more quickly.

Command Identifier

A 1024-character field specifying the shell command.

A 14-character parameter that uniquely identifies an object. The *Identifier* must be unique. If the *Identifier* is not unique, the command is unsuccessful. The *Identifier* cannot be changed; if you try to change it, the command is unsuccessful.

RunLevel A 20-character parameter defining the run levels in which the *Identifier* can be processed. Each process started by the **init** command can be assigned one or more run levels in which it can be started.

Examples

To change the run level of a record for `tty2`, enter:

```
"chitab tty002:23:respawn:/usr/sbin/getty /dev/tty"
```

The quotes are required when the record being added has spaces or tabs.

Files

/etc/inittab Indicates which processes the **init** command starts.

Related Information

The **init** command, **lsitab** command, **mkitab** command, **rmitab** command.

chkbd Command

Purpose

Changes the software keyboard map to be loaded into the system at the next IPL (Initial Program Load).

Syntax

```
chkbd KeyMapPathName
```

Description

The **chkbd** command changes the default software keyboard map loaded at system IPL. The *KeyMapPathname* parameter provides the location of the software keymap file. This pathname can be absolute or simply the filename. If only the filename is specified then the command will look for it in the default directory **/usr/lib/nls/loc**.

Note: This command can be used only on an LFT display.

For a list of all available keyboard maps, use the **lskbd** command.

You can use the Devices application in Web-based System Manager (wsm) to change device characteristics. You could also use the System Management Interface Tool (SMIT) **smit chkbd** fast path to run this command.

Parameter

KeyMapPathName Provides the location of the software keymap file.

Files

/bin/chkbd Contains the **chkbd** command.
/usr/lib/nls/loc Contains the keyboard directory.

Related Information

AIX 5L for POWER-based Systems Keyboard Technical Reference

Low Function Terminal (LFT) Subsystem Overview in *AIX 5L Version 5.1 Kernel Extensions and Device Support Programming Concepts*.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

chkey Command

Purpose

Changes your encrypting key.

Syntax

`/usr/bin/chkey`

Description

The **chkey** command prompts you for a password and uses it to encrypt a new encryption key. Once the key is encrypted, the **ypupdated** daemon updates the `/etc/publickey` file.

Related Information

The **keylogin** command, **newkey** command.

The **keyserv** daemon, **ypupdated** daemon.

The `/etc/publickey` file.

How to Export a File System Using Secure NFS, How to Mount a File System Using Secure NFS in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

Network File System (NFS) Overview for System Management in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

Network Information Service (NIS) in *AIX 5L Version 5.1 Network Information Services (NIS and NIS+) Guide*.

NIS Reference.

chlang Command

Purpose

Changes the language settings for system or user.

Syntax

To Modify the Environment or Profile File Changing the Default Language Setting:

`chlang [-u UID | Uname] [-m MsgTransLst | -M] Language`

To Modify the Environment or Profile File without Changing the Default Language Setting:

`chlang [-u UID | Uname] -m MsgTransLst | -M`

To Remove the NLSPATH Setting from the Environment or Profile File:

chlang -d [-u UID | UName]

Description

The **chlang** command is a high-level shell command that changes the language settings for either the entire system or an individual user. If the effective id of the invoker is root and the **-u** option was not used, the language settings will be changed for the entire system in the **/etc/environment** file. If the effective id of the invoker is not root, or if the **-u** option was used, the language settings will be changed for an individual user in the user's **.profile** file.

When **chlang** is run with a language and no options, the **LANG** environment variable will be set to the language specified.

When **chlang** is run with the **-m** option, the **LANG** and **NLSPATH** environment variables will be set. In addition, the **LC_MESSAGES** variable will be set to the first value specified in the *MsgTransLst* of the **-m** flag if it is different from the **Language** parameter and the **Language** parameter has a system supplied translation available.

When **chlang** is run with the **-d** option, the **NLSPATH** environment variable will be removed.

Notes:

1. Changes made to the NLS environment by **chlang** are not immediate when either **/etc/environment** or the user's **.profile** are modified. Changes to **/etc/environment** requires rebooting the system. Changes to a user's **.profile** requires logging in again or running the **.profile** file.
2. When modifying a user's configuration file, if the user uses the C shell (**/usr/bin/csh**) their **.cshrc** file will be modified rather than the **.profile** file.

Flags

-d	Used to remove the NLSPATH environment variable. This option will remove NLSPATH from either /etc/environment or the user's .profile . If NLSPATH was not currently in the file being modified, a warning message will be displayed.
-m <i>MsgTransLst</i>	Used to make modifications to the NLSPATH environment variable. <i>MsgTransLst</i> is a colon-separated list of message translations (locale names) that indicates the message translation hierarchy required for the system or user. If the first language in the list is different from the Language parameter and Language parameter has system supplied translation, then the LC_MESSAGES environment variable will be set to that first value. If the first language-territory in the list is the same as the language being set, the LC_MESSAGES environment variable will be removed. All entries in the list become hard coded directories in the NLSPATH environment.
-M	Used to reset the LC_MESSAGES environment variable and set the NLSPATH environment variable to the default translation hierarchy, which is: /usr/lib/nls/msg/%L/%N: /usr/lib/nls/msg/%L/%N.cat:
-u <i>UID</i> or <i>UName</i>	Used to make modification to an individual user. The user can be specified by either user id number or user login name. If the effective id of chlang is root, the -u parameter must be used to change the language environment for any specific user ID, including root itself (no -u parameter in this case will update the /etc/environment file rather than root's .profile). If the effective id is not root, the -u parameter is not needed. If it is specified, it must be equal to the effective id of the invoker.
Language	This is the language-territory (locale name) that will become the locale setting for the LANG environment variable.

Exit Status

- 0 Indicates successful completion.
- >0 Indicates an error occurred.

Examples

1. Assume the preferred locale is Norwegian, and the language translations in order of preference are Norwegian, Swedish, and English. The command to achieve this for user *amcleod* is as follows:

```
chlang -u amcleod -m no_NO:sv_SE:en_US no_NO
```

The following settings would be made in the **.profile** for user *amcleod*. Because the first language in the message translation list is Norwegian, as is the **Language** parameter, **LC_MESSAGES** would not be set by **chlang**. If **LC_MESSAGES** had been set, it would be removed:

```
LANG=no_NO
```

```
NLSPATH=/usr/lib/nls/msg/%L/%N:  
/usr/lib/nls/msg/no_NO/%N:  
/usr/lib/nls/msg/sv_SE/%N:  
/usr/lib/nls/msg/en_US/%N:  
/usr/lib/nls/msg/%L/%N.cat:  
/usr/lib/nls/msg/no_NO/%N.cat:  
/usr/lib/nls/msg/sv_SE/%N.cat:  
/usr/lib/nls/msg/en_US/%N.cat
```

2. Assume the preferred locale is French, and the language translations in order of preference are French Canadian and English. To achieve this for a non-root user enter:

```
chlang -m fr_CA:en_US fr_FR
```

The following settings would be made in the **.profile** file for the user invoking **chlang**. Because the first language in the message translation list is different from the cultural convention (locale), **LC_MESSAGES** is set by **chlang**.

```
LANG=fr_FR
```

```
LC_MESSAGES=fr_CA
```

```
NLSPATH=/usr/lib/nls/msg/%L/%N:  
/usr/lib/nls/msg/fr_CA/%N:  
/usr/lib/nls/msg/en_US/%N:  
/usr/lib/nls/msg/%L/%N.cat:  
/usr/lib/nls/msg/fr_CA/%N.cat:  
/usr/lib/nls/msg/en_US/%N.cat
```

3. Assume that a system administrator (root authority) in Spain is configuring a system from another country, and needs to change the default language environment so the machine operates properly in its new location. To change the default in the **/etc/environment** file, enter:

```
chlang -m es_ES es_ES
```

The following settings would be made in the **/etc/environment** file.

```
LANG=es_ES
```

```
NLSPATH=/usr/lib/nls/msg/%L/%N:  
/usr/lib/nls/msg/es_ES/%N:  
/usr/lib/nls/msg/%L/%N.cat:  
/usr/lib/nls/msg/es_ES/%N.cat
```

Files

/usr/bin/chlang Change language command

<code>/etc/environment</code>	Specifies basic environment for all processes
<code>\$HOME/.profile</code>	Specifies environment for specific user needs

Related Information

The **environment** file, **profile** file format.

National Language Support Overview for System Management in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

Understanding Locale Environment Variables in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

chlicense Command

Purpose

Changes the number of fixed licenses and the status of the floating licensing of the system.

Syntax

```
chlicense [ -u License] [ -f {on | off}]
```

Note: At least one flag must be specified with the **chlicense** command.

Description

There are two types of user licensing: fixed and floating. Fixed licensing is always enabled and the number of licenses can be changed using **-u** flag of the **chlicense** command. Floating licensing is enabled or disabled using the **-f** flag.

Flags

Note: At least one flag must be specified with the **chlicense** command.

-f	Changes the status of the floating licensing of the system. The status must be either on or off . The status of on enables the floating licensing and off disables the floating licensing. The -f flag is optional.
-u <i>License</i>	Changes the number of fixed licenses on a system. The value of <i>License</i> must be a number greater than 0. The -u flag is optional.

Examples

- To enable the floating licensing for the system, enter:
`chlicense -f on`
- To disable the floating licensing for the system, enter:
`chlicense -f off`
- To change the number of fixed licenses to 125 and to enable floating licensing on the system, enter:
`chlicense -u 125 -f on`

Related Information

The **lslicense** and **monitord** daemon.

chlv Command

Purpose

Changes only the characteristics of a logical volume.

Syntax

To Change the Characteristics of a Logical Volume

```
chlv [-a Position] [-b BadBlocks] [-d Schedule] [-e Range] [-L label] [-p Permission] [-r Relocate] [-s Strict] [-t Type] [-u Upperbound] [-v Verify] [-w MirrorWriteConsistency] [-x Maximum] [-U Userid] [-G Groupid] [-P Modes] LogicalVolume ...
```

To Change the name of a Logical Volume

```
chlv -n NewLogicalVolume LogicalVolume
```

Note: Changing the name of a log logical volume requires that you run the **chfs -a Log=LVName** on each filesystem using that log.

Description

Attention: The name change option of this command is not allowed if the volume group is varied on in concurrent mode.

The **chlv** command changes the characteristics of a logical volume according to the command flags. The *LogicalVolume* parameter can be a logical volume name or logical volume ID. Each current characteristic for a logical volume remains in effect unless explicitly changed with the corresponding flag.

The changes you make with the **-a**, **-e**, **-s**, and **-u** flags take effect only when new partitions are allocated or partitions are deleted. The other flags take effect immediately.

To change the name of a logical volume, use the **-n** flag and use the *NewLogicalVolume* parameter to represent the new logical volume name. Do not use other flags with this syntax.

If the *volume group* which contains logical volume being changed is in big vg format, **U**, **G**, and **P** flags can be used to set the ownership, group and permissions respectively, of the special device files. Only root user will be able to set these values. If the *volume group* is exported, these values can be restored upon import if **R** flag is specified with `importvg` command.

Notes:

1. Changes made to the logical volume are not reflected in the file systems. To change file system characteristics, use the **chfs** command.
2. To use this command, you must either have root user authority or be a member of the **system** group.

You can use the Volumes application in Web-based System Manager (wsm) to change logical volume characteristics. You could also use the System Management Interface Tool (SMIT) **smit chlv** fast path to run this command.

Flags

Note: When changing the characteristics of a striped logical volume, the **-d**, **-e**, and **-u** flags are not valid.

- a Position** Sets the intraphysical volume allocation policy (the position of the logical partitions on the physical volume). The *Position* variable is represented by one of the following:
- m** Allocates logical partitions in the outer middle section of each physical volume. This is the default position.
 - c** Allocates logical partitions in the center section of each physical volume.
 - e** Allocates logical partitions in the outer edge section of each physical volume.
 - ie** Allocates logical partitions in the inner edge section of each physical volume.
 - im** Allocates logical partitions in the inner middle section of each physical volume.
- b BadBlocks** Sets the bad-block relocation policy. The *BadBlocks* variable is represented by one of the following:
- y** Causes bad-block relocation to occur.
 - n** Prevents bad block relocation from occurring.
- d Schedule** Sets the scheduling policy when more than one logical partition is written. Must use parallel or sequential to mirror striped lv. The *Schedule* variable is represented by one of the following:
- p** Establishes a parallel scheduling policy.
 - ps** Parallel write with sequential read policy. All mirrors are written in parallel but always read from the first mirror if the first mirror is available.
 - pr** Parallel write round robin read. This policy is similar to the parallel policy except an attempt is made to spread the reads to the logical volume more evenly across all mirrors.
 - s** Establishes a sequential scheduling policy.
- When specifying policy of parallel or sequential strictness, set to "s" for super strictness.
- e Range** Sets the interphysical volume allocation policy (the number of physical volumes to extend across, using the volumes that provide the best allocation). The value of the *Range* variable is limited by the *Upperbound* variable, set with the **-u** flag, and is represented by one of the following:
- x** Allocates logical partitions across the maximum number of physical volumes.
 - m** Allocates logical partitions across the minimum number of physical volumes.
- G Groupid** Specifies group ID for the logical volume special file.
- L Label** Sets the logical volume label. The maximum size of the *Label* variable is 127 characters.
- n NewLogicalVolume** Changes the name of the logical volume to that specified by the *NewLogicalVolume* variable. Logical volume names must be unique system wide and can range from 1 to 15 characters.
- p Permission** Sets the access permission to read-write or read-only. The *Permission* variable is represented by one of the following:
- w** Sets the access permission to read-write.
 - r** Sets the access permission to read-only.
- P Modes** Specifies permissions (file modes) for the logical volume special file.

-r <i>Relocate</i>	<p>Sets the reorganization flag to allow or prevent the relocation of the logical volume during reorganization. The <i>Relocate</i> variable is represented by one of the following:</p> <p>y Allows the logical volume to be relocated during reorganization. If the logical volume is striped, the chlv command will not let you change the relocation flag to y.</p> <p>n Prevents the logical volume from being relocated during reorganization.</p>
-s <i>Strict</i>	<p>Determines the strict allocation policy. Copies of a logical partition can be allocated to share or not to share the same physical volume. The <i>Strict</i> variable is represented by one of the following:</p> <p>y Sets a strict allocation policy, so copies of a logical partition cannot share the same physical volume.</p> <p>n Does not set a strict allocation policy, so copies of a logical partition can share the same physical volume.</p> <p>s Sets a super strict allocation policy, so that the partitions allocated for one mirror cannot share a physical volume with the partitions from another mirror</p> <p style="text-align: center;">Note: When changing a non superstrict logical volume to a superstrict logical volume you must use the -u flag.</p>
-t <i>Type</i>	<p>Sets the logical volume type. The maximum size is 31 characters. If the logical volume is striped, you cannot change <i>Type</i> to boot.</p>
-U <i>Userid</i>	<p>Specifies user ID for the logical volume special file.</p>
-u <i>Upperbound</i>	<p>Sets the maximum number of physical volumes for new allocation. The value of the <i>Upperbound</i> variable should be between one and the total number of physical volumes. When using striped logical volumes or super strictness the upper bound indicates the maximum number of physical volumes allowed for each mirror copy.</p>
-v <i>Verify</i>	<p>Sets the write-verify state for the logical volume. Causes all writes to the logical volume either to be verified with a follow-up read or not to be verified with a follow-up read. The <i>Verify</i> variable is represented by one of the following:</p> <p>y Causes all writes to the logical volume to be verified with a follow-up read.</p> <p>n Causes all writes to the logical volume not to be verified with a follow-up read.</p>
-w <i>MirrorWriteConsistency</i>	<p>yor a Turns on <i>active</i> mirror write consistency which ensures data consistency among mirrored copies of a logical volume during normal I/O processing.</p> <p>p Turns on <i>passive</i> mirror write consistency which ensures data consistency among mirrored copies during volume group synchronization after a system interruption.</p> <p style="text-align: center;">Note: This functionality is only available on Big Volume Groups.</p> <p>n No mirror write consistency. See the -f flag of the syncvg command.</p>
-x <i>Maximum</i>	<p>Sets the maximum number of logical partitions that can be allocated to the logical volume. The maximum number of logical partitions per logical volume is 32,512.</p>

Examples

1. To change the interphysical volume allocation policy of logical volume 1v01, enter:

```
chlv -e m
lv01
```

The interphysical volume allocation policy is set to minimum.

2. To change the type of logical volume 1v03, enter:

```
chlv -t copy lv03
```

3. To change the permission of logical volume 1v03 to read-only, enter:

```
chlv -p r lv03
```

Logical volume 1v03 now has read-only permission.

4. To change the type to paging and the maximum number of physical volumes for logical volume 1v03, enter:

```
chlv -t paging -u 10 lv03
```

The change in the type of logical volume takes effect immediately, but the change in the maximum number of physical volumes does not take effect until a new allocation is made.

5. To change the allocation characteristics of logical volume 1v07, enter:

```
chlv -a e -e x -r y -s n -u 5 lv07
```

Files

/usr/sbin Directory where **chlv** command resides.

Related Information

The **chfs** command, **extendlv** command, **lslv** command, **mklv** command, **mklvcopy** command, **reorgvg** command, **rmlvcopy** command, **syncvg** command.

The Logical Volume Storage Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains the Logical Volume Manager, physical volumes, logical volumes, volume groups, organization, ensuring data integrity, and allocation characteristics.

The System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

chlvcopy Command

Purpose

Marks or unmarks mirror copy as a split mirror.

Syntax

```
chlvcopy [ -f ] { -B [ -s ] } | { -b [ -c copy ] [ -f ] [ -P ] [ -l newlvname ] [ -w ] } LV name
```

Description

Notes:

1. To use this command, you must either have root user authority or be a member of the system group.
2. If persistence is used either by using the **-P** flag or by creating a child backup logical volume device by using the **-I** flag, it will cause the volume group to be usable only on AIX 4.3.2 or later. This is true even after removal of split mirror copy designation of the parent logical volume and the child backup logical volumes.
3. For **chlvcopy** to be successful in a concurrent volume group environment, all the concurrent nodes must be at AIX 4.3.2 or later.

All partitions of a logical volume must be fresh before **chlvcopy** can mark a mirror copy as a split mirror. Only one copy may be designated as an online split mirror copy.

Although the **chlvcopy** command can mark online split mirror copies on logical volumes that are open (including logical volumes containing mounted file systems), this is not recommended unless the application is at a known state at the time the copy is marked as a split mirror. The split mirror copy is internally consistent at the time the **chlvcopy** command is run, but consistency is lost between the logical volume and the split mirror copy if the logical volume is accessed by multiple processes simultaneously and the application is not at a known state. When marking an open logical volume, data may be lost or corrupted. Logical volumes should be closed before marking online split mirror copies in order to avoid a potential corruption window.

If the persistence flag is not set to prevent the loss of backup data, the volume group should be set to not automatically varyon and the **-n** flag should be used with **varyonvg** to prevent stale partitions from being resynced. If the persistence flag (**-P**) is set, the following applies: In the event of a crash while an online split mirror copy exists (or multiples exist), the existence of copies is retained when the system is rebooted.

Flags

-b	Marks a mirror copy as a split mirror copy.
-c <i>copy</i>	Mirror copy to mark as split mirror copy. The allowed values of copy are 1, 2, or 3. If this option is not specified the default for copy is the last mirror copy of the logical volume.
-B	Unmarks a mirror as split mirror copy. It will also attempt to remove the child backup logical volume, if one was created with the -I option.
-f	Forces split mirror copy even if there are stale partitions. If used with the -B option, the child backup logical volume if one was created with the -I option, will be removed with the force option.
-I <i>newlvname</i>	New name of the backup logical volume. Specifying the -I flag also sets the persistence option, allowing applications to access split mirror copy via <i>newlvname</i> .
-P	Maintains information about the existence of an online split mirror copy across a reboot and also allows other nodes (in a concurrent mode environment) to be aware of the existence of the online split mirror copy.
-s	Starts a background syncvg for the logical volume.
-w	Allows split mirror copy to be writable (default is to create the split mirror copy as READ ONLY).
LV <i>name</i>	Logical volume to act on.

Related Information

The **readlvcopy** and **chfs** commands.

chmaster Command

Purpose

The **chmaster** command executes the **ypinit** command and restarts the NIS daemons to change a master server.

Syntax

```
/usr/etc/yp/chmaster [ -s HostName [ , HostName ... ] ] [ -O | -o ] [ -E | -e ] [ -P | -p ] [ -U | -u ] [ -C | -c ] [ -I | -B | -N ]
```

Description

The **chmaster** command invokes the **ypinit** command to update the NIS maps for the current domain, assuming that the domain name of the system is currently set. After the **ypinit** command completes successfully, the **chmaster** command comments or uncomments the entries in the **/etc/rc.nfs** file for the **ypserv** command, **yppasswd** command, **ypupdated** command, and **ypbind** command.

You can use the Network application in Web-based System Manager (wsm) to change network characteristics. You could also use the System Management Interface Tool (SMIT) **smit chmaster** fast path to run this command.

Flags

-B	Updates the /etc/rc.nfs file to start the appropriate daemons, invokes the ypinit command, and starts the daemons.
-C	Starts the ypbind daemon along with the ypserv daemon. This flag is the default.
-c	Suppresses the start of the ypbind daemon.
-E	Exits from the ypinit command and the chmaster command if errors are encountered. This flag is the default.
-e	Suppresses an exit from the ypinit command and the chmaster command if errors are encountered.
-I	Directs the chmaster command to change the /etc/rc.nfs file to start the appropriate daemons on the next system restart. The execution of the ypinit command occurs when this command is invoked.
-N	Invokes the ypinit command and starts the appropriate daemons. No changes are made to the /etc/rc.nfs file.
-O	Overwrites existing maps for this domain.
-o	Prevents the overwriting of NIS maps. This flag is the default.
-P	Starts the yppasswd daemon along with the ypserv daemon.
-p	Suppresses the start of the yppasswd daemon. This flag is the default.
-s HostName [, HostName]	Specifies the slave host names for the slave for this master server. The chmaster command automatically adds the current host to this list.
-U	Starts the ypupdated daemon along with the ypserv daemon.
-u	Suppresses the start of the ypupdated daemon. This flag is the default.

Examples

To invoke the **ypinit** command to rebuild the NIS maps for the current domain, enter:

```
chmaster -s chopin -O -p -u -B
```

In this example, the **chmaster** command overwrites the existing maps and the **yppasswdd** and **ypupdated** daemons are not started. The host name **chopin** is specified to be a slave server.

Files

/etc/rc.nfs Contains the startup script for the NFS and NIS daemons.
/var/yp/domainname Contains the NIS maps for the NIS domain.

Related Information

The **mkclient** command, **rmyp** command, **smit** command, **ypinit** command.

The **ypbind** daemon, **yppasswdd** daemon, **ypserv** daemon, **ypupdated** daemon.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Network Information Service (NIS) in *AIX 5L Version 5.1 Network Information Services (NIS and NIS+) Guide*.

NIS Reference.

chmod Command

Purpose

Changes file modes.

Syntax

To Change File Modes Symbolically

```
chmod [-R] [-h] [-f] [[u][g][o] | [a]] { - | + | = } [r][w][x][X][s][t] { File ... | Directory ... }
```

To Change File Modes Numerically

```
chmod [-R] [-h] [-f] PermissionCode { File ... | Directory ... }
```

Description

The **chmod** command modifies the mode bits and the extended access control lists (ACLs) of the specified files or directories. The mode can be defined symbolically or numerically (absolute mode).

When a symbolic link is encountered and you have not specified the **-h** flag, the **chmod** command changes the mode of the file or directory pointed to by the link and not the mode of the link itself. If you specify the **-h** flag, the **chmod** command prevents this mode change.

If you specify both the **-h** flag and the **-R** flag, the **chmod** command descends the specified directories recursively, and when a symbolic link is encountered, the mode of the file or directory pointed to by the link is not changed.

Flags

-f Suppresses all error reporting except invalid permissions and usage statements.

-h Suppresses a mode change for the file or directory pointed to by the encountered symbolic link.

Note: This behavior is slightly different from the behavior of the **-h** flag on the **chgrp** and **chown** commands because mode bits cannot be set on symbolic links.

-R Descends only directories recursively, as specified by the pattern *File...!Directory...*. The **-R** flag changes the file mode bits of each directory and of all files matching the specified pattern. See Example 6.

When a symbolic link is encountered and the link points to a directory, the file mode bits of that directory are changed but the directory is not further traversed.

Symbolic Mode

To specify a mode in symbolic form, you must specify three sets of flags.

Note: Do not separate flags with spaces.

The first set of flags specifies who is granted or denied the specified permissions, as follows:

u File owner.
g Group and extended ACL entries pertaining to the file's group.
o All others.
a User, group, and all others. The **a** flag has the same effect as specifying the **ugo** flags together. If none of these flags are specified, the default is the **a** flag and the file creation mask (umask) is applied.

The second set of flags specifies whether the permissions are to be removed, applied, or set:

- Removes specified permissions.
+ Applies specified permissions.
= Clears the selected permission field and sets it to the permission specified. If you do not specify a permission following **=**, the **chmod** command removes all permissions from the selected field.

The third set of flags specifies the permissions that are to be removed, applied, or set:

r Read permission.
w Write permission.
x Execute permission for files; search permission for directories.
X Execute permission for files if the current (unmodified) mode bits have at least one of the user, group, or other execute bits set. The **X** flag is ignored if the *File* parameter is specified and none of the execute bits are set in the current mode bits.

Search permission for directories.
s Set-user-ID-on-execution permission if the **u** flag is specified or implied. Set-group-ID-on-execution permission if the **g** flag is specified or implied.
t For directories, indicates that only file owners can link or unlink files in the specified directory. For files, sets the **save-text** attribute.

Numeric or Absolute Mode

The **chmod** command also permits you to use octal notation for the mode. The numeric mode is the sum of one or more of the following values:

4000 Sets user ID on execution.
2000 Sets group ID on execution.
1000 Sets the link permission to directories or sets the **save-text** attribute for files.
0400 Permits read by owner.
0200 Permits write by owner.
0100 Permits execute or search by owner.

0040	Permits read by group.
0020	Permits write by group.
0010	Permits execute or search by group.
0004	Permits read by others.
0002	Permits write by others.
0001	Permits execute or search by others.

Notes:

1. Specifying the mode numerically disables any extended ACLs. Refer to "Access Control Lists" in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* for more information.
2. Changing group access permissions symbolically also affects the extended ACL entries. The group entries in the ACL that are equal to the owning group of the file are denied any permission that is removed from the mode. Refer to "Access Control Lists" for more information.
3. You can specify multiple symbolic modes separated with commas. Operations are performed in the order they appear from left to right.
4. You must specify the mode symbolically when removing the set-group-ID-on-execution permission from directories.

Security

Access Control: This program should be installed as a normal user program in the Trusted Computing Base.

Only the owner of the file or the root user can change the mode of a file.

Exit Status

This command returns the following exit values:

0	The command executed successfully and all requested changes were made.
>0	An error occurred.

Examples

1. To add a type of permission to several files:

```
chmod g+w chap1 chap2
```

This adds write permission for group members to the files chap1 and chap2.

2. To make several permission changes at once:

```
chmod go-w+x mydir
```

This denies group members and others the permission to create or delete files in mydir (**go-w**) and allows group members and others to search mydir or use it in a path name (**go+x**). This is equivalent to the command sequence:

```
chmod g-w mydir
chmod o-w mydir
chmod g+x mydir
chmod o+x mydir
```

3. To permit only the owner to use a shell procedure as a command:

```
chmod u=rwx,go= cmd
```

This gives read, write, and execute permission to the user who owns the file (**u=rwx**). It also denies the group and others the permission to access cmd in any way (**go=**).

If you have permission to execute the `cmd` shell command file, then you can run it by entering:

```
cmd
```

Note: Depending on the **PATH** shell variable, you may need to specify the full path to the `cmd` file.

4. To use Set-ID Modes:

```
chmod ug+s cmd
```

When the `cmd` command is executed, the effective user and group IDs are set to those that own the `cmd` file. Only the effective IDs associated with the child process that runs the `cmd` command are changed. The effective IDs of the shell session remain unchanged.

This feature allows you to permit access to restricted files. Suppose that the `cmd` program has the Set-User-ID Mode enabled and is owned by a user called `dbms`. The user `dbms` is not actually a person, but might be associated with a database management system. The user `betty` does not have permission to access any of `dbms`'s data files. However, she does have permission to execute the `cmd` command. When she does so, her effective user ID is temporarily changed to `dbms`, so that the `cmd` program can access the data files owned by the user `dbms`.

This way the user `betty` can use the `cmd` command to access the data files, but she cannot accidentally damage them with the standard shell commands.

5. To use the absolute mode form of the **chmod** command:

```
chmod 644 text
```

This sets read and write permission for the owner, and it sets read-only mode for the group and others. This also removes all extended ACLs that might be associated with the file.

6. To recursively descend directories and change file and directory permissions given the tree structure:

```
./dir1/dir2/file1
```

```
./dir1/dir2/file2
```

```
./dir1/file1
```

enter this command sequence:

```
chmod -R 777 f*
```

which will change permissions on `./dir1/file1`.

But given the tree structure of:

```
./dir1/fdir2/file1
```

```
./dir1/fdir2/file2
```

```
./dir1/file3
```

the command sequence:

```
chmod -R 777 f*
```

will change permissions on:

```
./dir1/fdir2
```

```
./dir1/fdir2/file1
```

```
./dir1/fdir2/file2
```

./dir1/file3

File

`/usr/bin/chmod` Contains the **chmod** command .

Related Information

The **acledit** command, **aclget** command, **aclput** command, **chown** command, **chgrp** command, **ls** command.

The **chmod** subroutine, **fchmod** subroutine.

File Ownership and User Groups in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* introduces file ownership and permissions to access files and directories.

Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* describes system security.

Trusted Computing Base Overview in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* describes the part of the system that is responsible for enforcing system information security policies.

chnamsv Command

Purpose

Changes TCP/IP-based name service configuration on a host.

Syntax

chnamsv [*-a*"Attribute=Value ..." | *-A* FileName]

Description

The **chnamsv** high-level command changes a TCP/IP-based name service configuration on a host. The command changes the `/etc/resolv.conf` file only. The command does not change the name server database.

If you change the name service configuration for a client, the **chnamsv** command calls the **namerslv** low-level command to change the `resolv.conf` configuration file appropriately.

You can use the Network application in Web-based System Manager (wsm) to change network characteristics. You could also use the System Management Interface Tool (SMIT) **smit namerslv** fast path to run this command.

Flags

-A FileName Specifies name of file containing the named server initialization information.

-a "Attribute=Value..."

Specifies a list of attributes and their corresponding values to be used for updating the named server initialization files in the database.

Attributes can be either of the following:

domain

The domain name of the changed named server

nameserver

The Internet address of the changed name server

Examples

1. To update the named server initialization files, enter the command in the following format:

```
chnamsv -a"domain=austin.century.com nameserver=192.9.200.1"
```

In this example the domain name and name server address are updated. The previous domain and name server are overwritten.

2. To update name server initialization files according to information in another file, enter the command in the following format:

```
chnamsv -A namsv.file
```

In this example, the file that contains the updated information is `namsv.file`.

Files

`/etc/resolv.conf`

Contains DOMAIN name server information for local resolver routines.

Related Information

The **namerslv** command.

TCP/IP Name Resolution in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

TCP/IP Reference in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

chnfs Command

Purpose

Changes the configuration of the system to invoke a specified number of **biod** and **nfsd** daemons.

Syntax

```
/usr/sbin/chnfs [ -n NumberOfNfsd ] [ -b NumberOfBiod ] [ -I | -B | -N ]
```

Description

The **chnfs** command invokes the number of **biod** and **nfsd** daemons specified. The **chnfs** command does this by changing the objects in the SRC database. These changes take place at different times depending on the flags chosen.

Flags

-B	Temporarily stops the daemons currently running on the system, modifies the SRC database code to reflect the new number, and restarts the daemons indicated. This flag is a default.
-b <i>NumberOfBiod</i>	Specifies the number of biod daemons to run on the system.
-I	Changes the objects in the SRC database so that the number of daemons specified will be run during the next system restart.
-N	Temporarily stops the daemons currently running on the system and restarts the number of daemons indicated.
-n <i>NumberOfNfsd</i>	Specifies the number of nfsd daemons to run on the system.

Examples

To set the number of **nfsd** daemons to 10 and the number of **biod** daemons to 4, enter:

```
chnfs -n 10 -b 4 -I
```

This change will be made for the next system restart.

Related Information

The **mknfs** command, **rmnfs** command.

The **biod** daemon, **nfsd** daemon.

Network File System (NFS) Overview for System Management in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

NFS Installation and Configuration in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

List of NFS Commands in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

System Resource Controller Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

chnfsexp Command

Purpose

Changes the options used to export a directory to NFS clients.

Syntax

Description

The **chnfsexp** command takes as a parameter a directory that is currently exported to NFS clients and changes the options used to export that directory. The options specified on the command line will replace those currently being used.

Flags

-a <i>UID</i>	Uses the <i>UID</i> parameter as the effective user ID only if a request comes from an unknown user. The default value of this option is -2. Note: Root users (uid 0) are always considered "unknown" by the NFS server, unless they are included in the root option. Setting the value of <i>UID</i> to -1 disables anonymous access.
-B	Updates the entry in the <i>/etc/exports</i> file and the exports command is executed to again export the directory immediately.
-c <i>HostName</i> [, <i>HostName</i>] ...	Gives mount access to each of the clients listed. A client can either be a host or a netgroup. The default is to allow all hosts access.
-d <i>Directory</i>	Specifies the exported directory that is to be changed.
-f <i>Exports_file</i>	Specifies the full path name of the exports file to use if other than the <i>/etc/exports</i> file.
-h <i>Hostname</i> [, <i>HostName</i>] ...	Specifies which hosts have read-write access to the directory. This option is valid only when the directory is exported read-mostly.
-l	Adds an entry in the <i>/etc/exports</i> file so that the next time the exports command is run, usually during system restart, the directory will be exported.
-N	Does not modify the entry in the <i>/etc/exports</i> file but the exports command is run with the correct parameters so that the export is changed.
-n	Does not require client to use the more secure protocol. This flag is the default.
-P	Specifies that the exported directory is to be a public directory. This flag only applies to AIX 4.2.1 or later.
-p	Specifies that the exported directory is not a public directory. This flag only applies to AIX 4.2.1 or later.
-r <i>HostName</i> [, <i>HostName</i>] ...	Gives root users on specified hosts access to the directory. The default is for no hosts to be granted root access.
-s	Requires clients to use a more secure protocol when accessing the directory.
-t <i>Type</i>	Specifies one of the following types of mount access allowed to clients: rw Exports the directory with read-write permission. This is the default. ro Exports the directory with read-only permission. rm Exports the directory with read-mostly permission. If this type is chosen, the -h flag must be used to specify hosts that have read-write permission.

Examples

1. To change the list of hosts that have access to an exported directory and to make this change occur immediately and upon each subsequent system restart, enter:

```
chnfsexp -d /usr -t rw -c host1,host3,host29,grp3,grp2 -B
```

In this example, the `chnfsexp` command changes the attributes of the `/usr` directory to give read and write permission to the `host1`, `host3`, and `host29` hosts, and the `grp3` and `grp2` netgroups.

2. To change the list of hosts that have access to an exported directory, to specify the path name of the exports file, and to make this change occur immediately and upon each subsequent system restart, enter:

```
chnfsexp -d /usr -t rw -c host1,host3,host29,grp3,grp2
         -f /etc/exports.other -B
```

In this example, the `chnfsexp` command changes the attributes of the `/usr` directory to give read and write permission to the `host1`, `host3`, and `host29` hosts; the `grp3` and `grp2` netgroups; and specifies the path name of the exports file as `/etc/exports.other`.

Files

`/etc/exports` Lists directories the server can export.

Related Information

The `exportfs` command, `mknfsexp` command, `rmnfsexp` command.

Network File System (NFS) Overview for System Management in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

List of NFS Commands.

chnfsmnt Command

Purpose

Changes the options used to mount a directory from an NFS server.

Syntax

```
/usr/sbin/chnfsmnt -f PathName -d RemoteDirectory -h RemoteHost [ -t { rw | ro } ] [ -m MountTypeName ] [ -w { fg | bg } ] [ -X | -x ] [ -S | -H ] [ -Y | -y ] [ -Z | -z ] [ -e | -E ] [ -a | -A ] [ -j ] [ -J ] [ -q ] [ -Q ] [ -g ] [ -G ] [ -s | -n ] [ -l | -B | -N ] [ -r TimesToRetry ] [ -R NumRetrans ] [ -b ReadBufferSize ] [ -c WriteBufferSize ] [ -o TimeOut ] [ -P PortNumber ] [ -u AcRegMin ] [ -U AcRegMax ] [ -v AcDirMin ] [ -V AcDirMax ] [ -T AcTimeO ] [ -p NumBiods ] [ -K { any | 2 | 3 } ] [ -k { any | tcp | udp } ]
```

Description

The `chnfsmnt` command changes the mount options of a currently mounted file system. However, before you can change the attributes of a mount, either the `/etc/filesystems` file must contain an entry for the file system or the file system needs to be currently mounted from an NFS server. This command unmounts the directory, changes the specified options, and mounts the directory with the new options.

Flags

-A The `/etc/filesystems` entry for this file system will specify that it should be automatically mounted at system restart.

-a	The /etc/filesystems entry for this file system specifies that it should not be automatically mounted at system restart. This is the default.
-B	Modifies the entry in the /etc/filesystems file and remounts the file system using the flags and parameters specified. This flag is the default.
-b <i>ReadBufferSize</i>	Indicates the size of the read buffer in <i>N</i> bytes.
-c <i>WriteBufferSize</i>	Indicates the size of the write buffer in <i>N</i> bytes.
-d <i>RemoteDirectory</i>	Specifies the directory that will be mounted on the path name specified.
-E	Allows keyboard interrupts on hard mounts.
-e	Prevents keyboard interrupts on hard mounts. This flag is the default.
-f <i>PathName</i>	Specifies the mount point for the directory.
-G	Directs any file or directory created on the file system to inherit the group ID of the parent directory.
-g	Does not direct new files or directories created on the file system to inherit the group ID of the parent directory. This is the default.
-H	Makes the mount a hard mount, which causes the client to continue trying until the server responds.
-h <i>RemoteHost</i>	Specifies the NFS server that is exporting the directory.
-l	Changes the entry in the /etc/filesystems file but does not remount the directory.
-J	Indicates that acls are used on this mount.
-j	Indicates that acls are not used on this mount. This is the default.
-K	Specifies the NFS version used for this NFS mount. This flag only applies to AIX 4.2.1 or later. Options are: <i>any</i> Uses the mount command to determine the correct match, first attempting the highest NFS version available. 2 Specifies NFS Version 2. 3 Specifies NFS Version 3.
-k	Specifies the transport protocol used for the mount. This flag only applies to AIX 4.2.1 or later. Options are: <i>any</i> Uses the mount command to select the protocol to use. TCP protocol is the preferred protocol. <i>tcp</i> Specifies the TCP protocol. <i>udp</i> Specifies the UDP protocol.
-m <i>MountTypeName</i>	Corresponds to the <i>type</i> field in the stanza of the entry in the /etc/filesystems file. When the mount -t command <i>MountTypeName</i> is issued, all of the currently unmounted file systems with a field type equal to the string are mounted.
-N	Prevents modification of the corresponding entry in the /etc/filesystems file if it exists. If the directory is currently mounted, it is unmounted and then mounted again with the flags and parameters specified.
-n	Instructs the mount not to use a more secure protocol. This flag is the default.
-o <i>TimeOut</i>	Indicates the length of the NFS time out in <i>N</i> tenths of a second.
-P <i>PortNumber</i>	Indicates the IP port number for the server.
-p <i>NumBiods</i>	Specifies the number of bioid daemons that are allowed to work on a particular file system. The default is 6.
-Q	Requests that no posix pathconf information be exchanged and made available on an NFS Version 2 mount. Requires a mount Version 2 rpc.mountd at the NFS server.
-q	Specifies that no posix pathconf information is exchanged if mounted as an NFS Version 2 mount. This is the default.
-r <i>TimeToRetry</i>	Indicates the number of times to retry a mount. The default is 1000.
-R <i>NumRetrans</i>	Specifies, for a soft mount, the number of times that a request is to be transmitted if it is not acknowledged by the server. If the request goes unacknowledged after <i>NumRetrans</i> transmissions, the client gives up on the request. If this flag is not specified, the default value of 3 is used.
-S	Makes the mount a soft mount, which means that the system returns an error if the server does not respond.

-s	Instructs the mount to use a more secure protocol.
-T <i>AcTimeO</i>	Sets minimum and maximum time allowed for regular files and directories to <i>AcTimeO</i> seconds. If this option is specified, the other cached attribute times are overridden.
-t	Specifies whether the directory will be mounted as read-write or read-only.
	rw Mounts the directory read-write. This type is the default for the system.
	ro Mounts the directory read-only.
-U <i>AcRegMax</i>	Holds cached attributes for no more than <i>AcRegMax</i> seconds after file modification.
-u <i>AcRegMin</i>	Holds cached attributes for at least <i>AcRegMin</i> seconds after file modification.
-V <i>AcDirMax</i>	Holds cached attributes for no more than <i>AcDirMax</i> seconds after directory update.
-v <i>AcDirMin</i>	Holds cached attributes for at least <i>AcDirMin</i> seconds after directory update.
-w { fg bg }	Indicates whether the mount should be attempted in the foreground (fg) or background (bg). If bg is specified and the attempt to mount the directory fails, the mount will be tried again in the background. The fg parameter is the default.
-X	Specifies that the server does support long device numbers. This is the default.
-x	Specifies that the server does not support long device numbers.
-Y	Indicates that the execution of suid and sgid programs are allowed in this file system. This is the default.
-y	Indicates that the execution of suid and sgid programs is not allowed in this file system.
-Z	Indicates that device access through this mount is allowed. This is the default.
-z	Indicates that device access through this mount is not allowed.

Examples

To change a mount to read-only, enter:

```
chnfsmnt -f /usr/man -d /usr/man -h host1 -t ro
```

In this example, the `chnfsmnt` command changes the attributes of the mounted directory to read-only.

Files

/etc/filesystems Lists the remote file systems to be mounted during the system restart.

Related Information

The **mknfsmnt** command, **mount** command, **rmnfsmnt** command.

How to Mount an NFS File Explicitly in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

List of NFS Commands in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

Network File System (NFS) Overview for System Management in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

chown Command

Purpose

Changes the owner or group associated with a file.

Syntax

```
chown [ -f ] [ -h ] [ -R ] Owner [ :Group ] { File ... | Directory ... }
```

Description

The **chown** command changes the owner of the file specified by the *File* parameter to the user specified by the *Owner* parameter. The value of the *Owner* parameter can be a user ID or a login name found in the */etc/passwd* file. Optionally, a group can also be specified. The value of the *Group* parameter can be a group ID or a group name found in the */etc/group* file.

Only the root user can change the owner of a file. You can change the group of a file only if you are a root user or if you own the file. If you own the file but are not a root user, you can change the group only to a group of which you are a member.

When a symbolic link is encountered and you have not specified the **-h** flag, the **chown** command changes the ownership of the file or directory pointed to by the link and not the ownership of the link itself.

If you specify the **-h** flag, the **chown** command has the opposite effect and changes the ownership of the link itself and not that of the file or directory pointed to by the link.

If you specify the **-R** flag, the **chown** command recursively descends the specified directories.

If you specify both the **-h** flag and the **-R** flag, the **chown** command descends the specified directories recursively, and when a symbolic link is encountered, the ownership of the link itself is changed and not that of the file or directory pointed to by the link.

Flags

- f** Suppresses all error messages except usage messages.
- h** Changes the ownership of an encountered symbolic link and not that of the file or directory pointed to by the symbolic link.
- R** Descends directories recursively, changing the ownership for each file. When a symbolic link is encountered and the link points to a directory, the ownership of that directory is changed but the directory is not further transversed.

Security

Access Control: This program should be installed as a normal user program in the Trusted Computing Base.

Exit Status

This command returns the following exit values:

- 0** The command executed successfully and all requested changes were made.
- >0** An error occurred.

Examples

1. To change the owner of the file `program.c`:

```
chown jim program.c
```

The user access permissions for `program.c` now apply to `jim`. As the owner, `jim` can use the **chmod** command to permit or deny other users access to `program.c`.

2. To change the owner and group of all files in the directory `/tmp/src` to owner `john` and group `build`:

```
chown -R john:build /tmp/src
```

Files

<code>/usr/bin/chown</code>	The chown command
<code>/etc/group</code>	File that contains group IDs
<code>/etc/passwd</code>	File that contains user IDs

Related Information

The **chgrp** command, **chmod** command.

The **chown** subroutine, **fchown** subroutine.

The File Ownership and User Groups in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* introduces file ownership and permissions to access files and directories.

The Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* describes system security.

chpath Command

Purpose

Changes the operational status of paths to a multipath I/O (MPIO) capable device.

Syntax

```
chpath -l Name -s OpStatus [ -D ] [ -p Parent ] [ -w Connection ] [ -v Level ]
```

```
chpath -h
```

Description

The **chpath** command changes the operational status of paths to the specified device (the **-l** *Name* flag). The set of paths to change is obtained by taking the set of paths from the Customized Paths (**CuPath**) object class for the specified device whose *Path_Status* descriptor is set to *Path_Available* and qualifying these paths based on matching the objects' *Parent* and *Connection* descriptors against any **-p** *Parent* and **-w** *Connection* flags specified. If neither the **-p** nor the **-w** flag is specified, the set of paths changed consists of all the device's paths in the **CuPath** object class that are configured.

The operational status of a path refers to the usage of the path as part of MPIO path selection. The value of *enable* indicates that the path is to be used while *disable* indicates that the path is not to be used. *disable* impacts future I/O, not I/O already in progress. As such, a path can be disabled, but still have outstanding I/O until such time that all of the I/O that was already in progress completes. If **-s** *disable* is specified for a path and I/O is outstanding on the path, this is indicated in the command's output. When the **chpath** command finishes, it displays the results for each path impacted by this command.

Note: This command changes the operational status of the paths in the system; the *path_status* descriptor in the corresponding **CuPath** objects is not changed. It is possible for this command to change the operational status for some paths and not for others.

Flags

-D	Indicates that it is acceptable to disable the last path to a device. This flag is only valid with the -s disable flag. Without this flag, the chpath command fails if the requested change would result in all paths to the device being disabled.
-h	Displays the command usage message.
-l Name	Specifies the logical device name of the device whose path status is to be changed. The paths to be changed are qualified through the -p and -w flags.
-p Parent	Indicates the logical device name of the parent device to use in qualifying the paths to be changed.
-s OpStatus	Indicates the operational status to which the indicated paths should be changed. The allowable values for these flags are as follows: <i>enable</i> Marks the operational status as <i>enabled</i> for MPIO selection. <i>disable</i> Marks the operational status as <i>disabled</i> for MPIO path selection. This command fails if the result would disable all available paths and the -D flag is not specified.
-v Level	Indicates that verbose output at the indicated <i>Level</i> is desired. The only allowable value for this flag is debug . This provides information for diagnosing command problems.
-w Connection	Indicates the connection information to use in qualifying the paths to be changed.

Examples

1. To disable the paths between scsi0 and hdisk1 disk device, type:

```
chpath -l hdisk1 -p scsi0 -s disable
```

The system displays a message similar to one of the following (where the second variant indicates that there is outstanding I/O for the path):

```
disk1 path from parent scsi0 connection 5,0 disabled
```

or

```
disk1 path from parent scsi0 connection 5,0 disabling
```

2. To enable all paths to hdisk1 disk device, type:

```
chpath -l hdisk1 -s enable
```

The system displays a message similar to the following:

```
hdisk1 path from parent scsi0 connection 5,0 enabled
```

```
hdisk1 path from parent scsi1 connection 5,0 enabled
```

Files

/usr/sbin/chpath

Contains the **chpath** command.

chprtsv Command

Purpose

Changes a print service configuration on a client or server machine.

Syntax

```
chprtsv -c | -s [ -d | -i ] [ -h"HostName..." | -H FileName ] [ -x"HostName..." | -X FileName ] [ -q"QEntry" -v DeviceName -a"Attribute =Value..." -b"Attribute =Value..." | -A FileName ]
```

Description

The **chprtsv** high-level command changes print service configuration on a client or server machine.

To change print service for a client, the **chprtsv** command does the following:

1. Disables the client spool queue with the **chque** and **chqueuedev** commands.
2. Changes the appropriate entries in the **/etc/qconfig** file with the **chque** and **chqueuedev** commands.
3. Enables the client spool queue with the **chque** and **chqueuedev** commands.

To change print service for a server, the **chprtsv** command does the following:

1. Calls the **ruser** low-level command to change remote users configured on the print server, if necessary.
2. Calls the **chque** and **chqueuedev** commands to change the print queues and entries in the **qconfig** file, if necessary.
3. Calls the SRC **refresh** command to restart the **lpd** and **qdaemon** servers.

If you want to change the attributes of a queue, you must specify the queue name and the attributes associated with the queue. If you want to change the attributes of the queue device, you must specify queue name, queue device name, and the attributes associated with the queue device.

The changes you make with the **chprtsv -i** command go into effect on the system database and on the current active system.

If you want the changes you make to go into effect at system startup time without affecting the current system, use the **chprtsv -d** command to change only TCP/IP and its associated network interfaces in the system database only.

Flags

-A *FileName* Specifies the name of the file containing **qconfig** command-related entries.

-a "*Attribute =Value...*"

Specifies a list of attributes with corresponding values to be used for updating the spooler's **qconfig** file or object class. The list should be enclosed in quotes. Valid attribute types follow:

acctfile (true/false)

Identifies the file used to save **print** accounting information. The default value of **false** suppresses accounting. If the named file does not exist, no accounting is done.

device Identifies the symbolic name that refers to the device stanza.

discipline

Defines the queue-serving algorithm. The default, **fcfs**, means first come, first served. A value of **sjn** means shortest job next.

host Specifies the name of the host from which to print. (The name of this host must be the same as the name specified by the *HostName* variable.)

l_statfilter

Translates long queue-status information from non-AIX format to AIX format.

s_statfilter

Translates short queue-status information from non-AIX format to AIX format.

up (true/false)

Defines the state of the queue. The default **true** indicates that it is running. A value of **false** indicates that it is not.

- b** "*Attribute =Value...*" Specifies a list of attributes with corresponding values for device stanza corresponding values to be used for updating the spooler's **qconfig** file or object class. The list should be enclosed in quotes. Valid attribute types follow:
- access (write/both)**
Specifies the type of access the backend has to the file specified by the **file** field. The **access** file has a value of **write** if the backend has write access to the file, or a value of **both** if the backend has both read and write access. This field is ignored if the file field has a value of **false**.
- align (true/false)**
Specifies whether the backend sends a form-feed control before starting the job if the printer has been idle. The default is **false**.
- backend**
Specifies the full path name of the backend, optionally followed by the flags and parameters to be passed to it.
- feed** Specifies the number of separator pages to print when the device becomes idle, or takes a value of **never**, which indicates that the backend is not to print separator pages.
- file** Identifies the special file where the output of the backend is to be redirected. The default values of **false** indicates no redirection. In this case, the backend opens the output file.
- header (never/always/group)**
Specifies whether a header page prints before each job or group of jobs. The default is a value of **never** which indicates no header page. To produce a header page before each job, specify a value of **always**. To produce a header before each group of jobs for the same user, specify a value of **group**.
- trailer (never/always/group)**
Specifies whether a trailer page prints after each job or group of jobs. The default value of **never** indicates no trailer page. To produce a trailer page after each job, specify a value of **always**. To produce a trailer after each group of jobs for the same user, specify a value of **group**.
- c** Specifies to the **chprtsv** command to reconfigure print service for a client machine.
- d** Specifies that changes be reflected in the system database only, so that they can take effect at the next system startup.
- H** *FileName* Specifies the name of a file containing a list of host names to be included.
- h** "*HostName...*" Specifies a list of host names to be included on the current list of remote users who can use the print server. Note that the queuing system does not support multibyte host names.
- i** Specifies that the change be reflected not only in the database, but also in the current running system.
- q** "*QEntry*" Specifies a **qconfig** file entry to be removed.
- s** Specifies that print service reconfiguration is to be performed for a server machine.
- v** *DeviceName* Specifies a list of device stanzas to be changed.
- X** *FileName* Specifies the name of a file containing a list of host names to be excluded.
- x** "*HostName...*" Specifies a list of host names to be excluded on the current list of remote users who can use the print server.

Examples

To reconfigure a print server, specify that the changes will take effect at the next startup, specify the file containing the host names, and then exclude some of those hosts, enter:

```
chprtsv -s -d -H ruser.inc -x "host1,host2,host3"
```

Files

/etc/qconfig Contains configuration information for the printer queuing system.
/etc/hosts.lpd Specifies foreign hosts that can print on the local host.

Related Information

The **chque** command, **chqueuedev** command, **ruser** command.

The **lpd** daemon, **qdaemon** daemon.

TCP/IP Reference in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

TCP/IP Daemons in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

chps Command

Purpose

Changes attributes of a paging space.

Syntax

```
chps [ -s LogicalPartitions | -d LogicalPartitions ] [ -a { y | n } ] PagingSpace
```

Description

The **chps** command changes attributes of a specific paging space. The *PagingSpace* parameter specifies the name of the paging space to be changed.

To change the size of a Network File System (NFS) paging space, the size of the file that resides on the server must first be changed and then the **swapon** command used to notify the client of the change in size of the paging space.

You can use the Web-based System Manager Devices application (**Devices** fast path) to change device characteristics. You could also use the System Management Interface Tool (SMIT) **smit chps** fast path to run this command.

Note: The primary paging space is hardcoded in the boot record. Therefore, the primary paging space will always be activated when the system is restarted. The **chps** command is unable to deactivate the primary paging space.

Flags

-a	Specifies to use a paging space at the next system restart.
y	Specifies that the paging space is active at subsequent system restarts.
n	Specifies that the paging space is inactive at subsequent system restarts.
-d <i>LogicalPartitions</i>	Specifies the number of logical partitions to subtract.
-s <i>LogicalPartitions</i>	Specifies the number of logical partitions to add.

Examples

1. To change the size of the myvg paging space, enter:

```
chps -s4 myvg
```

This adds four logical partitions to the myvg paging space.

2. To define the PS02 paging space as configured and active at subsequent system restarts, enter:

```
chps -a y PS02
```

This specifies that the PS02 paging space is to be active at subsequent system restarts.

Files

/etc/swapspace Specifies the paging space devices activated by the **swapon -a** command.

Related Information

The **lsps** command, **mkps** command, **rmps** command, **swapon** command.

The Paging Space Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains paging space and its allocation policies.

The File Systems Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* provides information on working with files.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

The System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

chpv Command

Purpose

Changes the characteristics of a physical volume in a volume group.

Syntax

```
chpv [ -h Hotspare ] [ -a Allocation ] [ -v Availability ] [ -c ] PhysicalVolume ...
```

Description

Attention: This command is not allowed if the volume group is varied on in concurrent mode.

The **chpv** command changes the state of the physical volume in a volume group by setting allocation permission to either allow or not allow allocation and by setting the availability to either available or removed. This command can also be used to clear the boot record for the given physical volume. Characteristics for a physical volume remain in effect unless explicitly changed with the corresponding flag.

Note: To use this command, you must either have root user authority or be a member of the **system** group.

You can use the Volumes application in Web-based System Manager (wsm) to change volume characteristics. You can also use the System Management Interface Tool (SMIT) **smit chpv** fast path to run this command.

Flags

- a Allocation** Sets the allocation permission for additional physical partitions on the physical volume specified by the *PhysicalVolume* parameter. Either allows (yes) the allocation of additional physical partitions on the physical volume, or prohibits (no) the allocation of additional physical partitions on the physical volume. The *Allocation* variable can be either:
- y** Allows the allocation of additional physical partitions on the physical volume.
 - n** Prohibits the allocation of additional physical partitions on the physical volume. The logical volumes that reside on the physical volume can still be accessed.
- c** Clears the boot record of the given physical volume.
- h Hotspare** Sets the sparing characteristics of the physical volume so that the physical volume can be used as a hot spare. Also sets the allocation permission for physical partitions on the physical volume specified by the *PhysicalVolume* parameter. This flag has no meaning for non-mirrored logical volumes. The *Hotspare* variable can be either:
- y** Marks the disk as a hot spare disk within the volume group it belongs to and prohibits the allocation of physical partitions on the physical volume. The disk must not have any partitions allocated to logical volumes to be successfully marked as a hot spare disk.
 - n** Removes the disk from the hot spare pool for the volume group in which it resides and allows allocation of physical partitions on the physical volume.
- Note:** This flag is not supported for the concurrent capable volume groups.
- v Availability** Sets the availability of the physical volume. If you set the availability to closed, logical input and output to the physical volume are stopped. You should close a physical volume when the physical volume is removed from operation. Access to physical volume data by the file system or the virtual memory manager is stopped, but you can continue to use the system management commands. The *Availability* variable can be either:
- a** Makes a physical volume available for logical input and output.
 - r** Makes a physical volume unavailable (removed) for logical input and output. If the physical volume is required in order to maintain a volume group quorum, an error occurs and the physical volume remains open.

Examples

1. To close physical volume `hdisk03`, enter:

```
chpv -v r hdisk03
```

The physical volume is closed to logical input and output until the **-v a** flag is used.

2. To open physical volume `hdisk03`, enter:

```
chpv -v a hdisk03
```

The physical volume is now open for logical input and output.

3. To stop the allocation of physical partitions to physical volume `hdisk03`, enter:

```
chpv -a n hdisk03
```

No physical partitions can be allocated until the **-a y** flag is used.

4. To clear the boot record of a physical volume `hdisk3`, enter:

```
chpv -c hdisk3
```

Files

<code>/usr/sbin</code>	Directory where the chpv command resides.
<code>/tmp</code>	Directory where temporary files are stored while the command is running.

Related Information

The **lspv** command.

The Logical Volume Storage Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains the Logical Volume Manager, physical volumes, logical volumes, volume groups, organization, ensuring data integrity, and understanding the allocation characteristics.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

The System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

chque Command

Purpose

Changes the queue name.

Syntax

```
chque -q Name [ -a 'Attribute=Value' ... ]
```

Description

The **chque** command changes the queue name by changing the stanza in the **qconfig** file specified by the **-q** flag. Within that stanza, each attribute that matches one of the *Attribute = Value* pairs given on the command line will be replaced by the one on the command line. If no match is found, the *Attribute = Value* pair is added to the end of the stanza. The device attribute cannot be changed.

You can use the Printer Queues application in Web-based System Manager (wsm) to change printer queue characteristics. You could also use the System Management Interface Tool (SMIT) **smit chque** fast path to run this command.

Note: Do not edit the **qconfig** file while there are active jobs in any queue. Editing includes both manual editing and use of the **chque**, **mkque**, **rmque**, **mkquedev**, **rmquedev**, or **chquedev** commands. It is recommended that all changes to the **qconfig** file be made using these commands. However, if manual editing is desired, first issue the **enq -G** command to bring the queuing system and the **qdaemon** to a halt after all jobs are processed. Then edit the **qconfig** file and restart the **qdaemon** with the new configuration.

Flags

-a 'Attribute = Value'

Specifies the 'Attribute = Value' to be added or replaced by the one entered on the command line. For a list of valid attributes, refer to the **/etc/qconfig** file.

-q Name

Specifies the current *Name* of the queue and of the stanza in the **qconfig** file that is to be changed.

Examples

To change the name of the host to fred for queue lp0, enter:

```
chque -qlp0 -a 'host = fred'
```

Files

/usr/bin/chque	Contains the chque command.
/etc/qconfig	Contains the configuration file.

Related Information

The **chqueuedev** command, **lsque** command, **mkque** command, **rmque** command.

The **qconfig** file.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

Changing / Showing Queue Characteristics in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Printer Overview for System Management in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Printer-Specific Information in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Printer Support in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Spooler Overview for System Management in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Virtual Printer Definitions and Attribute in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Printer Colon File Conventions in *AIX 5L Version 5.1 Guide to Printers and Printing*.

chqueuedev Command

Purpose

Changes the printer or plotter queue device names.

Syntax

```
chqueuedev -qName -dName [ -a'Attribute = Value'... ]
```

Description

The **chqueuedev** command changes the printer or plotter queue device names by changing the device stanza in the **qconfig** file specified by the **-d**, and **-q** flags. Within that stanza, each attribute that matches one of the *'Attribute = Value'* flags given on the command line is replaced by the one entered on the command line. If no match is found, *'Attribute = Value'* is added to the end of the stanza.

You can use the Printer Queues application in Web-based System Manager (wsm) to change printer queue characteristics. You could also use the System Management Interface Tool (SMIT) **smit chqueuedev** fast path to run this command.

Note: Do not edit the **qconfig** file while there are active jobs in any queue. Editing includes both manual editing and use of the **mkque**, **rmque**, **chque**, **mkqueuedev**, **rmqueuedev**, or **chqueuedev** commands. It is recommended that all changes to the **qconfig** file be made using these commands. However, if manual editing is desired, first issue the **enq -G** command to bring the queuing system and the **qdaemon** to a halt after all jobs are processed. Then edit the **qconfig** file and restart the **qdaemon** with the new configuration.

Flags

-a <i>'Attribute = Value'</i>	Specifies the stanza lines to change or add. For a list of valid attributes, see the qconfig file.
-d <i>Name</i>	Specifies the device <i>Name</i> in the queue to be changed.
-q <i>Name</i>	Specifies the queue <i>Name</i> in which to change the device stanza.

Examples

To change the ps device stanza on the lp0 queue to contain the line `backend = 'piobe -x -y'`, enter:

```
chqueuedev -qlp0 -d ps -a backend = 'piobe -x -y'
```

Note: The **-x** flag and the **-y** flag in this example are flags for the **piobe** command.

Files

/usr/bin/chqueuedev	Contains the chqueuedev command.
/etc/qconfig	Contains the configuration file.

Related Information

The **chque** command, **lsqueuedev** command, **mkqueuedev** command, **rmqueuedev** command, **piobe** command.

The **qconfig** file.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

Changing / Showing Queue Characteristics in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Printer Overview for System Management in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Printer Specific Information in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Printer Support in *AIX 5L Version 5.1 Guide to Printers and Printing*.

chresponse Command

Purpose

Adds or deletes the actions of a response or renames a response.

Syntax

chresponse [-h] -a -n *Action* [-d *Days_of_week*[,*Days_of_week*...]] [-t *Time_of_day*[,*Time_of_day*...]] -s *Action_script* [-r *Return_Code*] [-e a | r | b] [-o] [-T] [-V] *Response*

chresponse [-h] -p -n *Action* [-T] [-V] *Response*

chresponse [-h] -c *New_response* [-T] [-V] *Response*

Description

chresponse [-h] -a -n *Action* [-d *Days_of_week*[,*Days_of_week*...]] [-t *Time_of_day*[,*Time_of_day*...]] -s *Action_script* [-r *Return_Code*] [-e a | r | b] [-o] [-T] [-V] *Response*

chresponse [-h] -p -n *Action* [-T] [-V] *Response*

chresponse [-h] -c *New_response* [-T] [-V] *Response*

Parameters

Response The name of the response to be changed.

Flags

-a Adds the action specification to *Response*.

-c *New_response*

Specifies a new name to assign to the response. The new name must not already exist. The new name replaces the current name.

-d *Days_of_week*

Specifies the days of the week when the action being defined can be run. *Days_of_week* and *Time_of_day* together define the interval when the action can be run.

Enter the numbers of the days separated by a plus sign (+) or as a range of days separated by a hyphen (-). More than one *Days_of_week* parameter can be specified, but the parameters must be separated by a comma(.). The number of *Days_of_week* parameters specified must match the number of *Time_of_day* parameters specified. The default is all days. If no value is specified but a comma is entered, the default value is used. The numbers of the days follow:

- | | |
|---|-----------|
| 1 | Sunday |
| 2 | Monday |
| 3 | Tuesday |
| 4 | Wednesday |
| 5 | Thursday |
| 6 | Friday |

7 Saturday

-e a | r | b

Specifies the type of event that causes the action being defined to run:

- a** Event
- r** Rearm event
- b** Both event and rearm event

The default is event (**a** flag).

-h Writes the command's usage statement to standard output.

-n Action

Specifies the name of the action. When the **-a** flag is used, this is the name of the action being defined. When the **-p** flag is used, this is the name of the action to be deleted. Action names must be unique within a response. Only one action can be defined at a time.

-o Directs all standard output from *Action_script* to the audit log. The default is not to keep standard output. Standard error is always directed to the audit log.

-p Deletes *Action* from Response.

-r Return_code

Specifies the expected return code for *Action_script*. The actual return code of *Action_script* is compared to the expected return code. A message is written to the audit log indicating whether they match. If the **-r** flag is not specified, the actual return code is written to the audit log, and no comparison is performed.

-s Action_script

Specifies the fully qualified path for the script or command to run for the action being defined. See the man pages for **logevent**, **notifyevent**, and **wallevent** for descriptions of predefined response scripts that are provided with the application.

-t Time_of_day

Specifies the time range when *Action* can be run, consisting of the start time followed by the end time, separated by a hyphen. *Days_of_week* and *Time_of_day* together define the interval when the action can be run.

The time is in 24-hour format (HHMM) where the first two digits represent the hour and the last two digits represent the minutes. The start time must be less than the end time because the time is specified by day of the week. More than one *Time_of_day* parameter can be specified, but the parameters must be separated by a comma (,). The number of *Days_of_week* parameters specified matches the number of *Time_of_day* parameters specified. The default is 0000-2400. If no value is specified but a comma is entered, the default value is used.

-T Writes the command's trace messages to standard error. For your software-service organization's use only.

-V Writes the command's verbose messages to standard output.

Exit Status

- 0** Command has run successfully.
- 1** Error occurred with RMC.
- 2** Error occurred with CLI script.
- 3** Incorrect flag on command line.
- 4** Incorrect parameter on command line.
- 5** Error occurred that was based on faulty command line input.

Security

This command requires root authority.

Examples

1. To delete the action named "E-mail root" from the response named "E-mail root anytime" ("E-mail root" cannot be the only action), type:

```
chresponse -p -n "E-mail root" "E-mail root anytime"
```
2. To add the action named "E-mail root" to be used Monday through Friday from 8 am to 6 pm that uses the command `/usr/sbin/rsct/bin/notifyevent root`, that saves standard output in the audit log, and that expects return code 5 from the action to the response "E-mail root any time", type:

```
chresponse -a -n "E-mail root" -d 2-6 -t 0800-1800 \  
-s "/usr/sbin/rsct/bin/notifyevent root" -o -r 5 \  
"E-mail root anytime"
```

3. To rename the response "E-mail root anytime" to "E-mail root and admin any time", type:

```
chresponse -c "E-mail root and admin anytime" "E-mail root anytime"
```

Files

`/usr/sbin/rsct/bin/chresponse` Location of the **chresponse** command.

Related Information

The **lscondresp**, **lsresponse**, **mkcondresp**, **mkresponse**, **rmresponse** commands.

The `rmcli` General Information file.

The *RSCT 2.2 Resource Monitoring and Control Guide and Reference* contains more information regarding ERRM operations.

chrole Command

Purpose

Changes role attributes. This command applies only to AIX 4.2.1 and later.

Syntax

```
chrole Attribute=Value ... Name
```

Description

The **chrole** command changes attributes for the role identified by the *Name* parameter. The role name must already exist. To change an attribute, specify the attribute name and the new value with the *Attribute=Value* parameter.

If you specify a single incorrect attribute or attribute value with the **chrole** command, the command does not change any attribute.

You can use the Users application in Web-based System Manager (`wsm`) to change user characteristics. You could also use the System Management Interface Tool (SMIT) **smit chrole** fast path to run this command.

Restrictions on Modifying Roles

To ensure the integrity of the role information, only users with the **RoleAdmin** authorization can modify the attributes of a role.

Attributes

If you have the proper authority, you can set the following user attributes:

authorizations	List of additional authorizations required for this role beyond those defined by the roles in the rolelist attribute. The <i>Value</i> parameter is a list of authorization names, separated by commas.						
groups	List of groups to which a user should belong, in order to effectively use this role. This attribute is for information only and does not automatically make the user a member of the list of groups. The <i>Value</i> parameter is a list of group names, separated by commas.						
msgcat	Contains a message catalog number for referencing the msgnum attribute. The <i>Value</i> parameter is an integer.						
msgnum	Contains the index into a message catalog for a description of the role. The <i>Value</i> parameter is an integer.						
rolelist	Lists the roles implied by this role. The <i>Value</i> parameter is a list of role names, separated by commas.						
screens	Lists the SMIT screen identifiers allowing roles to be mapped to various SMIT screens. The <i>Value</i> parameter is a list of SMIT screen identifiers, separated by commas.						
visibility	Specifies the role's visibility status to the system. The <i>Value</i> parameter is an integer. Possible values are: <table><tr><td>1</td><td>The role is enabled, displayed, and selectable. Authorizations contained in this role are applied to the user. If the attribute does not exist or has no value, the default value is 1.</td></tr><tr><td>0</td><td>The role is enabled and displayed as existing, but <i>not</i> selectable through a visual interface. Authorizations contained in this role are applied to the user.</td></tr><tr><td>-1</td><td>The role is disabled. Authorizations contained in this role are <i>not</i> applied to the user.</td></tr></table>	1	The role is enabled, displayed, and selectable. Authorizations contained in this role are applied to the user. If the attribute does not exist or has no value, the default value is 1.	0	The role is enabled and displayed as existing, but <i>not</i> selectable through a visual interface. Authorizations contained in this role are applied to the user.	-1	The role is disabled. Authorizations contained in this role are <i>not</i> applied to the user.
1	The role is enabled, displayed, and selectable. Authorizations contained in this role are applied to the user. If the attribute does not exist or has no value, the default value is 1.						
0	The role is enabled and displayed as existing, but <i>not</i> selectable through a visual interface. Authorizations contained in this role are applied to the user.						
-1	The role is disabled. Authorizations contained in this role are <i>not</i> applied to the user.						

Security

Files Accessed:

Mode	File
rw	/etc/security/roles
r	/etc/security/user.roles

Auditing Events:

Event	Information
ROLE_Change	role, attribute

Examples

1. To change the authorizations of the role `ManageUserBasic` to **PasswdAdmin**, enter:

```
chrole authorizations=PasswdAdmin ManageUserBasic
```

Files

/etc/security/roles	Contains the attributes of roles.
/etc/security/user.roles	Contains the role attribute of users.

Related Information

The **lsrole** command, **mkrole** command, **rmrole** command, **chuser** command, **lsuser** command, **mkuser** command.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

Security Administration in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

Administrative Roles Overview in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

chroot Command

Purpose

Changes the root directory of a command.

Syntax

chroot *Directory Command*

Description

Attention: If special files in the new root directory have different major and minor device numbers than the real root directory, it is possible to overwrite the file system.

The **chroot** command can be used only by a user operating with root user authority. If you have root user authority, the **chroot** command changes the root directory to the directory specified by the *Directory* parameter when performing the *Command*. The first / (slash) in any path name changes to *Directory* for the specified *Command* and any of its children.

The *Directory* path name is always relative to the current root. Even if the **chroot** command is in effect, the *Directory* path name is relative to the current root of the running process.

A majority of programs may not operate properly after the **chroot** command runs. For example, the commands that use the shared libraries are unsuccessful if the shared libraries are not in the new root file system. The most commonly used shared library is the **/usr/ccs/lib/libc.a** library.

The **ls -l** command is unsuccessful in giving user and group names if the current root location makes the **/etc/passwd** file beyond reach. In addition, utilities that depend on localized files (**/usr/lib/nls/***) may also be unsuccessful if these files are not in the new root file system. It is your responsibility to ensure that all vital data files are present in the new root file system and that the path names accessing such files are changed as necessary.

Parameters

<i>Command</i>	Specifies a command to run with the chroot command.
<i>Directory</i>	Specifies the new root directory.

Examples

Attention: The commands in the following examples may depend on shared libraries. Ensure that the shared libraries are in the new root file system before you run the **chroot** command.

1. To run the **pwd** command with the **/usr/bin** directory as the root file system, enter:

```
mkdir /usr/bin/lib
```

```
cp /usr/ccs/lib/libc.a /usr/bin/lib
```

```
chroot /usr/bin pwd
```

2. To run a Korn shell subshell with another file system as the root file system, enter:

```
chroot /var/tmp /usr/bin/ksh
```

This makes the directory name / (slash) refer to the /var/tmp for the duration of the /usr/bin/ksh command. It also makes the original root file system inaccessible. The file system on the /var/tmp file must contain the standard directories of a root file system. In particular, the shell looks for commands in the /bin and /usr/bin files on the /var/tmp file system.

Running the /usr/bin/ksh command creates a subshell that runs as a separate process from your original shell. Press the END OF FILE (Ctrl-d) key sequence to end the subshell and go back to where you were in the original shell. This restores the environment of the original shell, including the meanings of the . (current directory) and the / (root directory).

3. To create a file relative to the original root, not the new one, enter:

```
chroot directory Command > file
```

Files

/etc/passwd

Specifies file that contains basic user attributes.

/usr/ccs/lib/libc.a

Specifies the standard I/O library and the standard C library.

/usr/ccs/lib/libcurses.a

Specifies the curses library.

/usr/lib/liblvm.a

Specifies the LVM (Logical Volume Manager) library.

/usr/ccs/lib/libm.a

Specifies the math library.

/usr/lib/libodm.a

Specifies the ODM (Object Data Manager) library.

/usr/sbin/chroot

Contains the **chroot** command.

Related Information

The **ksh** command, **ls** command.

The **chdir** subroutine, **chroot** subroutine.

The File Systems Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

chrsrc Command

Purpose

Changes the persistent attribute values of a resource or resource class.

Syntax

To change the persistent attribute values of a resource or resource class (**-c** flag), using data entered on the command line:

```
chrsrc [-h] -s "Selection_string" [-v] [-T] [-V] Resource_class Attr=value...
```

```
chrsrc [-h] -r [-v] [-T] [-V] Resource_handle Attr=value...
```

```
chrsrc [-h] -c [-v] [-T] [-V] Resource_class Attr=value...
```

To change the persistent attribute values of a resource or resource class (**-c** flag), using data predefined in an input file:

```
chrsrc [-h] -f Resource_data_input_file -s "Selection_string" [-v] [-T] [-V] Resource_class
```

```
chrsrc [-h] -f Resource_data_input_file -r [-v] [-T] [-V] Resource_handle
```

```
chrsrc [-h] -f Resource_data_input_file -c [-v] [-T] [-V] Resource_class
```

Description

The **chrsrc** command changes the persistent attribute values for a resource or resource class.

By default, this command changes the resource persistent attributes. If you wish to change the resource class persistent attributes, specify the **-c** flag.

Only persistent attributes that do not have a "Read Only" property can be changed. The underlying resource manager that controls the specified resource determines which attributes can be changed by using this command.

Use the **-v** flag to verify that the attribute names specified by the command line or resource data input file are valid persistent attributes for the specified resource and that these attributes do not have a property of "Read Only". When **chrsrc** is run with the **-v** flag, the specified attributes are not changed.

After the **chrsrc** command is run without the **-v** flag, if any specified attribute could not be changed, it is noted in an error message. If a particular attribute passes when the **chrsrc -v** command is run, this does not ensure that the attribute can be changed. The underlying resource manager controls which attributes can be changed.

To change the persistent attributes for a resource, use the **-r** flag to change just the resource linked with the specified *Resource_handle*, or use the **-s** flag to change all the resources that match the specified "*Selection_string*".

Parameters

Attr=value

Enter one or more attribute value pairs. If the **-f** flag is specified, *Attr=value* pair parameters should not be entered on the command line. *Attr* is any defined persistent attribute name. Use the **lsrsrctdef** command to get a list of the defined persistent attributes and their data types for the specified resource. The value entered must be the appropriate data type for the specified attribute. For example, if *NodeNumber* is defined as a *uint32* data type, enter a positive numeric value.

Resource_class

A resource class name. Enter the **lsrsrctdef** command for a list of defined resource class names.

Resource_handle

The specific resource handle that is linked with the resource that you wish to change. Use the **lsrsrc** command to obtain valid resource handles. The resource handle must be enclosed within double quotation marks. An example is: "0x4017 0x0001 0x00000000 0x0069684c 0x0d4715b0 0xe9635f69".

Flags

-c Changes the resource class persistent attribute values. By default, the resource persistent attributes are changed. Use this flag if you want to change the resource class persistent attributes.

-f *Resource_data_input_file*

Specifies the name of the file which contains resource attribute information.

- h** Writes the command's usage statement to standard output.
- r** Changes the specific resource that matches the specified *Resource_handle*.
- s "Selection_string"**
Specifies a selection string. All selection strings must be enclosed within either double or single quotation marks. If the selection string contains double quotation marks, enclose the entire selection string in single quotation marks. For example:

```
-s 'Name == "testing"'
-s 'Name ?= "test*"'
```

Only persistent attributes may be listed in a selection string. For information on how to specify selection strings, see "Using Expressions" in the chapter "Using the Monitoring Application" of the *RSC2.2 Resource Monitoring and Control Guide and Reference*.
- T** Writes the command's trace messages to standard error. For your software-service organization's use only.
- v** Verifies that all of the specified attributes are valid persistent attribute names that do not have a Read Only property. The **chrsrc** command cannot verify that all of the attributes specified on the command line or in the input file can be changed. The underlying resource manager that controls the specified resource determines which attributes can be changed. After this command is run (without the **-v** flag), any attribute name that could not be changed is included in an error message.
- V** Writes the command's verbose messages to standard output.

Exit Status

- 0** Command has run successfully.
- 1** Error occurred with RMC.
- 2** Error occurred with CLI script.
- 3** Incorrect flag on command line.
- 4** Incorrect parameter on command line.
- 5** Error occurred with RMC that was based on faulty command line input.

Security

This command requires root authority.

Examples

1. To change the Int32, Uint32 and SD persistent resource attributes in resource class IBM.Foo for the resources that have a Name equal to c175n05, type:

```
chrsrc -s 'Name == "c175n05"' IBM.Foo \  
Int32=-9999 Uint32=9999\  
SD='["testing 1 2 3",1,{2,4,6}]'
```

2. To change the Int32, Uint32, SD persistent resource attributes in resource class IBM.Foo for the resource that has a Name starting with c175n, using the resource data input file with the following contents:

```
PersistentResourceAttributes::  
resource 1:  
  Int32 = -9999  
  Uint32 = 9999  
  SD = ["testing 1 2 3",1,{2,4,6}]
```

type:

```
chrsrc -f /tmp/IBM.Foo.chrsrc\  
-s 'Name ?= "c175n"' IBM.Foo
```

3. To change the Name persistent resource attribute for the resource that has a resource handle equal to "0x0001 0x4005 0x35ae868c 0x00000000 0xfeef2948 0x0d80b827", type:

```
chrsrc -r "0x0001 0x4005 0x35ae868c 0x00000000 0xfeef2948 0x0d80b827" Name="c175n05"
```

Files

/usr/sbin/rsct/bin/chrsrc

Location of the **chrsrc** command.

Related Information

The **lsrsrc**, **lsrsrdef**, **mkrsrc**, **rmrsrc** commands.

The **rmccli** General Information file.

The *RSCT 2.2 Resource Monitoring and Control Guide and Reference* contains more information regarding RMC operations and information on how to use expressions and selection strings.

chsec Command

Purpose

Changes the attributes in the security stanza files.

Syntax

```
chsec [ -fFile ] [ -s Stanza ] [ -a Attribute = Value ... ]
```

Description

The **chsec** command changes the attributes stored in the security configuration stanza files. These security configuration stanza files have attributes that you can specify with the *Attribute = Value* parameter:

- **/etc/security/envIRON**
- **/etc/security/gROUp**
- **/etc/security/lAStlog**
- **/etc/security/lIMITS**
- **/etc/security/lOGIN.cfg**
- **/usr/lib/security/mkuser.default**
- **/etc/security/pASSWD**
- **/etc/security/pORtlog**
- **/etc/security/uSER**

When modifying attributes in the **/etc/security/envIRON**, **/etc/security/lAStlog**, **/etc/security/lIMITS**, **/etc/security/pASSWD**, and **/etc/security/uSER** files, the stanza name specified by the *Stanza* parameter must either be a valid user name or default. When modifying attributes in the **/etc/security/gROUp** file, the stanza name specified by the *Stanza* parameter must either be a valid group name or default. When modifying attributes in the **/usr/lib/security/mkuser.default** file, the *Stanza* parameter must be either admin or user. When modifying attributes in the **/etc/security/pORtlog** file, the *Stanza* parameter must be a valid port name. When modifying attributes in the **/etc/security/lOGIN.cfg** file, the *Stanza* parameter must either be a valid port name, a method name, or the **usw** attribute.

When modifying attributes in the `/etc/security/login.cfg` or `/etc/security/portlog` file in a stanza that does not already exist, the stanza is automatically created by the `chsec` command.

You cannot modify the `password` attribute of the `/etc/security/passwd` file using the `chsec` command. Instead, use the `passwd` command.

Only the root user or a user with an appropriate authorization can change administrative attributes. For example, to modify administrative group data, the user must be root or have GroupAdmin authorization.

Flags

<code>-a Attribute = Value</code>	Specifies the attribute to modify and the new value for that attribute. If you do not specify the value, the attribute is removed from the given stanza.
<code>-f File</code>	Specifies the name of the stanza file to modify.
<code>-s Stanza</code>	Specifies the name of the stanza to modify.

Security

Access Control: This command grants execute access only to the root user and the security group. The command has the trusted computing base attribute and runs the `setuid` command to allow the root user to access the security databases.

Files Accessed:

Mode	File
rw	<code>/etc/security/environ</code>
rw	<code>/etc/security/group</code>
rw	<code>/etc/security/lastlog</code>
rw	<code>/etc/security/limits</code>
rw	<code>/etc/security/login.cfg</code>
rw	<code>/usr/lib/security/mkuser.default</code>
rw	<code>/etc/security/passwd</code>
rw	<code>/etc/security/portlog</code>
rw	<code>/etc/security/user</code>

Auditing Events:

Event	Information
<code>USER_Change</code>	user name, attribute
<code>GROUP_Change</code>	group name, attribute
<code>PORT_Change</code>	port, attribute

Examples

1. To change the `/dev/tty0` port to automatically lock if 5 unsuccessful login attempts occur within 60 seconds, enter:

```
chsec -f /etc/security/login.cfg -s /dev/tty0 -a logindisable=5 -a logininterval=60
```
2. To unlock the `/dev/tty0` port after it has been locked by the system, enter:

```
chsec -f /etc/security/portlog -s /dev/tty0 -a locktime=0
```
3. To allow logins from 8:00 a.m. until 5:00 p.m. for all users, enter:

```
chsec -f /etc/security/user -s default -a logintimes=:0800-1700
```
4. To change the CPU time limit of user joe to 1 hour (3600 seconds), enter:

```
chsec -f /etc/security/limits -s joe -a cpu=3600
```

Files

<code>/usr/bin/chsec</code>	Specifies the path to the chsec command.
<code>/etc/security/environ</code>	Contains the environment attributes of users.
<code>/etc/security/group</code>	Contains extended attributes of groups.
<code>/etc/security/lastlog</code>	Defines the last login attributes for users.
<code>/etc/security/limits</code>	Defines resource quotas and limits for each user.
<code>/etc/security/login.cfg</code>	Contains port configuration information.
<code>/usr/lib/security/mkuser.default</code>	Contains the default values for new users.
<code>/etc/security/passwd</code>	Contains password information.
<code>/etc/security/portlog</code>	Contains unsuccessful login attempt information for each port.
<code>/etc/security/user</code>	Contains the extended attributes of users.

Related Information

The **chgroup** command, **chuser** command, **grpck** command, **login** command, **lsgroup** command, **lssec** command, **lsuser** command, **mkggroup** command, **mkuser** command, **passwd** command, **pwdck** command, **rmgroup** command, **rmuser** command, **su** command, **usrck** command.

The **getgroupattr** subroutine, **getportattr** subroutine, **getuserattr** subroutine, **getuserpw** subroutine, **putgroupattr** subroutine, **putportattr** subroutine, **putuserattr** subroutine, **putuserpw** subroutine.

chserver Command

Purpose

Changes a subserver definition in the subserver object class.

Syntax

```
chserver -t OldSubserver [ -c CodePoint ] [ -s NewSubsystem ] [ -t NewSubserver ]
```

Description

The **chserver** command modifies an existing subserver definition in the subserver object class. It can change subserver types, the owning subsystem, or the subserver code point.

Flags

-c <i>CodePoint</i>	Specifies the <i>CodePoint</i> integer that identifies the subserver. This is the value used by the subsystem to recognize the subserver. The chserver command is unsuccessful if the <i>CodePoint</i> already exists for the existing subsystem name and no new subsystem name is entered. It is also unsuccessful if the <i>NewSubsystem</i> name and subserver <i>CodePoint</i> exist in the subserver object class. The limit for the <i>CodePoint</i> storage is the same as a short integer (1 through 32,768).
-s <i>NewSubsystem</i>	Specifies the name that uniquely identifies the <i>NewSubsystem</i> to the subserver it belongs to. The chserver command is unsuccessful if one of the following occurs: <ul style="list-style-type: none">• The <i>NewSubsystem</i> name is not known in the subsystem object class.• The <i>NewSubsystem</i> name is known in the subsystem object class but uses signals as its communication method.• The <i>NewSubsystem</i> name already exists with the existing subserver <i>CodePoint</i> value in the Subserver Type object class, and no subserver <i>CodePoint</i> value is entered.• A new subserver <i>CodePoint</i> is entered, with the <i>NewSubsystem</i> name and subserver <i>CodePoint</i> already existing in the Subserver Type object class.

-t <i>NewSubserver</i>	Specifies the name that uniquely identifies the <i>NewSubserver</i> . The chserver command is unsuccessful if the <i>NewSubserver</i> type is already known in the subserver object class.
-t <i>OldSubserver</i>	Specifies the name that uniquely identifies the existing subserver. The chserver command is unsuccessful if the <i>OldSubserver</i> type is not known in the subserver object class.

Security

Auditing Events: If the auditing subsystem has been properly configured and is enabled, the **chserver** command will generate the following audit record (event) every time the command is executed:

Event	Information
SRC_Chserver	Lists in an audit log the name of the subsystem and the fields that have been changed.

See "Setting up Auditing" in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* for more details about how to properly select and group audit events, and how to configure audit event data collection.

Examples

1. To change the subserver type, enter:

```
chserver -t old -t new
```

This changes the subserver type from the `old` subserver type to the `new` subserver type.

2. To change the owning subsystem, enter:

```
chserver -t old -s srctest
```

This changes the owning subsystem to `srctest`.

3. To change the subserver type, subsystem, and subserver code point, enter:

```
chserver -t old -t new -s srctest -c 1234
```

This changes the subserver type from the `old` to the `new` subserver type, the owning subsystem to `srctest`, and the subserver code point to `1234`.

Files

/etc/objrepos/SRCsubsys	Specifies the SRC Subsystem Configuration object class.
/etc/objrepos/SRCsubsvr	Specifies the SRC Subserver Configuration object class.

Related Information

The **auditpr** command, **mkserver** command, **rmserver** command, **startsrc** command, **stopsrc** command, **traceson** command, **tracesoff** command.

Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

System Resource Controller Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Defining Your Subsystem to the SRC in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

chservices Command

Purpose

Changes the contents of the `/etc/services` file.

Syntax

To Add or Activate an Entry:

```
chservices [ -a ] -v ServiceName -p protocol -n port [ -u "Alias ..." ]
```

To Change an Entry:

```
chservices -c -v ServiceName -p protocol -n port [ -V NewServiceName ] [ -P NewProtocol ] [ -N NewPort ] [ -u "Alias ..." ]
```

To Deactivate an Entry:

```
chservices -d -v ServiceName -p protocol -n port [ -V NewServiceName ] [ -u Alias ..." ]
```

Description

The **chservices** command adds, deletes, or changes entries in the `/etc/services` file. These entries are related to known services used in the DARPA Internet and also related to information used by the **inetd** server. The entries for the **inetd** server determine how the system handles Internet service requests.

The **chservices** command manipulates the following entries for known services:

- The official Internet service name specified by the *ServiceName* variable.
- The port number, specified by the *port* variable, used for the service.
- The transport protocol, specified by the *protocol* variable, used for the service.
- A list of unofficial names, specified by the *Alias* variable, used by the service.

Flags

-a	Adds or activates an entry in the <code>/etc/services</code> file. If the requested service exists in the file, the -a flag uncomments the line. If the line does not exist, the -a flag adds the line to the file. This is the default action.
-c	Changes an entry in the <code>/etc/services</code> file.
-d	Deactivates an entry in the <code>/etc/services</code> file by commenting the line in the file.
-N <i>NewPort</i>	Specifies a socket port number.
-n <i>port</i>	Specifies a socket port number.
-P <i>NewProtocol</i>	Specifies a new protocol name for a current protocol name.
-p <i>protocol</i>	Specifies the protocol.
-V <i>NewName</i>	Specifies a new service name.
-v <i>ServiceName</i>	Specifies the service name.
-u "<i>Alias...</i>"	Specifies a list of aliases.

Note: Adding or keeping comments on lines modified with the **chservices** command is not supported.

Security

Access Control: Only the root user and members of the system group have access to this command.

Examples

1. To add the service, gregsapp, as a udp service on port 1423, enter:

```
chservices -a -v gregsapp -p udp -n 1423
```
2. To add the service, gregsapp, as a udp service on port 1423 with an alias of fredsapp, enter:

```
chservices -a -v gregsapp -p udp -n 1423 -u  
"fredsapp"
```
3. To change the port of the service specified as gregsapp with a udp protocol to 1456, enter:

```
chservices -c -v gregsapp -p udp -N 1456
```
4. To deactivate the gregsapp service on udp port 1456 by commenting it out, enter:

```
chservices -d -v gregsapp -p udp -n 1456
```

Files

<code>/usr/sbin/chservices</code>	Contains the chservices command.
<code>/etc/services</code>	Contains services information for the inetd daemon.

Related Information

The **chsubserver** command.

The **inetd** daemon, **fingerd** daemon, **ftpd** daemon, **rexecd** daemon, **rlogind** daemon, **rshd** daemon, **syslogd** daemon, **talkd** daemon, **telnetd** daemon, **tftpd** daemon.

The **inetd.conf** file format, **protocols** file format, **services** file format.

TCP/IP Daemons in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

chsh Command

Purpose

Changes a user's login shell.

Syntax

```
chsh [ -R load_module ] [ Name [ Shell ] ]
```

Description

The **chsh** command changes a user's login **shell** attribute. The **shell** attribute defines the initial program that runs after a user logs in to the system. This attribute is specified in the **/etc/passwd** file. By default, the **chsh** command changes the login shell for the user who gives the command.

The **chsh** command is interactive. When you run the **chsh** command, the system displays a list of the available shells and the current value of the **shell** attribute. Then, the system prompts you to change the shell. You must enter the full path name of an available shell.

If you have execute permission for the **chuser** command, you can change the login shell for another user. To change the login shell for another user, specify a *Name* parameter. Valid shells are defined in the *usw* stanza of the **/etc/security/login.cfg** file. The default list of valid shells is: **/usr/bin/ksh**, **/usr/bin/sh**, **/usr/bin/bsh**, **/usr/bin/csh** but your system manager may have defined more.

For users that are created with an alternate Identification and Authentication (I&A) mechanism, the **-R** flag can be used to specify the I&A load module used to create the user. Load modules are defined in the **/usr/lib/security/methods.cfg** file.

Flag

-R load_module Specifies the loadable I&A module used to change the user's shell.

Security

Access Control: All users should have execute (x) access to this command since the program enforces its own access policy. This command should be installed as a program in the trusted computing base (TCB). The command should be owned by the **security** group with the **setgid** (SGID) bit set.

Files Accessed:

Mode	File
x	/usr/bin/chuser
r	/etc/security/login.cfg
rw	/etc/passwd

Limitations

Changing a user's shell may not be supported by all loadable I&A modules. If the loadable I&A module does not support changing a user's shell, an error is reported.

Examples

1. To change the shell that runs after you log in to the system, type:

```
chsh
```

Information similar to the following appears:

```
current available shells:
/usr/bin/sh
/usr/bin/bsh
/usr/bin/csh
/usr/bin/ksh:
current login shell:
/usr/bin/ksh
change (y/n)? >
```

Indicate that a change should be made by entering *y* after the change (y/n)? prompt. Then, add the name of the shell you want when the to? prompt appears, as in the following example:

```
change (y/n)? > y
to? > /usr/bin/csh
```

The next time you log in, the **/usr/bin/csh** shell appears.

2. To change the shell to **/usr/bin/ksh** for kim, type:

```
chsh kim /usr/bin/ksh
```
3. To change the shell for LDAP I&A load module defined user davis, type:

```
chsh -R LDAP davis
```

Files

/usr/bin/chsh	Specifies the path to the chsh command.
/usr/bin/chuser	Changes user information.
/etc/passwd	Contains the basic user attributes.
/etc/security/login.cfg	Contains login configuration information.

Related Information

The **chgroup** command, **chgrpmem** command, **chuser** command, **lsgroup** command, **lsuser** command, **mkgroup** command, **mkuser** command, **passwd** command, **pwdadm** command, **rmgroup** command, **rmuser** command, **setgroups** command, **setsenv** command.

Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* describes the identification and authentication of users, discretionary access control, the trusted computing base, and auditing.

chslave Command

Purpose

Re-executes the **ypinit** command to retrieve maps from a master server and re-starts the **ypserv** daemon to change the slave server.

Syntax

```
/usr/etc/yp/chslave [ -C | -c ] [ -O | -o ] [ -I | -B | -N ] Master
```

Description

The **chslave** command re-invokes the **ypinit** command to retrieve maps from the master server you specify on the command line. The **ypserv** daemon is re-started after the **ypinit** command has completed successfully. The *Master* parameter specifies the host name of the master server. The master server specified can be the master server currently in use or a new master server that is configured and running.

You can use the Network application in Web-based System Manager (wsm) to change network characteristics. You could also use the System Management Interface Tool (SMIT) **smit chslave** fast path to run this command.

Flags

- B** Invokes the **ypinit** command and starts the **ypserv** daemon. If the **ypserv** daemon is already running, this flag will cause the **ypinit** command to kill the daemon and then restart it. This flag is the default.
- C** Invokes the **ypinit** command with the **-n** flag. The **chslave** command continues on errors. This flag is the default.
- c** Stops execution when errors occur.
- I** Executes the **ypinit** command immediately but does not start or restart the **ypserv** daemon.
- O** Overwrites any maps that exist in the domain.
- o** Prevents the overwrite of maps that exist in the domain. This flag is the default.
- N** Invokes the **ypinit** command and restarts the **ypserv** daemon.

Examples

To retrieve maps from the master server named host91, enter:

```
chslave -O -B host91
```

This will overwrite any existing maps for the current domain.

Files

/etc/rc.nfs	Contains the startup script for NFS and NIS daemons.
/var/yp/domainname	Contains the NIS maps for the NIS domain.

Related Information

The **chmaster** command, **mkclient** command, **mkslave** command, **rmyp** command, **smit** command, **ypinit** command.

The **ypbind** daemon, **ypasswdd** daemon, **ypserv** daemon, **ypupdated** daemon.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Network Information Service (NIS) in *AIX 5L Version 5.1 Network Information Services (NIS and NIS+) Guide*.

NIS Reference.

chssys Command

Purpose

Changes a subsystem definition in the subsystem object class.

Syntax

```
chssys -s OldSubsystem [ -a Arguments ] [ -e StandardError ] [ -i StandardInput ] [ -o StandardOutput ]  
[ -p Path ] [ -s NewSubsystem ] [ -t Synonym ] [ -u UserID ] [ -O | -R ] [ -d | -D ] [ -q | -Q ] [ -K |  
-I MessageQueue -m MessageMtype | -f StopForce -n StopNormal -S ] [ -E Nice ] [ -G Group ] [ -w  
Wait ]
```

Description

The **chssys** command modifies an existing subsystem definition in the subsystem object class. If a new subsystem name is entered, the Subserver Type object class and the Notify object class are modified to reflect the new subsystem name.

Note: Any auditing performed by the System Resource Controller (SRC) when actions are taken for the subsystem is logged against the login ID of the user who created the subsystem by using the **mkssys** command. For example, if you are logged in with root user authority, the subsystem is added with root user authority as the audit account.

Flags

-a <i>Arguments</i>	Specifies any arguments that must be passed to the program executed as the subsystem. These command <i>Arguments</i> are passed by the SRC to the subsystem according to the same rules used by the shell. Quoted strings are passed as a single argument, and blanks outside a quoted string delimit arguments. Single and double quotes can be used.
-d	Specifies that an inactive subsystem is displayed when the lssrc -a command request (status all) or the lssrc -g command request (status group) is made.
-D	Specifies that an inactive subsystem is not displayed when status all or status group requests are made.
-e <i>StandardError</i>	Specifies where the subsystem standard error data is placed.
-E <i>Nice</i>	Specifies the <i>Nice</i> value. The <i>Nice</i> parameter changes the execution priority of the subsystem. The valid values are 0 through 39 (ordinary <i>Nice</i> values mapped to all positive numbers). If the -E flag is not present, the subsystem priority defaults to 20. Values between 0 and 19 are reserved for users with root authority.

-f <i>StopForce</i>	Specifies the signal sent to the subsystem when a forced stop of the subsystem is requested. Use only when the subsystem uses signals for communication. The chssys command is unsuccessful if the <i>StopForce</i> parameter specifies an invalid signal. The -n and -S flags must follow this flag.
-G <i>Group</i>	Specifies that the subsystem belongs to the group specified by the <i>Group</i> parameter and responds to all group actions on the group.
-i <i>StandardInput</i>	Specifies where the subsystem <i>StandardInput</i> is routed. This field is ignored when the subsystem uses sockets for communication.
-K	Specifies that the subsystem uses sockets as its communication method.
-I <i>MessageQueue</i>	Specifies that the subsystem uses message queues as its communication method. The <i>MessageQueue</i> parameter specifies the message queue key for creating the message queue for the subsystem. Use the ftok subroutine with the subsystem path name as input to generate a unique key. The -m flag must follow this flag.
-m <i>MessageMtype</i>	Specifies the <i>MessageMtype</i> key that the subsystem expects on packets sent to the subsystem by the SRC. Use only when the subsystem uses message queues for communication. The <i>MessageMtype</i> must be greater than 0. This flag must be preceded by the -I flag.
-n <i>StopNormal</i>	Specifies the signal sent to the subsystem when a normal stop of the subsystem is requested. Use only when the subsystem uses signals for communication. The chssys command is unsuccessful if the <i>StopNormal</i> parameter specifies an invalid signal. This flag must be preceded by the -f flag and followed by the -S flag.
-o <i>StandardOutput</i>	Specifies where the subsystem <i>StandardOutput</i> is placed.
-O	Specifies that the subsystem is not restarted if it stops abnormally.
-p <i>Path</i>	Specifies the absolute <i>Path</i> to the subsystem program.
-q	Specifies that the subsystem can have multiple instances running at the same time.
-Q	Specifies that multiple instances of the subsystem are not allowed to run at the same time.
-R	Specifies that the subsystem is restarted if it stops abnormally.
-s <i>NewSubsystem</i>	Specifies the new name that uniquely identifies the subsystem. Any subserver or notify methods defined for the old subsystem's name are redefined for the <i>NewSubsystem</i> name. The chssys command is unsuccessful if the <i>NewSubsystem</i> name is already known in the subsystem object class.
-s <i>OldSubsystem</i>	Specifies the current name that uniquely identifies the subsystem. The chssys command is unsuccessful if the <i>OldSubsystem</i> name is not known in the subsystem object class.
-S	Specifies that the subsystem uses signals as its communication method. You cannot define subserver for the subsystem name when your communication method is signals. If a subserver is defined for the subsystem, the subserver definitions are deleted from the subserver object class. This flag must be preceded by the -f and -n flags.
-t <i>Synonym</i>	Specifies an alternate name for the subsystem. The chssys command is unsuccessful if the <i>Synonym</i> name is already known in the subsystem object class.
-u <i>UserID</i>	Specifies the user ID for the subsystem. The <i>UserID</i> that creates the subsystem is used for security auditing of that subsystem.
-w <i>Wait</i>	Specifies the time, in seconds, allowed to elapse between a stop cancel (SIGTERM) signal and a subsequent SIGKILL signal. Also used as the time limit for restart actions. If the subsystem stops abnormally more than twice in the time limit specified by the <i>Wait</i> value, it is not automatically restarted.

Security

Auditing Events: If the auditing subsystem has been properly configured and is enabled, the **chssys** command will generate the following audit record (event) every time the command is executed:

Event	Information
SRC_Chssys	Lists in an audit log the name of the subsystem and the fields that have been changed.

See "Setting up Auditing" in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* for details about properly selecting and grouping audit events, and configuring audit event data collection.

Examples

1. To change the subsystem name, enter:

```
chssys -s srctest -s inetd
```

This changes the subsystem name from `srctest` to `inetd`.

2. To change the communication type to sockets, enter:

```
chssys -s srctest -K
```

This changes the communication type for the subsystem to sockets.

3. To change the communication type to message queues, enter:

```
chssys -s srctest -l 123456 -m 789
```

This changes the communication type for the subsystem to message queues, with a message queue key of 123456 and a subsystem message type of 789.

4. To change the communication type to signals, enter:

```
chssys -s srctest -S -n 30 -f 31
```

This changes the communication type for the subsystem to signals, with a normal stop signal of 30 and a force stop signal of 31.

5. To change the command arguments, enter:

```
chssys -s srctest -a "-a 123 -b \"4 5 6\" -c '7 8 9'"
```

This places `-a` as the first argument, 123 as the second, `-b` as the third, 4 5 6 as the fourth, `-c` as the fifth, and 7 8 9 as the sixth argument to the `srctest` subsystem.

Files

<code>/etc/objrepos/SRCsubsys</code>	Specifies the SRC Subsystem Configuration object class.
<code>/etc/objrepos/SRCsubsvr</code>	Specifies the SRC Subserver Configuration object class.
<code>/etc/objrepos/SRCnotify</code>	Specifies the SRC Notify Method object class.
<code>/dev/SRC</code>	Specifies the AF_UNIX socket file.
<code>/dev.SRC-unix</code>	Specifies the location for temporary socket files.

Related Information

The **auditpr** command, **lssrc** command, **mkssys** command, **rmssys** command.

Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

System Resource Controller Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Defining Your Subsystem to the SRC in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

chsubserver Command

Purpose

Changes the contents of the `/etc/inetd.conf` file or similar system configuration file.

Syntax

To Add or Activate a Server or Subserver Entry:

```
chsubserver [ -a ] -v ServiceName -p protocol [ -t socket_type ] [ -w WaitIndicator ] [ -u user ] [ -g program ] [ -r server ] [ -C ConfigFile ] [ program ] [ args ]
```

To Change a Server Entry:

```
chsubserver -c -v ServiceName -p protocol [ -t SocketType ] [ -w WaitIndicator ] [ -u user ] [ -g program ] [ -V NewServiceName ] [ -P NewProtocol ] [ -T NewSocketType ] [ -W NewWaitIndicator ] [ -U NewUser ] [ -G NewProgram ] [ -r server ] [ -C ConfigFile ] [ program ] [ args ]
```

To Deactivate a Server Entry or an inetd Subserver Entry:

```
chsubserver -d -v ServiceName -p protocol [ -t SocketType ] [ -w WaitIndicator ] [ -u user ] [ -g program ] [ -r server ] [ -C ConfigFile ] [ program ] [ args ]
```

Description

The **chsubserver** command adds, deletes, or changes entries in the `/etc/inetd.conf` system configuration file, which is the default, or a similar configuration file. These entries are related to known services used in the DARPA Internet and also related to information used by the **inetd** server. The entries for the **inetd** server determine how the system handles Internet service requests.

The **chsubserver** command also allows the user to refresh a server using the **-r** flag. The server specified is sent a **SIGHUP** signal to reread its configuration file. This allows you to edit the configuration file and have the changes take effect immediately.

Each service entry contains information about known services and information used by the **inetd** server. The **chsubserver** command manipulates the following entries for known services and for **inetd** server or other subserver information:

- The official Internet service name specified by the *ServiceName* variable.
- The transport protocol, specified by the *protocol* variable, used for the service.
- The type of socket, specified by the *SocketType* variable, associated with the service. The socket types associated with a service can be stream sockets or datagram sockets. Use only the **nowait** flag with stream sockets. Use either the **wait** or **nowait** flag with datagram sockets.
- A **wait** or **nowait** flag, specified by the *WaitIndicator* variable. The **wait** or **nowait** flag indicates whether the **inetd** server waits for a datagram server to release the socket before continuing to listen at the socket.
- The user name, specified by the *user* variable, that the **inetd** server uses to start a subserver.

You can use the System application in Web-based System Manager (wsm) to change system characteristics. You could also use the System Management Interface Tool (SMIT) **smit inetdconf** fast path to run this command.

Flags

-a	Adds or activates an entry in the configuration file. If the requested service exists in the configuration file, the -a flag uncomments the line. If the line does not exist, the -a flag adds the line to the configuration file. This is the default action.
-c	Changes an entry in the configuration file.
-C	Specifies a configuration file similar to /etc/inetd.conf .
-d	Deactivates an entry in the configuration file by commenting the line in the file.
-G <i>NewProgram</i>	Replaces the existing program to start.
-g <i>Program</i>	Specifies the program to start..
-P <i>NewProtocol</i>	Specifies a new protocol name for a current protocol name.
-p <i>protocol</i>	Specifies the protocol.
-r <i>server</i>	Sends a SIGHUP to the specified server.
-T <i>NewSocketType</i>	Replaces the existing type of socket, either a value of stream for stream sockets or a value of dgram for datagram sockets.
-t <i>SocketType</i>	Specifies a type of socket, either a value of stream for stream sockets or a value of dgram for datagram sockets.
-U <i>NewUser</i>	Replaces the existing user name.
-u <i>user</i>	Specifies a user name.
-V <i>NewName</i>	Specifies a new service name.
-v <i>ServiceName</i>	Specifies the service name.
-W <i>NewWaitIndicator</i>	Replaces the existing <i>WaitIndicator</i> .
-w <i>WaitIndicator</i>	Specifies either single-thread service with a value of wait or multithread service with a value of nowait .

Security

Access Control: Only the root user and members of the system group have access to this command.

Examples

1. To uncomment the uucp line in the **/etc/inetd.conf** file, enter:

```
chsubserver -a -v uucp -p tcp
```

2. To add a line to the **/etc/inetd.conf** file that describes the gregserv service and runs the program **/usr/sbin/gregserv** as root over the udp protocol with stream sockets and arguments of ftpd, enter in one line:

```
chsubserver -a -r inetd -v gregserv -p udp -t stream -w nowait -u  
root -g /usr/sbin/gregserv ftpd
```

The **inetd** does not wait for confirmation. After adding the line to the file, the **inetd** program will be sent a **SIGHUP** signal.

3. To change the existing service from using stream sockets to using dgram sockets in the **/tmp/inetd.conf** file, enter in one line:

```
chsubserver -c -v gregserv -p udp -t stream -T dgram -C /tmp/inetd.conf
```

4. To comment the gregserv service over udp in the **/etc/inetd.conf** file, enter:

```
chsubserver -d -v gregserv -p udp
```

Files

/usr/sbin/chsubserver
/etc/inetd.conf

Contains the **chsubserver** command.
Contains configuration information for the **inetd** daemon.

Related Information

The **chservices** command.

The **inetd** daemon, **fingerd** daemon, **ftpd** daemon, **rexecd** daemon, **rlogind** daemon, **rshd** daemon, **syslogd** daemon, **talkd** daemon, **telnetd** daemon, **tftpd** daemon.

The **inetd.conf** file format, **protocols** file format, **services** file format.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

TCP/IP Daemons in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

chtcb Command

Purpose

Changes or queries the **trusted computing base** attribute of a file.

Syntax

```
chtcb { on | off | query } File ...
```

Description

The **chtcb** command changes or queries the **trusted computing base** (TCB) attribute of the files you specify with the *File* parameter. The following alternatives are valid:

on	Enables the trusted computing base attribute.
off	Disables the trusted computing base attribute, if set.
query	Displays the value of the trusted computing base attribute.

This command should be executed on the trusted path.

Security

Access Control: This command should grant execute (x) access to the root user and members of the security group. The command should have the **trusted computing base** attribute.

Examples

1. To identify the `plans` file as part of the trusted computing base (TCB), set the **trusted computing base** attribute to the `on` value by entering the following:

```
chtcb on plans
```

The `plans` file now can be executed from the trusted path.

2. To query whether the `plans` file is part of the trusted computing base (TCB), enter:

```
chtcb query plans
```

When the status appears, you know that the `plans` file is part of the trusted computing base if the TCB attribute is set to the `on` value.

3. To remove the `plans` file from the trusted computing base (TCB), enter:

```
chtcb off plans
```

Files

`/usr/sbin/chtcb` Contains the `chtcb` command.

Related Information

The `tsh` command, `tsm` command, `tvi` command.

The `chmod` subroutine.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to *Security Administration in AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

chtun Command

Purpose

Changes a tunnel definition.

Syntax

```
chtun -t tunnel_ID -v {4|6} [ -s src_host_IP_address] [ -d dst_host_IP_address] [ -m pkt_mode] [ -f fw_address [ -x dst_mask]] [ -e src_esp_algo] [ -a src_ah_algo] [ -p src_policy] [ -E dst_esp_algo] [ -A dst_ah_algo] [ -P dst_policy] [ -l lifetime] [ -k src_esp_key] [ -h src_ah_key] [ -K dst_esp_key] [ -H dst_ah_key] [ -n src_esp_spi] [ -u src_ah_spi] [ -N dst_esp_spi] [ -U dst_ah_spi] [ -b src_enc_mac_algo] [ -c src_enc_mac_key] [ -B dst_enc_mac_algo] [ -C dst_enc_mac_key]
```

Description

Use the `chtun` command to change a definition of a tunnel between a local host and a tunnel partner host. If a flag is not specified, then the value given for the `gentun` command should stay the value for that field. It may also change the auto-generated filter rules created for the tunnel by the `gentun` command.

Flags

-A *dst_ah_algo*

(**manual** tunnel only) Authentication algorithm, which is used by the destination for IP packet encryption. The valid values for **-A** depend on which authentication algorithms have been installed on the host. The list of all the authentication algorithms can be displayed by issuing the `ipsecstat -A` command.

-a *src_ah_algo*

Authentication algorithm, used by source host for IP packet authentication. The valid values for **-a** depend on which authentication algorithms have been installed on the host. The list of all authentication algorithms can be displayed by issuing the `ipsecstat -A` command.

-B *dst_enc_mac_algo*

(**manual** tunnel only) Destination ESP Authentication Algorithm (New header format only). The valid values for **-B** depend on which authentication algorithms have been installed on the host. The list of all the authentication algorithms can be displayed by issuing the `ipsecstat -A` command.

-b <i>src_enc_mac_algo</i>	(manual tunnel only) Source ESP Authentication Algorithm (New header format only). The valid values for -b depend on which authentication algorithms have been installed on the host. The list of all the authentication algorithms can be displayed by issuing the ipsestat -A command.
-C <i>dst_enc_mac_key</i>	(manual tunnel only) Destination ESP Authentication Key (New header format only). It must be a hexadecimal string started with "0x".
-c <i>src_enc_mac_key</i>	(manual tunnel only) Source ESP Authentication Key (New header format only). It must be a hexadecimal string started with "0x".
-d <i>dst_host_IP_address</i>	Destination Host IP address. For a host-host tunnel, this value is the IP address of the destination host interface to be used by the tunnel. For a host-firewall-host tunnel, this is the IP address of a destination host behind the firewall. A host name is also valid and the first IP address returned by the name server for the host name will be used.
-E <i>dst_esp_algo</i>	(manual tunnel only) Encryption algorithm, which is used by the destination for IP packet encryption. The valid values for -E depend on which encryption algorithms have been installed on the host. The list of all the encryption algorithms can be displayed by issuing the ipsestat -E command.
-e <i>src_esp_algo</i>	Encryption algorithm, used by source host for IP packet encryption. The valid values for -e depend on which encryption algorithms have been installed on the host. The list of all encryption algorithms can be displayed by issuing the ipsestat -E command.
-f <i>fw_address</i>	IP address of the firewall that is between source and destination hosts. A tunnel will be established between the source and the firewall. Therefore the corresponding tunnel definition must be made in the firewall host. A host name can also be specified with this flag, and the first IP address returned by name server for the host name will be used.
-H <i>dst_ah_key</i>	The -m flag is forced to use default value (tunnel) if -f is specified. The Key String for destination AH. The input must be a hexadecimal string started with "0x".
-h <i>src_ah_key</i>	The Key String for source AH. The input must be a hexadecimal string started with "0x".
-K <i>dst_esp_key</i>	The Key String for destination ESP. The input must be a hexadecimal string started with "0x".
-k <i>src_esp_key</i>	The Key String for the source ESP. It is used by the source to create the tunnel. The input must be a hexadecimal string started with "0x".
-l <i>lifetime</i>	Key Lifetime, specified in minutes. For manual tunnels, the value of this flag indicates the time of operability before the tunnel expires.
-m <i>pkt_mode</i>	The valid values for manual tunnels are 0 - 44640. Value 0 indicates that the manual tunnel will never expire. Secure Packet Mode. This value must be specified as tunnel or transport .
-N <i>dst_esp_spi</i>	(manual tunnel only) Security Parameter Index for the destination ESP.

-n <i>src_esp_spi</i>	(manual tunnel only) Security Parameter Index for source ESP. This SPI and the destination IP address is used to determine which security association to use for ESP.
-P <i>dst_policy</i>	(manual tunnel only) Destination policy, identifies how the IP packet authentication and/or encryption is to be used by destination. If the value of this flag is specified as ea , the IP packet gets encrypted before authentication. If specified as ae , it gets encrypted after authentication, whereas specifying e or a alone corresponds to the IP packet being encrypted only or authenticated only.
-p <i>src_policy</i>	Source policy, identifies how the IP packet authentication and/or encryption is to be used by source. If the value of this flag is specified as ea , the IP packet gets encrypted before authentication. If specified as ae , it gets encrypted after authentication, whereas specifying e or a alone corresponds to the IP packet being encrypted only or authenticated only.
-s <i>src_host_IP_address</i>	Source Host IP address, IP address of the local host interface to be used by the tunnel. A host name is also valid and the first IP address returned by name server for the host name will be used.
-t <i>tunnel_ID</i>	The tunnel identifier (ID), a locally unique, numeric identifier for a particular tunnel definition. The value must match an existing tunnel ID.
-U <i>dst_ah_spi</i>	(manual tunnel only) Security Parameter Index for the destination AH.
-u <i>src_ah_spi</i>	(manual tunnel only) Security Parameter Index for source AH. This SPI and the destination IP address is used to determine which security association to use for AH.
-v	The IP version for which the tunnel is created. For IP version 4 tunnels, use the value of 4 . For IP version 6 tunnels, use the value of 6 .
-x <i>dst_mask</i>	This flag is used for host-firewall-host tunnels. The value is the network mask for the secure network behind a firewall. The Destination host specified with the -d flag is a member of the secure network. The combination of the -d and -x flags allows source host communications with multiple hosts in the secure network through the source-firewall tunnel, which must be in tunnel Mode.
-y	This flag is valid only when -f is specified. (manual tunnel only) Replay prevention flag. Replay prevention is valid only when the ESP or AH header is using the new header format (see the -z flag). The valid values for the -y flag are Y (yes) and N (no).
-z	(manual tunnel only) New header format flag. The new header format reserves a field in ESP or AH header for replay prevention and also allows ESP authentication. The replay field is used only when the replay flag (-y) is set to Y. The valid values are Y (yes) and N (no).

Related Information

The **exptun** command, **gentun** command, **imptun** command, **lstun** command, **mktun** command, and **rmtun** command.

chtz Command

Purpose

Changes the *TimeZoneInfo* (TZ) environment variable in the */etc/environment* file.

Syntax

chtz *TimeZoneInfo*

Description

The **chtz** command is a high-level shell command that changes the TZ environment variable in the */etc/environment* file. The **chtz** command returns a value of 0 if successful and nonzero if unsuccessful.

Files

/etc/environment Contains variables specifying the basic environment for all processes.

Related Information

The **date** command.

The **environment** file.

chuser Command

Purpose

Changes user attributes.

Syntax

chuser [**-R** *load_module*] *Attribute=Value ... Name*

Description

Attention: Do not use the **chuser** command if you have a Network Information Service (NIS) database installed on your system.

The **chuser** command changes attributes for the user identified by the *Name* parameter. The user name must already exist as an alphanumeric string of 8 bytes or less. To change an attribute, specify the attribute name and the new value with the *Attribute=Value* parameter. The following files contain local user attributes that are set by this command:

- */etc/passwd*
- */etc/security/environ*
- */etc/security/limits*
- */etc/security/user*
- */etc/security/user.roles*
- */etc/security/audit/config*
- */etc/group*
- */etc/security/group*

To change attributes for a user with an alternate Identification and Authentication (I&A) mechanism, the **-R** flag can be used to specify the I&A load module that user is defined under. If the **-R** flag is not specified, the **chuser** command treats the user as a local user. Load modules are defined in the **/usr/lib/security/methods.cfg** file.

If you specify a single incorrect attribute or attribute value with the **chuser** command, the command does not change any attribute.

You can use the Users application in Web-based System Manager (wsm) to change user characteristics. You could also use the System Management Interface Tool (SMIT) **smit chuser** fast path to run this command.

Restrictions on Changing Users

To ensure the integrity of user information, some restrictions apply when using the **chuser** command. Only the root user or users with UserAdmin authorization can use the **chuser** command to perform the following tasks:

- Make a user an administrative user by setting the **admin** attribute to **true**.
- Change any attributes of an administrative user.
- Add a user to an administrative group.

An administrative group is a group with the **admin** attribute set to **true**. Members of the **security** group can change the attributes of nonadministrative users and add users to nonadministrative groups.

The **chuser** command manipulates local user data only. You cannot use it to change data in registry servers like NIS and DCE.

Flag

-R load_module Specifies the loadable I&A module used to change the user's attributes.

Attributes

If you have the proper authority you can set the following user attributes:

account_locked	Indicates if the user account is locked. Possible values include: true The user's account is locked. The values yes , true , and always are equivalent. The user is denied access to the system. false The user's account is not locked. The values no , false , and never are equivalent. The user is allowed access to the system.
admin	Defines the administrative status of the user. Possible values are: true The user is an administrator. Only the root user can change the attributes of users defined as administrators. false The user is not an administrator. This is the default value.
admgroups	Lists the groups the user administrates. The <i>Value</i> parameter is a comma-separated list of group names.
auditclasses	Lists the user's audit classes. The <i>Value</i> parameter is a list of comma-separated classes, or a value of ALL to indicate all audit classes.

auth1	<p>Lists the primary methods for authenticating the user. The <i>Value</i> parameter is a comma-separated list of <i>Method;Name</i> pairs. The <i>Method</i> parameter is the name of the authentication method. The <i>Name</i> parameter is the user to authenticate. If you do not specify a <i>Name</i> parameter, the name of the invoking login program is used.</p> <p>Valid authentication methods are defined in the /etc/security/login.cfg file. By default, the SYSTEM method and local password authentication are used. The NONE method indicates that no primary authentication check is made.</p>
auth2	<p>Lists the secondary methods used to authenticate the user. The <i>Value</i> parameter is a comma-separated list of <i>Method;Name</i> pairs. The <i>Method</i> parameter is the name of the authentication method. The <i>Name</i> parameter value is the user to authenticate.</p> <p>If this attribute is not specified, the default is NONE, indicating that no secondary authentication check is made. Valid authentication methods are defined in the /etc/security/login.cfg file. If you do not specify a <i>Name</i> parameter, the name of the invoking login program is used.</p>
core	Specifies the soft limit for the largest core file a user's process can create. The <i>Value</i> parameter is an integer representing the number of 512-byte blocks.
core_hard	Specifies the largest core file a user's process can create. The <i>Value</i> parameter is an integer representing the number of 512-byte blocks. This attribute applies to AIX 4.2 or later.
cpu	Identifies the soft limit for the largest amount of system unit time (in seconds) that a user's process can use. The <i>Value</i> parameter is an integer. The default value is -1 which turns off restrictions.
cpu_hard	Identifies the largest amount of system unit time (in seconds) that a user's process can use. The <i>Value</i> parameter is an integer. The default value is -1 which turns off restrictions. This attribute applies to AIX 4.2 or later.
daemon	Indicates whether the user specified by the <i>Name</i> parameter can run programs using the cron daemon or the src (system resource controller) daemon. Possible values are: <p>true The user can initiate cron and src sessions. This is the default.</p> <p>false The user cannot initiate cron and src sessions.</p>
data	Specifies the soft limit for the largest data segment for a user's process. The <i>Value</i> parameter is an integer representing the number of 512-byte blocks. The minimum allowable value for this attribute is 1272.
data_hard	Specifies the largest data segment for a user's process. The <i>Value</i> parameter is an integer representing the number of 512-byte blocks. The minimum allowable value for this attribute is 1272. This attribute applies to AIX 4.2 or later.
dictionlist	<p>Defines the password dictionaries used by the composition restrictions when checking new passwords.</p> <p>The password dictionaries are a list of comma-separated absolute path names, evaluated from left to right. All dictionary files and directories must be write protected from all users except root. The dictionary files are formatted one word per line. The word starts in the first column and terminates with a newline character. Only 7 bit ASCII words are supported for passwords. If you install text processing on your system, the recommended dictionary file is the /usr/share/dict/words file.</p>
expires	Identifies the expiration date of the account. The <i>Value</i> parameter is a 10-character string in the <i>MMDDhhmmyy</i> form, where <i>MM</i> = month, <i>DD</i> = day, <i>hh</i> = hour, <i>mm</i> = minute, and <i>yy</i> = last 2 digits of the years 1939 through 2038. All characters are numeric. If the <i>Value</i> parameter is 0, the account does not expire. The default is 0. See the date command for more information.
fsize	Defines the soft limit for the largest file a user's process can create or extend. The <i>Value</i> parameter is an integer representing the number of 512-byte blocks. To make files greater than 2G, specify -1 or unlimited. The minimum value for this attribute is 8192.
fsize_hard	Defines the largest file a user's process can create or extend. The <i>Value</i> parameter is an integer representing the number of 512-byte blocks. To make files greater than 2G, specify -1 or unlimited. The minimum value for this attribute is 8192. This attribute applies to AIX 4.2 or later.

gecos	Supplies general information about the user specified by the Name parameter. The <i>Value</i> parameter is a string with no embedded : (colon) characters and cannot end with the characters '#!'.
groups	Identifies the groups the user belongs to. The <i>Value</i> parameter is a comma-separated list of group names.
histexpire	Defines the period of time (in weeks) that a user cannot reuse a password. The value is a decimal integer string. The default is 0, indicating that no time limit is set. Only an administrative user can change this attribute.
histsize	Defines the number of previous passwords a user cannot reuse. The value is a decimal integer string. The default is 0. Only an administrative user can change this attribute.
home	Identifies the home directory of the user specified by the Name parameter. The <i>Value</i> parameter is a full path name.
id	Specifies the user ID. The <i>Value</i> parameter is a unique integer string. Changing this attribute compromises system security and, for this reason, you should not change this attribute.
login	Indicates whether the user can log in to the system with the login command. Possible values are: true The user can log in to the system. This is the default. false The user cannot log in to the system.
loginretries	Defines the number of unsuccessful login attempts allowed after the last successful login before the system locks the account. The value is a decimal integer string. A zero or negative value indicates that no limit exists. Once the user's account is locked, the user will not be able to log in until the system administrator resets the user's unsuccessful_login_count attribute in the /etc/security/lastlog file to be less than the value of loginretries. To do this, enter the following: <pre>chsec -f /etc/security/lastlog -s username -a \ unsuccessful_login_count=0</pre>

logintimes

Defines the days and times that the user is allowed to access the system. The value is a comma-separated list of entries in one of the following formats:

[!]:<time>-<time>

[!]<day>[-<day>][:<time>-<time>]

[!]<month>[<daynum>][-<month>[<daynum>]][:<time>-<time>]

Possible values for <day> include mon, tues, w, THU, Friday, sat, and SUNDAY. Indicate the day value as any abbreviated day of the week; however, the abbreviation must be unique with respect to both day and month names. The range of days can be circular, such as Tuesday-Monday. Day names are case insensitive.

Possible values for <time> include times specified in 24-hour military format. Precede the time value with a : (colon) and specify a string of 4 characters. Leading zeros are required. Thus, 0800 (8am) is valid while 800 is not valid. An entry consisting of only a specified time period applies to every day. The start hour must be less than the end hour. The time period cannot flow into the next day.

Possible values for <month> include Jan, F, march, apr, and s. Indicate the month value as any abbreviated month; however, the abbreviation must be unique with respect to both day and month names. The range of months can be circular, such as September-June. Month names are case insensitive.

Possible values for <daynum> include days 1-31 of a month. This value is checked against the specified month. Specify the month value as either a 1 or 2 character string. A month specified without a daynum value indicates the first or last day of the month, depending on if the month is the start or end month specified, respectively.

Entries prefixed with ! (exclamation point) deny access to the system and are called DENY entries. Entries without the ! prefix allow access and are called ACCESS entries. The ! prefix applies to single entries and must prefix each entry. Currently, the system allows 200 entries per user.

This attribute is internationalized. Month and day names can be entered and are displayed in the language specified by the locales variables set for the system. The relative order of the month and day values are also internationalized; the <month><daynum> and <daynum><month> formats are accepted.

The system evaluates entries in the following order:

1. All DENY entries. If an entry matches the system time, the user is denied access and the ALLOW entries are not processed.
2. All ALLOW entries, if no DENY entries exist. If an ALLOW entry matches the system time, the user is allowed access. If an ALLOW entry does not match the system time, the user is denied access. If no ALLOW entry exists, the user is permitted to log in.

maxage

Defines the maximum age (in weeks) of a password. The password must be changed by this time. The value is a decimal integer string. The default is a value of 0, indicating no maximum age.

maxexpired

Defines the maximum time (in weeks) beyond the **maxage** value that a user can change an expired password. After this defined time, only an administrative user can change the password. The value is a decimal integer string. The default is -1, indicating restriction is set. If the **maxexpired** attribute is 0, the password expires when the **maxage** value is met. If the **maxage** attribute is 0, the **maxexpired** attribute is ignored.

maxrepeats

Defines the maximum number of times a character can be repeated in a new password. Since a value of 0 is meaningless, the default value of 8 indicates that there is no maximum number. The value is a decimal integer string.

minage

Defines the minimum age (in weeks) a password must be before it can be changed. The value is a decimal integer string. The default is a value of 0, indicating no minimum age.

minalpha

Defines the minimum number of alphabetic characters that must be in a new password. The value is a decimal integer string. The default is a value of 0, indicating no minimum number.

mindiff	Defines the minimum number of characters required in a new password that were not in the old password. The value is a decimal integer string. The default is a value of 0, indicating no minimum number.
minlen	Defines the minimum length of a password. The value is a decimal integer string. The default is a value of 0, indicating no minimum length. The maximum value allowed is 8. This attribute is determined by the minalpha attribute added to the minother attribute. If the result of this addition is greater than the minlen attribute, the minimum length is set to the result.
minother	Defines the minimum number of non-alphabetic characters that must be in a new password. The value is a decimal integer string. The default is a value of 0, indicating no minimum number.
nofiles	Defines the soft limit for the number of file descriptors a user process may have open at one time. The Value parameter is an integer.
nofiles_hard	Defines the hard limit for the number of file descriptors a user process may have open at one time. The Value parameter is an integer. The default value is -1, which sets the limit to the maximum allowed by the system.
pgrp	Identifies the user's primary group. The <i>Value</i> parameter must contain a valid group name and cannot be a null value.
pwdchecks	Defines the password restriction methods enforced on new passwords. The value is a list of comma-separated method names and is evaluated from left to right. A method name is either an absolute path name or a path name relative to /usr/lib of an executable load module.
pwdwarntime	Defines the number of days before the system issues a warning that a password change is required. The value is a decimal integer string. A zero or negative value indicates that no message is issued. The value must be less than the difference of the maxage and minage attributes. Values greater than this difference are ignored and a message is issued when the minage value is reached.
rlogin	Permits access to the account from a remote location with the telnet or rlogin commands. Possible values are: true The user account can be accessed remotely. This is the default rlogin value. false The user cannot be accessed remotely.
roles	Lists the administrative roles for this user. The <i>Value</i> parameter is a list of role names, separated by commas.
rss	The soft limit for the largest amount of physical memory a user's process can allocate. The <i>Value</i> parameter is a decimal integer string specified in units of 512-byte blocks. This value is not currently enforced by the system.
rss_hard	The largest amount of physical memory a user's process can allocate. The <i>Value</i> parameter is a decimal integer string specified in units of 512-byte blocks. This value is not currently enforced by the system. This attribute applies to AIX 4.2 or later.
shell	Defines the program run for the user at session initiation. The <i>Value</i> parameter is a full path name.
stack	Specifies the soft limit for the largest process stack segment for a user's process. The <i>Value</i> parameter is an integer representing the number of 512-byte blocks to allot. The minimum allowable value for this attribute is 49.
stack_hard	Specifies the largest process stack segment for a user's process. The <i>Value</i> parameter is an integer representing the number of 512-byte blocks to allot. The minimum allowable value for this attribute is 49. This attribute applies to AIX 4.2 or later.
su	Indicates whether another user can switch to the specified user account with the su command. Possible values are: true Another user can switch to the specified account. This is the default. false Another user cannot switch to the specified account.
sugroups	Lists the groups that can use the su command to switch to the specified user account. The <i>Value</i> parameter is a comma-separated list of group names, or a value of ALL to indicate all groups. An ! (exclamation point) in front of a group name excludes that group. If this attribute is not specified, all groups can switch to this user account with the su command.

sysenv	Identifies the system-state (protected) environment. The <i>Value</i> parameter is a set of comma-separated <i>Attribute=Value</i> pairs as specified in the /etc/security/envIRON file.
tpath	Indicates the user's trusted path status. The possible values are: <ul style="list-style-type: none"> always The user can only execute trusted processes. This implies that the user's initial program is in the trusted shell or some other trusted process. no tsh The user cannot invoke the trusted shell on a trusted path. If the user enters the secure attention key (SAK) after logging in, the login session ends. nosak The secure attention key (SAK) is disabled for all processes run by the user. Use this value if the user transfers binary data that may contain the SAK sequence. This is the default value. on The user has normal trusted path characteristics and can invoke a trusted path (enter a trusted shell) with the secure attention key (SAK).
ttys	Lists the terminals that can access the account specified by the <i>Name</i> parameter. The <i>Value</i> parameter is a comma-separated list of full path names, or a value of ALL to indicate all terminals. An ! (exclamation point) in front of a terminal name excludes that terminal. If this attribute is not specified, all terminals can access the user account.
umask	Determines file permissions. This value, along with the permissions of the creating process, determines a file's permissions when the file is created. The default is 022.
usrenv	Defines the user-state (unprotected) environment. The <i>Value</i> parameter is a set of comma-separated <i>Attribute=Value</i> pairs as specified in the /etc/security/envIRON file.

Security

Access Control: This command should grant execute (x) access only to the root user and the security group. This command should be installed as a program in the trusted computing base (TCB). The command should be owned by the root user with the **setuid** (SUID) bit set.

Files Accessed:

Mode	File
rw	/etc/passwd
rw	/etc/security/user
rw	/etc/security/user.roles
rw	/etc/security/limits
rw	/etc/security/envIRON
rw	/etc/security/audit/config
rw	/etc/group
rw	/etc/security/group

Auditing Events:

Event	Information
USER_Change	user, attributes

Limitations

Changing a user's attributes may not be supported by all loadable I&A modules. If the loadable I&A module does not support changing a user's attributes, an error is reported.

Examples

- To enable user smith to access this system remotely, type:

```
chuser rlogin=true smith
```
- To change the expiration date for the davis user account to 8 a.m., 1 May, 1995, type:

```
chuser expires=0501080095 davis
```

3. To add davis to the groups finance and accounting, type:

```
chuser groups=finance,accounting davis
```

4. To change the user davis, who was created with the LDAP load module, to not be allowed remote access, type:

```
chuser -R LDAP rlogin=false davis
```

Files

<code>/usr/bin/chuser</code>	Contains the chuser command.
<code>/etc/passwd</code>	Contains the basic attributes of users.
<code>/etc/group</code>	Contains the basic attributes of groups.
<code>/etc/security/group</code>	Contains the extended attributes of groups.
<code>/etc/security/user</code>	Contains the extended attributes of users.
<code>/etc/security/user.roles</code>	Contains the administrative role attributes of users.
<code>/etc/security/lastlog</code>	Contains the last login attributes of users.
<code>/etc/security/limits</code>	Defines resource quotas and limits for each user.
<code>/etc/security/audit/config</code>	Contains audit configuration information.
<code>/etc/security/environ</code>	Contains the environment attributes of users.

Related Information

The **chfn** command, **chgroup** command, **chgrpmem** command, **chsh** command, **lsgroup** command, **lsuser** command, **mkgroup** command, **mkuser** command, **passwd** command, **pwdadm** command, **rmgroup** command, **rmuser** command, **setgroups** command, **setsend** command, **su** command.

Security Administration in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

Administrative Roles Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

chvfs Command

Purpose

Changes entries in the `/etc/vfs` file.

Syntax

```
chvfs VFSEntry
```

Description

The **chvfs** command changes `/etc/vfs` file entries by specifying the following fields within the `VFSEntry` parameter. The `VFSEntry` parameter is composed of the following:
`VFSName:VFSNumber:MountHelper:FileSystemHelper`.

Any of the entries in the `VFSEntry` can be null, with the exception of the `VFSName` entry. If all of the arguments are satisfactory, the entry in the `/etc/vfs` file is changed.

Parameters

<i>VFS</i> Entry	A string in the following format: <i>VFSName:VFSNumber:MountHelper:FileSystemHelper</i>
<i>VFSName</i>	Specifies the name of a virtual file system type.
<i>VFSNumber</i>	Specifies the virtual file system type's internal number as known by the kernel.
<i>MountHelper</i>	Specifies the name of the backend used to mount a file system of this type.
<i>FileSystemHelper</i>	Specifies the name of the backend used by certain file system specific commands to perform operations on a file system of this type.

Examples

To change the *FileSystemHelper* for the *vfs* entry named *newvfs*, enter:

```
chvfs "newvfs:::/etc/helper/testhelper"
```

The missing parameters are left unchanged.

Files

/etc/vfs Contains descriptions of virtual file system types.

Related Information

The **crvfs** command, **lsvfs** command, **mount** command, and **rmvfs** command.

The File Systems Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

chvg Command

Purpose

Sets the characteristics of a volume group.

Syntax

```
chvg [ -s Sync { y | n } ] [ -h Hotspare { y | Y | n | r } ] [ -a AutoOn { n | y } ] [ -c | -l ] [ -L LTGSize ] [ -Q { n | y } ] [ -u ] [ -x { n | y } ] [ -S | -R ] [ -t [factor] ] [ -B ] [ -C ] VolumeGroup
```

Description

The **chvg** command specifies whether or not the volume group is automatically activated during the system startup. If there is a volume group that is infrequently used, you may not want it activated at system startup because it uses kernel resources (memory).

MAXPVS 32 (128 if -B flag is used)

Note: To use this command, you must either have root user authority or be a member of the **system** group.

You can use the Volumes application in Web-based System Manager (wsm) to change volume characteristics. You could also use the System Management Interface Tool (SMIT) **smit chvg** fast path to run this command.

Flags

- a** *AutoOn* Determines if the volume group is automatically activated during system startup. The *AutoOn* variable can be either of the following:
- n** The volume group is not automatically activated during system startup.
 - y** The volume group is automatically activated during system startup.
- B** Changes the volume group to big vg format. This can accommodate up to 128 physical volumes and 512 logical volumes.

Notes:

1. The **-B** flag cannot be used if there are any stale physical partitions or there are any open logical volumes in the volume group.
2. Once the volume group is converted, it cannot be imported into AIX 4.3.1 or lower versions.
3. The **-B** flag cannot be used if the volume group is varied on in concurrent mode.
4. There must be enough free partitions available on each physical volume for the VGDA expansion for this operation to be successful.
5. Since the VGDA resides on the edge of the disk and it requires contiguous space for expansion, the free partitions are required on the edge of the disk. If those partitions are allocated for user usage, they will be migrated to other free partitions on the same disk. The rest of the physical partitions will be renumbered to reflect the loss of the partitions for VGDA usage. This will change the mappings of the logical to physical partitions in all the PVs of this VG. If you have saved the mappings of the LVs for a potential recovery operation, you should generate the maps again after the completion of the conversion operation. Also, if the backup of the VG is taken with the map option and you plan to restore using those maps, the restore operation may fail since the partition number may no longer exist (due to reduction). It is recommended that backup is taken before the conversion, and right after the conversion if the map option is utilized. Since the VGDA space has been increased substantially, every VGDA update operation (creating an LV, changing an LV, adding a PV, and so forth) may have a considerably longer duration.
6. A big VG only supports Enhanced Concurrent Capable.

-c Changes the volume group into a Concurrent Capable or Enhanced Concurrent Capable volume group. However, the volume group must be varied on in non-concurrent mode for this command to take effect. This requires that the volume group be reimported on all other nodes for the change to take effect. The **-c** flag is only supported with HACMP and HACMP ES. This flag has no effect on volume groups and systems not using one of these HACMP products.

The Concurrent Capable volume group is only supported on Serial DASD and SSA disks.

The Enhanced Concurrent Capable volume group is supported for all other disk types.

Notes:

1. This command fails if Serial DASD or SSA disks are combined with other disk types in a volume group.
2. Enhanced Concurrent volume groups use Group Services. Group Services ships with HACMP ES and must be configured prior to activating a volume group in this mode.
3. If running in SCSI Raid concurrent mode, you must varyoff the volume group on all nodes, activate the volume group in non-concurrent mode, change the volume group to Enhanced Concurrent Capable, reimport the volume group on all nodes, and activate the volume group.
4. Only Enhanced Concurrent Capable volume groups are supported when running with a 64 bit kernel. Concurrent Capable volume groups are not supported when running with a 64 bit kernel.

-C Changes the volume group into an Enhanced Concurrent Capable volume group. Changes the volume group varied on in non-concurrent mode to Enhanced Concurrent Capable. This requires that the volume group be reimported on all other nodes prior to activation in Enhanced Concurrent mode. Changes the volume group varied on in Concurrent mode to an Enhanced Concurrent mode volume group. Only use the **-C** flag with the HACMP ES. It has no effect on volume groups and systems not using the HACMP ES product.

Enhanced Concurrent volume groups use Group Services. Group Services ships with HACMP ES and must be configured prior to activating a volume group in this mode.

Use this flag to change a volume group containing Serial DASD or SSA disks into an Enhanced Concurrent Capable volume group.

Notes:

1. Enhanced Concurrent volume groups use Group Services. Group Services ships with HACMP ES and must be configured prior to activating a volume group in this mode.
2. Only Enhanced Concurrent Capable volume groups are supported when running with a 64 bit kernel. Concurrent Capable volume groups are not supported when running with a 64 bit kernel.

-h Hotspare Sets the sparing characteristics for the volume group specified by the *VolumeGroup* parameter. Either allows (**y**) the automatic migration of failed disks, or prohibits (**n**) the automatic migration of failed disks. This flag has no meaning for non-mirrored logical volumes

- y** Enhances the automatic migration of failed disks by permitting one for one migration of partitions from one failed disk to one spare disk. The smallest disk in the volume group spare pool that is big enough for one to one migration will be used.
- Y** Permits the automatic migration of failed disks and allows migration to the entire pool of spare disks, as opposed to a one for one migration of partitions to a spare.
- n** Prohibits the automatic migration of a failed disk. This is the default value for a volume group.
- r** Removes all disks from the *Hotspare* pool for the volume group.

Note: This flag is not supported for the concurrent capable volume groups.

- I** Changes the volume group into a Non-Concurrent Capable volume group. The volume group must be varied on in non-concurrent mode for this command to take effect. This flag only applies to AIX 4.3 or later.
- L** Changes the logical track group size, in number of kilobytes, of the volume group. The value of the *LTGSize* parameter must be 128, 256, 512, or 1024. In addition, it should be less than or equal to the maximum transfer size of all disks in the volume group. The default size is 128 kilobytes.

Notes:

1. You cannot use the **-L** flag if the volume group is varied on in concurrent mode.
2. To change the logical track group size, the volume group is varied off in management mode. This ensures the integrity of the volume group.

- Q** Determines if the volume group is automatically varied off after losing its quorum of physical volumes. The default value is yes. The change becomes effective the next time the volume group is activated.

Note: Quorum must be turned on for Enhanced Concurrent Capable volume groups.

- n** The volume group stays active until it loses all of its physical volumes.
- y** The volume group is automatically varied off after losing its quorum of physical volumes.

Note: Run the **bosboot** or **savebase** command after the **chvg -Q n** or **chvg -Q y** command to update the boot image.

- R** Resumes normal I/O operations for a volume group.
- s Sync** Sets the synchronization characteristics for the volume group specified by the *VolumeGroup* parameter. Either permits (**y**) the automatic synchronization of stale partitions or prohibits (**n**) the automatic synchronization of stale partitions. This flag has no meaning for non-mirrored logical volumes.
 - y** Attempts to automatically synchronize stale partitions.
 - n** Prohibits automatic synchronization of stale partitions. This is the default for a volume group.

Note: This flag is not supported for the concurrent capable volume groups.

- S** Drains I/O's for this volume group and suspends future I/O's.

-t [*factor*]

Changes the limit of the number of physical partitions per physical volume, specified by *factor*. *factor* should be between 1 and 16 for 32 disk volume groups and 1 and 64 for 128 disk volume groups.

If *factor* is not supplied, it is set to the lowest value such that the number of physical partitions of the largest disk in volume group is less than *factor* x 1016.

If *factor* is specified, the maximum number of physical partitions per physical volume for this volume group changes to *factor* x 1016.

Notes:

1. If the volume group is created in AIX 4.1.2 in violation of 1016 physical partitions per physical volume limit, this flag can be used to convert the volume group to a supported state. This will ensure proper stale/fresh marking of partitions.
2. *factor* cannot be changed if there are any stale physical partitions in the volume group.
3. Once volume group is converted, it cannot be imported into AIX 4.3 or lower versions.
4. This flag cannot be used if the volume group is varied on in concurrent mode.
5. The maximum number of physical volumes that can be included in this volume group will be reduced to (MAXPVS/*factor*).
6. Change of the volume group may require the modification of the LVM meta data. In this situation the volume group will be varied off in management mode to ensure the integrity of the Volume group, needing the closure of all open logical volumes in this volume group. Since logical volumes in rootvg cannot be closed, rootvg cannot be converted if it needs modification of the meta-data as part of the **chvg -t** operation.

-u

Unlocks the volume group. This option is provided if the volume group is left in a locked state by abnormal termination of another LVM operation (such as the command core dumping, or the system crashing).

Note: Before using the **-u** flag, make sure that the volume group is not being used by another LVM command.

-x

Changes the mode which the Concurrent Capable volume group is varied on. The volume group must be varied on in non-concurrent mode for this command to take effect. This flag only applies to AIX 4.2 or later.

Note: There is no auto on support for Enhanced Concurrent Capable volume groups.

y autovaryon the volume group in concurrent mode.

n autovaryon the volume group in non-concurrent mode.

Note: If the volume group is not created Concurrent Capable, this command has no effect on the volume group.

In order for this auto-varyon into concurrency of the volume group to take effect, you must enter the following line into the **/etc/inittab** file:

```
rc_clvmv:2:wait:/usr/sbin/clvm_cfg 2>&1
```

Attention: This entry must be added after the entry used to initiate **srcmstr**.

Examples

1. To cause volume group vg03 to be automatically activated during system startup, type:

```
chvg -a y vg03
```

2. To change the volume group vg03 to a supported state if it is in violation of 1016 physical partitions per physical volume limit, type:

```
chvg -t vg03
```

3. To change the maximum number of physical partitions per physical volume to 2032 and maximum number of physical volumes in volume group vg03 to 16, type:

```
chvg -t 2 vg03
```

Files

/usr/sbin Directory where the **chvg** command resides.

Related Information

Commands: **bosboot**, **lsvg**, **mkvg**, **savebase**, **varyonvg**.

The Logical Volume Storage Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains the Logical Volume Manager, physical volumes, logical volumes, volume groups, organization, ensuring data integrity, and allocation characteristics.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

The System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

chvirprt Command

Purpose

Changes the attribute values of a virtual printer.

Syntax

```
chvirprt -d QueueDeviceName -q PrintQueueName -a Attribute=Value ...
```

Description

The **chvirprt** command changes attribute values for the virtual printer assigned to *PrintQueueName* and *QueueDeviceName*.

Note: Attribute names for default values of the **qprt** command line flags can be specified by entering the flag letters. For example, to change the default value for the **-w** flag (page width) to 132, enter **w=132**. All other attribute names must be 2 characters long.

You can use the Printer Queues application in Web-based System Manager (wsm) to change printer characteristics. You could also use the System Management Interface Tool (SMIT) **smit chvirprt** fast path to run this command.

Flags

-a <i>Attribute=Value</i>	Replaces the value for <i>Attribute</i> with <i>Value</i> . If <i>Value</i> contains one or more spaces, it must be surrounded by quotes (' <i>Value</i> '). be the last flag when entering the chvirprt command on the command line.
-d <i>QueueDeviceName</i>	Specifies the name of the queue device to which the virtual printer is assigned.
-q <i>PrintQueueName</i>	Specifies the name of the print queue to which the virtual printer is assigned.

Examples

To change the default page width to 132 characters (the **w** attribute) and specify that user mary receives the "intervention required" messages (the **si** attribute) for the virtual printer associated with the proq print queue and the mypro queue device, enter:

```
chvirprt -q proq -d mypro -a si=mary w=132
```

Files

<code>/etc/qconfig</code>	Configuration file
<code>/usr/sbin/chvirprt</code>	Contains the chvirprt command.
<code>/var/spool/lpd/pio/@local/custom/*</code>	Virtual printer attribute files
<code>/var/spool/lpd/pio/@local/ddi/*</code>	Digested virtual printer attribute files.

Related Information

The **lsvirprt** command, **mkvirprt** command, **qprt** command, **rmvirprt** command, **smit** command.

The **qconfig** file.

Changing or Showing Characteristics of a Virtual Printer in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Printer Colon File Conventions in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Printer Specific Information in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Printer Support in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Virtual Printer Definitions and Attributes in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Adding a Printer Using the Printer Colon File in *AIX 5L Version 5.1 Guide to Printers and Printing*.

Printer Code Page Translation Tables in *AIX 5L Version 5.1 Guide to Printers and Printing*.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

chvmode Command

Purpose

Changes the current output device and viewport size of the X server.

Note: This command is usable only while the X server is running.

Syntax

```
chvmode [ { + | - } l ] [ { + | - } c ] [ -vsize WidthxHeight [ @ VSync ]
```

Description

The **chvmode** command changes the current output device and viewport size used by the X server.

Viewport size specification is usable only for a CRT display and its resolution has panning option.

You can use the Devices application in Web-based System Manager (wsm) to change device characteristics. You could also use the System Management Interface Tool (SMIT) to run this command.

Flags

<code>+/-c</code>	Enables or disables CRT output.
<code>+/-l</code>	Enables or disables LCD output.
<code>-vsize WidthxHeight[@VSync]</code>	Specifies viewport size of CRT display and the vertical synchronization (refresh rate in Hz). If <code>@VSync</code> is not specified, the current vertical synchronization frequency is used.

Security

Access Control: Any User

Auditing Events: None

Exit Status

The following exit values are returned:

<code>0</code>	Successful completion.
<code>>0</code>	An error occurred.

Examples

1. To disable the LCD panel and enable the CRT display, enter:
`chvmode -l +c`
2. To change the current CRT viewport to be 1024x768, enter:
`chvmode -vsize 1024x768`
3. To specify VGA mode with high refresh rate of 75Hz, enter:
`chvmode -vsize 640x480@75`

Files

`/usr/bin/X11/chvmode` Contains the **chvmode** command.

Related Information

The **lsvmode** command.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

chypdom Command

Purpose

Changes the current domain name of the system.

Syntax

`/usr/sbin/chypdom [-I | -B | -N] DomainName`

Description

The **chypdom** command will change the domain name of the system. The *DomainName* parameter specifies the new domain name for the system.

You can use the Network application in Web-based System Manager (wsm) to change network characteristics. You could also use the System Management Interface Tool (SMIT) **smit chypdom** fast path to run this command.

Flags

- I Specifies that the domain name should be changed in the **/etc/rc.nfs** file. With this flag, the domain name will be changed on the next system restart.
- B Specifies that the domain name should be changed now and the **/etc/rc.nfs** file should be updated to reflect the change.
- N Specifies that the domain name should be changed now. No change is made to the **/etc/rc.nfs** file. The **domainname** command is executed to change the domain name of the system.

Examples

To modify the **/etc/rc.nfs** file to set the domain name to `mydomain` on the next system restart, enter:

```
chypdom -I mydomain
```

Files

/etc/rc.nfs Contains the startup script for the NFS and NIS daemons.

Related Information

The **domainname** command, **mkclient** command, **mkmaster** command, **mkslave** command, **smit** command.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Network Information Service (NIS) in *AIX 5L Version 5.1 Network Information Services (NIS and NIS+) Guide*.

NIS Reference.

cifsClient send Command

Purpose

Allows sending of messages to other computers and users.

Syntax

```
cifsClient send { -a | -c Computer | -d [Domain] | -u User } [ -m "Message" | -f Filename ]
```

Description

The **cifsClient send** command allows sending of messages to other computers and users. The target computer must be receiving messages.

Note: This command is part of the AIX Fast Connect product. For more information about the AIX Fast Connect features, configuration, and usage, see the net command or the AIX Fast Connect chapter of the *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

Flags

-a	Send message to all users connected to AIX Fast Connect.
-c <i>Computer</i>	Sends messages to a specified <i>Computer</i> name connected to AIX Fast Connect.
-d [<i>Domain</i>]	Sends messages to a NetBIOS domain/workgroup name. If the <i>Domain</i> is not specified, the message is sent to the domain of the Fast Connect server.
-f <i>File</i>	Specifies the <i>File</i> containing the message text. Note: If -m or -f is not specified, then the message is read from the standard input.
-m <i>Message</i>	Specifies <i>Message</i> text. Note: If -m or -f is not specified, then the message is read from the standard input.
-u <i>User</i>	Sends messages to a specified <i>User</i> connected to AIX Fast Connect.

ckpacct Command

Purpose

Checks data file size for process accounting.

Syntax

```
/usr/sbin/acct/ckpacct [ BlockSize ]
```

Description

The **ckpacct** command checks the size of the active data file, **/var/adm/pacct**. Normally, the **cron** daemon runs this command. If the size of the active data file exceeds the number of blocks specified by the *BlockSize* parameter, the **ckpacct** command invokes the **turnacct switch** command to turn off process accounting. The default value for the *BlockSize* parameter is 1000.

If the number of free disk blocks in the **/var** file system falls below 500, the **ckpacct** command automatically turns off process accounting by invoking the **turnacct off** command. When 500 blocks are again available, accounting is reactivated. This feature is sensitive to how frequently the **ckpacct** command is run.

When the **MAILCOM** environment variable is set to **mail root adm**, a mail message is sent both to the **root** and **adm** groups if an error occurs.

Security

Access Control: This command should grant execute (x) access only to members of the **adm** group.

Examples

To automatically check the size of the **/var/adm/pacct** data file, add the following to the **/var/spool/cron/crontabs/root** file:

```
5 * * * * /usr/sbin/acct/ckpacct
```

This example shows the instructions the **cron** daemon reads and acts upon. The **ckpacct** command runs at 5 minutes past every hour (5 *) every day. This command is only one of the accounting instructions normally given to the **cron** daemon. See "Setting Up an Accounting System" in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* for more information on typical **cron** accounting entries.

Files

/usr/sbin/acct	The path to the accounting commands
/var/adm/pacct	Current file for process accounting.

Related Information

The **acctcom** command, **acctprc1**, **acctprc2**, or **accton** command, **turnacct** command.

The **cron** daemon.

The **acct** subroutine.

For more information about the accounting system, the preparation of daily and monthly reports, and the accounting files, see the Accounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

Setting Up an Accounting System in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* explains the steps you must take to establish an accounting system.

ckprereq Command

Purpose

Verifies that all prerequisite software is available and at the appropriate revision levels.

Syntax

```
ckprereq [ -v ] [ -O { r | u | s } ] [ -f PrereqFile | -I FilesetName [ Level ] ]
```

Description

The **ckprereq** command determines whether the system level is compatible with the software product to be installed or updated.

The **ckprereq** command is designed to be used during the installation procedures of a software product.

When **ckprereq** is invoked with the **-f** flag, the *PrereqFile* parameter specifies a software prerequisite list file. Each record in this file contains information about a prerequisite fileset needed to complete the installation procedure.

When **ckprereq** is invoked with the **-I** flag, the prerequisite information is read from the *ProductName* information in the Software Vital Product Data (SWVPD) database.

If the *PrereqFile* parameter was given with the **-f** flag, then an output file is produced by the **ckprereq** command. The output file overwrites the input file and is a listing of the original input. Any failing lines are marked with a failure code in the first column. The **ckprereq** command ignores the failure codes if an output from a previous **ckprereq** call is used as input.

There are four possible requisite tests: **prereq**, **coreq**, **ifreq**, and **instreq**.

A **prereq** is a test to check that a fileset is installed and at a specified revision level. To be considered installed, the SWVPD entry for the software product must be in the APPLIED, APPLYING, COMMITTED, or COMMITTING state. A **prereq** requires that the fileset also be at the specified revision level before installing the independent fileset.

A **coreq** test is similar to a **prereq**, except that **coreq** tests can be installed in any order, but **prereq** tests require a specific order. If a corequisite software product is not yet installed, the test is ignored and the failure codes are not set because it is assumed that the software product will be installed. The **coreq** test is ignored by the **ckprereq** command. (It is not ignored by the **installp** command's requisite checking procedures.)

An **ifreq** test is identical to a **coreq**, except that it tests for the revision level only if the fileset is installed. If the fileset is not installed, the **ifreq** test is ignored.

An **instreq** test is treated like a **prereq** test by the **ckprereq** command. The special meaning of **instreq** is only used by the up-front requisite checks of the **installp** command.

The **installp** command checks corequisite and if-requisite filesets at the completion of an install set, and returns messages for any unsatisfied **coreq** or **ifreq** conditions. An if-requisite condition would be unsatisfied if the if-requisite product is installed, but does not match the revision level specified.

Flags

-f <i>PrereqFile</i>	Specifies the file name of a prerequisite list file.
-l <i>FilesetName</i> [<i>Level</i>]	Specifies the name of the fileset or fileset update under which to look for the prerequisite information from the SWVPD database.
-O { <i>rluls</i> }	Specifies the part of the file tree of the software product that is to be checked. If this flag is not specified, the ckprereq command uses the value of the INUTREE environment variable to determine which part to check. The INUTREE environment variable is set by the installp command. The r option indicates the / (root) part of the software product is checked. The u option indicates the /usr part of the software product is checked. The s option indicates the /usr/share part of the software product is checked. Only one part can be checked at a time.
-v	Displays a descriptive message to standard error for each failure in the prerequisite list file.

Return Values

The **ckprereq** command tests the current version, release, modification level, fix level, and fix ID found in the SWVPD and marks the first column in each failing line in the output file with one of the following codes if the test was unsuccessful:

f	The test for the fix (level) was unsuccessful.
m	The test for the modification level was unsuccessful.
n	The fileset is not installed or is set to broken .
p	The test for the fix ID was unsuccessful.
r	The test for the release was unsuccessful.
s	There is a syntax error in the <i>PrereqFile</i> parameter.
v	The test for the version was unsuccessful.

If a serious error occurs, such as an invalid command line or a syntax error in the prerequisite list file, the return code for the **ckprereq** command is 255. Otherwise, the return code is a number that represents the number of tests that failed.

Security

Access Control: You must have root authority to run this command.

Examples

1. To check that the requisite specifications in the file **/tmp/prq.test**, that has the following contents:

```
*prereq bos.rte 4.1.0.0
*prereq X11.base.rte 4.1.0.0
```

are satisfied, while reporting any failures, enter:

```
ckprereq -vf /tmp/prq.test
```

2. To check all the requisite software listed in the **/usr/lpp/snaserv/prereq2** file for the root part, enter:

```
ckprereq -f /usr/lpp/snaserv/prereq2 -0r
```

3. To check that the requisites of the installed fileset update **bos.net.tcp.client** at level 4.1.0.1 are met, enter:

```
ckprereq -l bos.net.tcp.client 4.1.0.1
```

Files

/etc/objrepos/product

Database containing information about the software installed in the **/root** part of the file system.

/usr/lib/objrepos/product

Database containing information about the software installed in the **/usr** part of the file system.

/usr/share/lib/objrepos/product

Database containing information about the software installed in the **/usr/share** part of the file system.

Related Information

The **installp** command.

cksum Command

Purpose

Displays the checksum and byte count of a file.

Syntax

```
cksum [ File ... ]
```

Description

The **cksum** command reads the files specified by the *File* parameter and calculates a 32-bit checksum Cyclic Redundancy Check (CRC) and the byte count for each file. If no files are specified, the **cksum** command reads standard input. The checksum, number of bytes, and file name are written to standard output. If standard input is used, the path name and leading space are omitted.

The **cksum** command can be used to compare a suspect file copied or communicated over noisy transmission lines against an exact copy of a trusted file. The comparison made by the **cksum** command may not be cryptographically secure. However, it is unlikely that an accidentally damaged file will produce the same checksum as the original file.

The **cksum** command uses a different algorithm to calculate the 32-bit checksum CRC than the **sum** command. The **cksum** command uses a CRC algorithm based on the Ethernet standard frame check. For more information on the Ethernet standard, see "Understanding DLCETHER Protocol Support" in *AIX 5L Version 5.1 Communications Programming Concepts*.

Note: The **cksum** command is POSIX 1003.2 compliant and the checksum produced is guaranteed to be calculated the same on all POSIX 1003.2 compliant systems.

The following generating polynomial defines CRC checksum encoding:

$$G(x) = x^{32} + x^{26} + x^{23} + x^{22} + x^{16} + x^{12} + x^{11} + x^{10} + x^8 + x^7 + x^5 + x^4 + x^2 + x + 1$$

The following procedure mathematically defines the CRC value corresponding to a given file:

1. The n bits to be evaluated are considered to be the coefficients of a mod 2 polynomial $M(x)$ of degree $n-1$. These n bits are the bits from the file. The most significant bit is the most significant bit of the first octet of the file. The last bit is the least significant bit of the last octet, padded with zero bits (if necessary) to achieve an integral number of octets, followed by one or more octets representing the length of the file as a binary value, least significant octet first. The smallest number of octets capable of representing this integer is used.
2. $M(x)$ is multiplied by x^{32} (that is, shifted left 32 bits) and divided by $G(x)$ using mod 2 division, producing a remainder $R(x)$ of degree 31.
3. The coefficients of $R(x)$ are considered to be a 32-bit sequence.
4. The bit sequence is complemented, and the result is the CRC.

Exit Status

This command returns the following exit values:

- 0 All files were processed successfully.
- >0 An error occurred.

Examples

To display the checksum and the size, in bytes, of `file1` and `file2`, enter:

```
cksum file1 file2
```

If the checksum of the `file1` file is 3995432187 and contains 1390 bytes, and the checksum of the `file2` file is 3266927833 and contains 20912 bytes, the **cksum** command displays:

```
3995432187      1390   file1
3266927833      20912  file2
```

Files

`/usr/bin/cksum` Contains the **cksum** command.

Related Information

The **sum** command, **wc** command.

File Systems Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* gives an explanation of what a file system is and why to use one.

Understanding DLCETHER Protocol Support in *AIX 5L Version 5.1 Communications Programming Concepts* provides information on the Ethernet standard.

clear Command

Purpose

Clears the terminal screen.

Syntax

`clear`

Description

The **clear** command clears your screen, if possible. The **clear** command first checks the **TERM** environment variable for the terminal type. Next, the **/usr/share/lib/terminfo** directory, which contains terminal definition files, is checked to determine how to clear the screen. If the **TERM** environment variable is not set, the **clear** command exits without taking any action.

Examples

To clear your screen, enter:

```
clear
```

Files

/usr/share/lib/terminfo Contains terminal information database.

Related Information

The **tput** command.

The Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes how the operating system processes input and output and how to use redirect and pipe symbols.

cmp Command

Purpose

Compares two files.

Syntax

```
cmp [ -l | -s ] File1 File2
```

Description

The **cmp** command compares files designated by the *File1* and *File2* parameters and writes the results to standard output. If you specify a - (minus sign) for either the *File1* or *File2* parameter, the **cmp** command reads standard input for that file. Only one file can be read from standard input. Under default conditions, the **cmp** command displays nothing if the files are the same. If they differ, the **cmp** command displays the byte and line number at which the first difference occurs. If the **-l** flag is specified and if one file is an initial subsequence of the other (that is, if the **cmp** command reads an end-of-file character in one file before finding any differences), the **cmp** command notes this. Normally, use the **cmp** command to compare non-text files and the **diff** command to compare text files.

Flags

- l (Lowercase L) Displays, for each difference, the byte number in decimal and the differing bytes in octal.
- s Returns only an exit value. A value of 0 indicates identical files; value of 1 indicates different files; a value of 2 indicates inaccessible file or a missing option.

Exit Status

This command returns the following exit values:

- 0 The files are identical.
- 1 The files are different. This value is given even if one file is an initial subsequence of the other (one file is identical to the first part of the other).
- >1 An error occurred.

Examples

1. To determine whether two files are identical, enter:

```
cmp prog.o.bak prog.o
```

This compares prog.o.bak and prog.o. If the files are identical, then a message is not displayed. If the files differ, then the location of the first difference is displayed; for example:

```
prog.o.bak prog.o differ: char 4, line 1
```

If the message cmp: EOF on prog.o.bak is displayed, then the first part of prog.o is identical to prog.o.bak, but there is additional data in prog.o.

2. To display each pair of bytes that differ, enter:

```
cmp -l prog.o.bak prog.o
```

This compares the files, and then displays the byte number (in decimal) and the differing bytes (in octal) for each difference. For example, if the fifth byte is octal 101 in prog.o.bak and 141 in prog.o, the **cmp** command displays:

```
5 101 141
```

3. To compare two files without writing any messages, enter:

```
cmp -s prog.c.bak prog.c
```

This gives an exit value of 0 if the files are identical, a value of 1 if different, or a value of 2 if an error occurs. This form of the command is normally used in shell procedures. For example:

```
if cmp -s prog.c.bak prog.c
then
  echo No change
fi
```

This partial shell procedure displays No change if the two files are identical.

Files

/usr/bin/cmp Contains the **cmp** command.

Related Information

The **comm** command, **diff** command, **ksh** command.

Files Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

Input and Output Redirection Overview. in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

col Command

Purpose

Filters for standard output text having reverse line feeds and forward/reverse half-line-feeds.

Syntax

```
col [ -b ] [ -f ] [ -p ] [ -x ] [ -T Name ] [ -I Number ]
```

Description

The **col** command reads a text file from standard input and writes to standard output. It performs the line overlays implied by the **flr** commands (reverse line feeds), as well as by the **hlf** and **hlr** commands (forward and reverse half-line-feed, respectively). The **nterm** file format document gives a description of these line-feed commands. Use the **col** command for filtering multicolumn output produced by the **nroff** command, the **.rt** request, and by output from the **tbl** command.

Use the **col** command as an **nroff** backend filter for devices that cannot handle reverse line motions (such as most impact printers). To print correctly, use the **col** command to process outputs from the **tbl** command, the **neqn** command, or explicit reverse motion request files (such as the **.sp -10V** file), or files with 2-column output. Do not process the **nroff** output targeted for the following devices with the **col** command:

- **hplj**
- **ibm4019**
- **ibm5577**
- **ibm5575**

Unless the **-x** flag is given, whenever possible, the **col** command converts white spaces to tabs upon output wherever possible to shorten printing time.

The **col** command, used with the **-T37** file, assumes the ASCII control characters, SO (\017) and SI (\016), begin and end text in an alternate character set. The **col** command remembers the character set each input character belongs to and upon output, generates SI and SO characters as appropriate to ensure that each character is printed in the correct character set.

Upon input, the **col** command accepts only the control characters for the Space, Backspace, Tab, and Return keys; the new-line character; the SI, SO (with the **-T37** file), and VT control characters; and the reverse line feed, forward half-line-feed and reverse half-line-feed characters. The VT control character (\013) is an alternate form of full reverse line feed, included for compatibility with some earlier programs of this type. The **col** command ignores all other nonprinting characters.

Normally, the **col** command ignores any escape sequences that are unknown to it and found in the input. However, the **-p** option can be used to cause the **col** command to output these sequences as regular characters, subject to overprinting from reverse line motions. The use of this option is highly discouraged unless the user is fully aware of the textual position of the escape sequences.

Notes:

1. If the output is being sent to a device that can interpret half-line motions, enter:

```
nroff -Tppds File... | col -f -Tppds
```

Otherwise, for example, enter:

```
nroff -Tlp File... | col -Tlp
```

2. The maximum number of lines that can be backed up is 128.
3. No more than 800 characters, including backspaces, are allowed on a line.
4. Local vertical motions that would result in backing up over the first line are ignored. As a result, the first line must not contain any superscripts.

Flags

-b	Assumes that the output device in use is not capable of backspacing. In this case, if two or more characters are to be displayed in the same position, only the last one that is read is displayed in the output.
-f	Suppresses the default treatment of half-line motions in the input. Normally, the col command does not emit half-line motions on output, although it does accept them in its input. With this flag, output can contain forward half-line-feeds (hlf) but not reverse line feeds (flr or hlr).
-p	Displays unknown escape sequences as characters, subject to overprinting from reverse line motions. Normally, the col command ignores them.
-x	Converts tabs to white space.
-TName	Uses the workstation specification indicated by the <i>Name</i> variable. <i>Name</i> variables for "Terminal Names for Typewriter-like Devices and Line Printers" are discussed in the nroff command -TName flag. The default is 37 .
-l Number	(lowercase L) Sends the specified number lines of text in memory to a buffer during processing.

Exit Status

The following exit values are returned:

0	Indicates successful completion.
>0	Indicates an error occurred.

Related Information

The **hplj** command, **mm** command, **nroff** command, **ps4014** command, **tbl** command.

The **nterm** file format.

colcrt Command

Purpose

Filters **nroff** command output for cathode ray tube (CRT) previewing.

Syntax

```
colcrt [ - ] [ -2 ] [ File ... ]
```

Description

The **colcrt** command filters output from the **nroff** command so that the output can be previewed on a CRT. The **colcrt** command provides virtual half-line-feed and reverse line-feed sequences for terminals without these capabilities. The **colcrt** command changes underline characters to dashes and places these characters and the half-line characters on new lines between the normal output lines.

Notes:

1. Use this command with the **37** viewing device
2. The - (minus sign) flag removes all underlining; therefore, a true underline character does not show with the - (minus sign) flag.
3. It is not possible to back up more than 102 lines.
4. General overstriking is lost. As a special case, the | (vertical bar) overstruck with the - (dash) or the _ (underline) characters becomes the + (plus sign).
5. Lines are truncated to up to 132 characters.

Parameters

File Specifies a file processed by the **nroff** command for viewing on a CRT.

Flags

- Suppresses underlining. This flag is useful for previewing boxed tables from the **tbl** command.
- 2 Causes all half-lines to be printed, effectively double-spacing the output. This is useful when printing output with subscripts and superscripts on a line printer, where half-lines normally are not displayed.

Examples

A typical use of the **colcrt** command is:

```
tbl exum2.n | nroff -ms -T37 | colcrt - | pg
```

Related Information

The **col** command, **nroff** command, **pg** command, **tbl** command, **troff** command, **ul** command.

colrm Command

Purpose

Extracts columns from a file.

Syntax

```
colrm First [Last]
```

Description

The **colrm** command removes selected columns from a file. Input is taken from standard input. Output is sent to standard output.

If called with one parameter, the columns of each line are removed starting with the specified column. If called with two parameters, the columns from the first column to the last column are removed.

Column numbering starts with column 1.

Examples

To remove columns from the `text.fil` file, enter:

```
colrm 6 < text.fil
```

If `text.fil` contains:

```
123456789
```

then the **colrm** command displays:

12345

Files

/usr/bin/colrm Contains the **colrm** command.

Related Information

The **cut** command.

Files Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* introduces you to files and the way you can work with them.

Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes how the Operating System processes input and output.

comb Command (SCCS)

Purpose

Combines SCCS deltas.

Syntax

```
comb [ -o ] [ -s ] [ -c List | -p SID ] File
```

Description

The **comb** command writes to standard output a shell procedure that can combine specified SCCS deltas (SIDs) or all deltas into one delta. You can reduce the size of your Source Code Control System (SCCS) file by running the resulting procedure on the file. To see how much the file will be reduced, run the **comb** program with the **-s** flag. If you specify a directory for the *File* value, the **comb** command performs the requested actions on all SCCS files (that is, those having an **s.** prefix). If you specify a - (minus) for the *File* value, the **comb** command reads standard input and interprets each line as the name of an SCCS file. The **comb** command continues to take input until it reads an end-of-file character.

If you do not specify any flags, the **comb** command preserves only leaf deltas and the minimal number of ancestors needed to preserve the tree.

Note: The **comb** command may rearrange the shape of the tree deltas. It may not save any space. In fact, it is possible for the reconstructed file to actually be larger than the original.

Flags

Note: Each flag or group of flags applies independently to each named file.

- c List** Specifies a list of deltas (*SIDs*) that the shell procedure will preserve (see the **get** command **-i List** flag). The procedure combines all other deltas.
- o** Accesses the reconstructed file at the release of the delta to be created for each **get** command **-e** flag generated; otherwise, accesses the reconstructed file at the most recent ancestor. Using the **-o** flag may decrease the size of the reconstructed SCCS file. It may also alter the shape of the delta tree of the original file.
- p SID** Specifies the *SID* of the oldest delta for the resulting procedure to preserve. All older deltas are combined in the reconstructed file.

-s Causes the **comb** command to generate a shell procedure that produces a report for each file listing: the file name, size (in blocks) after combining, original size (also in blocks), and percentage change computed by the formula:

$$100 * (\text{original} - \text{combined}) / \text{original}$$

You should run the **comb** program using this flag and then run its procedure before combining SCCS files in order to judge how much space will actually be saved by the combining process.

Examples

1. To generate a report on how much space will be saved by combining all deltas older than SID 1.4 for sccs file `s.test.c`, enter:

```
comb -p1.4 -s s.test.c
```

Run the report by piping the output of the above command to the **sh** command.

2. To actually perform the combination, enter:

```
comb -p1.4 s.test.c
```

Files

s.COMB The name of the reconstructed SCCS file.
comb* Temporary files.

Related Information

The **admin** command, **delta** command, **get** command, **prs** command, **sccshelp** command, **sh** command.

The **sccsfile** file format.

List of SCCS Commands in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

Source Code Control System (SCCS) Overview in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

comm Command

Purpose

Selects or rejects lines common to two sorted files.

Syntax

```
comm [ -1 -2 -3 ] File1 File2
```

Description

Note: If you specify - (minus) for one of the file names, the **comm** command reads standard input.

The **comm** command reads the *File1* and *File2* parameters and writes, by default, a three-column output to standard output. The columns consist of:

- Lines that are only in *File1*
- Lines that are only in *File2*

- Lines that are in both *File1* and *File2*.

Both *File1* and *File2* should be sorted according to the collating sequence specified by the current National Language environment.

Flags

- 1 Suppresses the display of the first column (lines in *File1*).
- 2 Suppresses the display of the second column (lines in *File2*).
- 3 Suppresses the display of the third column (lines common to *File1* and *File2*).

Exit Status

This command returns the following exit values:

- 0 All input files were output successfully.
- >0 An error occurred.

Examples

1. To display the lines unique to each file and common to both, enter:

```
comm things.to.do things.done
```

If the files *things.to.do* and *things.done* contain the following lists:

```
things.to.do
```

```
buy soap
groceries
luncheon
meeting at 3
system update
tech. review
```

```
things.done
```

```
2nd revision
interview
luncheon
system update
tech. review
weekly report
```

then the **comm** command displays:

```
      2nd revision
buy soap
groceries
      interview
           luncheon
meeting at 3
           system update
           tech. review
           weekly report
```

The first column contains the lines found only in *things.to.do*. The second column, indented with a tab character, lists the lines found only in *things.done*. The third column, indented with two tabs, lists the lines common to both.

2. To display the lines that appear in only one file, enter:

```
comm -23 things.to.do things.done
```

This suppresses the second and third columns of the **comm** command listing. If the files are the same as in Example 1, then the following is displayed:

```
buy soap
groceries
meeting at 3
```

File

/usr/bin/comm Contains the **comm** command.

Related Information

The **cmp** command, **diff** command, **sdiff** command, **sort** command, **uniq** command.

The **environment** file.

Understanding Locale in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

National Language Support Overview for Programming in *AIX 5L Version 5.1 General Programming Concepts: Writing and Debugging Programs*.

command Command

Purpose

Executes a simple command.

Syntax

command [**-p**] *CommandName* [*Argument ...*]

command [**-v** | **-V**] *CommandName*

Description

The **command** command causes the shell to treat the specified command and arguments as a simple command, suppressing shell function lookup.

Normally, when a / (slash) does not precede a command (indicating a specific path), the shell locates a command by searching the following categories:

1. special shell built-ins
2. shell functions
3. regular shell built-ins
4. **PATH** environment variable

For example, if there is a function with the same name as a regular built-in, the system uses the function. The **command** command allows you to call a command that has the same name as a function and get the simple command.

The **command -v** and **command -V** commands write to standard output what path name will be used by the shell and how the shell interprets the command type (built-in, function, alias, and so forth). Since the **-v** and **-V** flags produce output in relation to the current shell environment, the **command** command is provided as a Korn shell or POSIX shell regular built-in command. The **/usr/bin/command** command

might not produce correct results, because it is called in a subshell or separate command execution environment,. In the following example the shell is unable to identify aliases, subroutines, or special shell commands:

```
(PATH=foo command -v)
nohup command -v
```

Flags

- p** Performs the command search using a default value for the **PATH** environment variable that finds all of the standard commands.
 - v** Writes to standard output the path name used by the current shell to invoke the specified command, according to the following conventions:
 - Commands, regular built-in commands, commands including a / (slash), and any implementation-provided functions found by the **PATH** environment variable are written as absolute path names.
 - Shell functions, special built-in commands, regular built-in commands not associated with a **PATH** environment variable search, and shell reserved words are written as just their names.
 - Aliases are identified as such, and their definitions are included in the string.
- If the specified command name cannot be found, no output is written and the exit status returns a **>0** value.
- V** Writes to standard output the command name that will be interpreted by the current shell environment. Although the format of this output is unspecified, The output indicates in which of the following categories the command falls:
 - Commands, regular shell commands, and any implementation-provided subroutines found using the **PATH** environment variable are identified as such and written as absolute path names.
 - Other shell functions are identified as functions.
 - Aliases are identified as such, and their definitions are included in the string.
 - Special built-in commands are identified as such.
 - Regular built-in commands not associated with the **PATH** environment variable search are identified as such.
 - Shell reserved words are identified as such.

Exit Status

When the **-v** or **-V** flag is specified, the following exit values are returned:

- 0** Successful completion.
- >0** The command specified with the *CommandName* parameter could not be found or an error occurred.

When the **-v** or **-V** flag is not specified, the following exit values are returned:

- 126** The command specified by the *CommandName* parameter was found but could not be invoked.
- 127** An error occurred in the **command** command, or the command specified by the *CommandName* parameter could not be found.

Otherwise, the **command** command returns the exit status associated with the command specified by the *CommandName* parameter.

Examples

1. To make a version of the **cd** command that prints out the new working directory whenever you change directories, enter:

```
cd () {
    command cd "$@" >/dev/null
    pwd
}
```

2. To start off a secure shell script, one in which the script avoids being spoofed by its parent, enter:

```
IFS='
'
#       The preceding value should be <space><tab><newline>.
#       Set IFS to its default value

\unalias -a
#       Unset all possible aliases.
#       Note that unalias is escaped to prevent an alias
#       being used for unalias.

unset -f command
#       Ensure command is not a user function.

PATH="$(command -p getconf _CS_PATH):$PATH"
#       Put on a reliable PATH prefix.

# ...
```

At this point, given correct permissions on the directories called by the **PATH** environment variable, the script has the ability to ensure that any command it calls is the intended one.

Files

/usr/bin/ksh Contains the Korn shell **command** built-in command.
/usr/bin/command Contains the **command** command.

Related Information

The **ksh** command, **type** command.

comp Command

Purpose

Composes a message.

Syntax

```
comp [ +Folder ] [ -draftfolder +Folder | -nodraftfolder Folder ] [ Message |  
-draftmessage Message ] [ -file File ] [ -editor Editor | -noedit ] [ -form FormFile ] [ -use | -nose ]  
[ -nowhatnowproc | -whatnowproc Program ]
```

Description

The **comp** command starts an editor that assists you in creating and modifying messages. The **comp** command provides a header template, the **/etc/mh/components** file. By default, the specified editor creates a *UserMhDirectory/draft* file. If a **draft** file already exists, the **comp** command prompts you for permission to replace or use the existing file. To edit an existing **draft** file without being prompted for permission, specify the **-use** flag.

Once started, the editor prompts you to enter values for each of the message header fields. The **comp** command uses the definitions in the *UserMhDirectory/components* file for the header fields. If the file does not exist, the **/etc/mh/components** file is used. You can use the **-form** or **+Folder** flag to specify an alternative header format.

To exit the editor, use the Ctrl-D sequence. When you exit the editor, the **comp** command responds with a What now? prompt. From this prompt, you can specify any of the **whatnow** subcommands. To see a list of

the available subcommands, press Enter. You can use the subcommands to continue composing the message, direct the disposition of the message, or end the processing of the **comp** command.

Note: A line of dashes or a blank line must be left between the header and the body of the message for the message to be identified when it is sent.

The **-file**, **-draftfolder**, and **-draftmessage** flags are used to specify existing draft messages. If the **-draftfolder** *+Folder* flag is followed by a *Message* parameter, it is the same as specifying the **-draftmessage** flag. If you wish, you can define a default Draft-Folder: entry in your Message Handler (MH) **\$HOME/.mh_profile** file.

Flags

-draftfolder <i>+Folder</i>	Identifies the folder containing the draft message. If a message is not specified with this flag, the default message is new .
-draftmessage <i>Message</i>	Identifies the draft message. Specifying a <i>Message</i> variable after the -draftfolder <i>+Folder</i> flag is the same as specifying the -draftmessage flag.
-editor <i>Editor</i>	Specifies the initial editor for composing the message. If you do not specify the -editor flag, the comp command selects the default editor specified by the Editor: entry in your \$HOME/.mh_profile file.
-file <i>File</i>	Places the draft message in the specified file. If you do not specify the absolute path name for the <i>File</i> variable, the comp command places the file in the user's MH directory. If a file is specified, the comp command prompts you for the disposition of the draft.
<i>+Folder</i> <i>Message</i>	Uses the header information from a file in the specified folder. If you specify a folder but no message, the comp command uses the current message as the default.
-form <i>FormFile</i>	Uses the header fields specified by the <i>FormFile</i> variable. The comp command treats each line in <i>FormFile</i> as a format string.
-help	Lists the command syntax, available switches (toggles), and version information.
<i>Message</i>	<p>Note: For MH, the name of this flag must be fully spelled out.</p> <p>Specifies a message. Use the following references to specify a message:</p> <p><i>Number</i> Number of the message.</p> <p>cur or . (period) Current message. This is the default.</p> <p>first First message in a folder.</p> <p>last Last message in a folder.</p> <p>next Message following the current message.</p> <p>prev Message preceding the current message.</p>
-nodraftfolder	Places the draft in the <i>UserMhDirectory/draft</i> file. This is the default.
-noedit	Suppresses the initial edit. When you specify this flag, you receive the What now? prompt.
-nouse	Creates a new message.
-nowhatnowproc	Prevents interaction with the editor and the What now? prompt.
-use	Continues composing an existing draft of a message.
-whatnowproc <i>Program</i>	Starts the specified program to guide you through the composing tasks. If you specify the whatnow command as the value for the <i>Program</i> variable, the comp command starts an internal whatnow procedure, instead of a program with the file name whatnow .

Profile Entries

The following entries are entered in the *UserMhDirectory/.mh_profile* file:

Draft-Folder:	Sets the default folder for drafts.
Editor:	Sets the default initial editor.
fileproc:	Specifies the program used to refile messages.
Msg-Protect:	Sets the protection level for the new message files.
Path:	Specifies a user's MH directory.
whatnowproc:	Specifies the program used to prompt What now? questions.

Examples

1. To compose a new message, enter:

```
comp
```

The system prompts you to enter the information for the message fields. To bypass a field, press the Enter key. When the header information is complete, enter the text for the body of the message.

To finish composing a message and exit the editor, press the Ctrl-D sequence. The following prompt is displayed on your screen:

```
What now?
```

Pressing the Enter key displays a list of the **whatnow** subcommands. If you want to send the message, enter the **send** subcommand after the What now? prompt.

2. To compose a new message using the vi editor, enter:

```
comp -editor vi
```

3. To compose a message using message 8 in the schedules folder, enter:

```
comp +schedules 8 -use
```

4. To compose a message using a message draft in the /home/mike/parts file, enter:

```
comp -file /home/mike/parts
```

The system prompts you for the disposition of the file. Press the Enter key for a list of options. Select the appropriate option.

Files

<i>UserMhDirectory/components</i>	Specifies the user's default message format. (If it exists, it overrides the system default message format.)
<i>UserMhDirectory/draft</i>	Contains the current draft message.
<i>\$HOME/.mh_profile</i>	Specifies the user's MH profile.
<i>/etc/mh/components</i>	Identifies the system default message format.
<i>/usr/bin/comp</i>	Contains the comp command.

Related Information

The **ali** command, **dist** command, **forw** command, **refile** command, **repl** command, **send** command, **whatnow** command, **whom** command.

The **mh_alias** file format, **mh_profile** file format.

Mail Overview in *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

compress Command

Purpose

Compresses data.

Syntax

```
compress [ -c ] [ -C ] [ -d ] [ -F ] [ -f ] [ -n ] [ -q ] [ -v ] [ -V ] [ -b Bits ] [ File ... ]
```

Description

The **compress** command compresses data, using adaptive Lempel-Zev coding to reduce the size of files. Each original file specified by the *File* parameter is replaced when possible by a compressed file with a **.Z** appended to its name. The compressed file retains the same ownership, modes, and modification time of the original file. If the path of the file specified is more than 1023 bytes the command does not work. If no files are specified, the standard input is compressed to the standard output. If compression does not reduce the size of a file, a message is written to standard error and the original file is not replaced.

Note: Files must have correct permissions to be replaced.

The amount of compression depends on the size of the input, the number of bits per code specified by the *Bits* variable, and the distribution of common substrings. Typically, source code or English text is reduced by 50 to 60%. The compression of the **compress** command is usually more compact and takes less time to compute than the compression achieved by Huffman coding (as used in the **pack** command) or adaptive Huffman coding.

Flags

- | | |
|------------------------|--|
| -b Bits | Specifies the maximum number of bits to use to replace common substrings in the file. The value of the <i>Bits</i> variable must be in the range from 9 bits through 16 bits, with the default being 16 bits. When compressing data, the algorithm first uses all of the 9-bit codes (257 through 512) to replace as many substrings as possible. Then it uses all 10-bit codes, and so on, continuing until the limit specified by the -b flag is reached. |
| -c | Writes to standard output. No files are changed. |
| -C | Produces output compatible with the Berkeley Software Distribution (BSD) Revision 2.0. |
| -d | Causes the compress command to function exactly like the uncompress command. |
| -f or -F | Forces compression. The -f and -F flags are interchangeable. Overwrites the <i>File.Z</i> file if it already exists. |
| | After the value of the <i>Bits</i> variable is attained, the compress command periodically checks the compression ratio. If it is increasing, the compress command continues to use the existing code dictionary. However, if the compression ratio decreases, the compress command discards the table of substrings and rebuilds it. Rebuilding the table allows the algorithm to adapt to the next block of the file. When the .Z file already exist, if the -f flag is not given, and the process is not running in the background, it prompts to verify whether to overwrite the existing .Z file. |
| -n | Omits the compressed file header from the compressed file. |
| -q | Suppresses the display of compression statistics generated by the -v flag. If several -v and -q flags are on the same command line, the last one specified controls the display of the statistics. |
| -v | Writes the percentage of compression. |
| -V | Writes the current version and compile options to standard error. |

Parameters

File Specifies the file to compress.

Return Values

If an error occurs, the exit status is 1. If the **compress** command exits without compressing a file, it exits with a status of 2. Otherwise, the **compress** command exits with a status of 0.

The **compress** command detects an error and exits with a status of 1 if any of the following events occur:

- An input file is not a regular file.
- An input file name is too long to append the **.Z** extension.
- An input file cannot be read or an output file cannot be written.

Exit Status

- | | |
|----|---|
| 0 | Successful completion. |
| 1 | An error occurred. |
| 2 | One or more files were not compressed because they would have increased in size (and the -f flag was not specified). |
| >2 | An error occurred. |

Example

To compress the `foo` file and write the percentage of compression to standard error, enter:

```
compress -v foo
```

The `foo` file is compressed and renamed `foo.Z`.

Related Information

The **pack** command, **uncompress** command, **unpack** command, **zcat** command.

Commands Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

comsat Daemon

Purpose

Notifies users of incoming mail.

Syntax

```
/usr/sbin/comsat [ -d Directory ]
```

Description

The **comsat** daemon is the server that receives reports of incoming mail and notifies users if they have enabled this service with the **biff** command. Started by the **inetd** daemon, the **comsat** daemon is not meant to be used at the command line. The **comsat** daemon receives messages on a datagram port associated with the **biff** service specification. The one-line messages are of the form:

```
user@mailbox-offset
```

If the user specified is logged in to the system and has run the **biff y** command, the first 7 lines or 560 characters of the message are displayed on the user's login terminal. Lines that appear to be part of a message header other than the `From:` or `Subject:` lines are not included in the displayed message.

Flags

-d *Directory* Specifies the name of the directory to use as the system mail directory. If the **-d** flag is not specified, the **comsat** daemon uses the **/var/spool/mail** directory as the default system mail directory.

Files

/etc/utmp Contains a list of users who are logged in, including their terminals.

/etc/services Contains a list of Internet network services and the well-known ports where the servers accept connections.

Related Information

The **biff** command.

The **inetd** daemon.

The **inetd.conf** file format.

Mail Overview for System Management in *AIX 5L Version 5.1 System Management Guide: Communications and Networks*.

conflict Command

Purpose

Searches for alias and password conflicts.

Syntax

```
conflict [ -mail User ] [ -search Directory ... ] [ File ... ]
```

Description

The **conflict** command finds invalid mail drops and alias conflicts. The **conflict** command is not started by the user. The **conflict** command is called by the **cron** daemon and other programs used for system accounting. However, root user authority and the full path name of the command, **/usr/lib/mh/conflict**, are required to invoke the program.

The **conflict** command searches specified mail drop directories for mailbox files with names that do not correspond to valid users in the **/etc/passwd** file. In addition, the program searches alias files specified by the *File* parameter for duplicate names that do not resolve to the same address. By default, the **conflict** command searches the **/etc/mh/MailAliases** file.

The **conflict** command also searches entries in the group file (**/etc/group**) for invalid user names and users who do not have a valid group number.

Command output is to the monitor unless you specify the **-mail** flag. The **-mail** flag sends the command output to the specified user.

Flags

-help	Lists the command syntax, available switches (toggles), and version information. Note: For Message Handler (MH), the name of this flag must be fully spelled out.
-mail <i>User</i>	Sends the results of the conflict command to the user specified by the <i>User</i> variable.
-search <i>Directory</i>	Searches the directory indicated by the <i>Directory</i> variable for mailboxes that are not valid. You can specify any number of -search flags. The default mailbox directory is /var/spool/mail .

Files

/etc/mh/MailAliases	Contains the default mail alias file.
/etc/passwd	Contains a list of users.
/etc/group	Contains a list of groups.
/var/spool/\$USER	The mail drop for the user \$USER .
/\$HOME/.mh_profile	Contains the MH user profile.
/etc/mh/mtstailor	Contains MH command definitions.

Related Information

The **ali** command, **whom** command.

The **mh_alias** file format.

Mail Overview in *AIX 5L Version 5.1 System User's Guide: Communications and Networks*.

cp Command

Purpose

Copies files.

Syntax

To Copy a File to another File

```
cp [-f ][ -h ][ -i ][ -p ][ — ] SourceFile TargetFile
```

To Copy a File to a Directory

```
cp [-f ][ -h ][ -i ][ -p ][ -r | -R ][ — ] SourceFile ... TargetDirectory
```

To Copy a Directory to a Directory

```
cp [-f ][ -h ][ -i ][ -p ][ — ]{ -r | -R } SourceDirectory ... TargetDirectory
```

Description

The **cp** command copies the source file specified by the *SourceFile* parameter to the destination file specified by the *TargetFile* parameter. If the target file exists, **cp** overwrites the contents, but the mode, owner, and group associated with it are not changed. The last access time of the *SourceFile* and the last modification time of the *TargetFile* are set to the time the copy was done. If the *TargetFile* does not exist, **cp** creates a new file named *TargetFile* that has the same mode as the source file except that the sticky bit is not set unless it was done by a superuser; the owner and group of the *TargetFile* is that of the user. When the *TargetFile* is a link to another file, **cp** overwrites the destination link with the content of the

source file; the links from the *TargetFile* remains. Also, the **cp** command can copy the source files specified by the *SourceFile* parameter (or directories named by the *SourceDirectory* parameter) to the directory specified by the *TargetDirectory* parameter.

Note: If one of the source parameters is a directory, you need to specify one of the **-r** or **-R** flags.

If any directories are created by the **cp** command during the copying process, the newly created directory will have the same mode as the corresponding source directory.

You can also copy special device files. The preferred option for accomplishing this is the **-R** flag. Specifying **-R** causes the special files to be re-created under the new path name. Specifying the **-r** flag causes the **cp** command to attempt to copy the special file to a regular file.

Flags

- f** Specifies removal of the target file if it cannot be opened for write operations. The removal precedes any copying performed by the **cp** command.
- h** Forces the **cp** command to copy symbolic links. The default is to follow symbolic links, that is, to copy files to which symbolic links point.
- i** Prompts you with the name of a file to be overwritten. This occurs if the *TargetDirectory* or *TargetFile* parameter contains a file with the same name as a file specified in the *SourceFile* or *SourceDirectory* parameter. If you enter *y* or the locale's equivalent of *y*, the **cp** command continues. Any other answer prevents the **cp** command from overwriting the file.
- p** Duplicates the following characteristics of each *SourceFile*/*SourceDirectory* in the corresponding *TargetFile* and/or *TargetDirectory*:
 - The time of the last data modification and the time of the last access. If this duplication fails for any reason, the **cp** command will write a diagnostic message to standard error.
 - The user ID and group ID. If this duplication fails for any reason, the **cp** command may write a diagnostic message to standard error.
 - The file permission bits and the *S_ISUID* and *S_ISGID* bits. If this duplication fails for any reason, the **cp** command will write a diagnostic message to standard error.

If the user ID or group ID cannot be duplicated, the file permission bits *S_ISUID* and *S_ISGID* are cleared.

In order to preserve the owner ID and group ID, permission modes, modification and access times, user must have the appropriate file access permissions (user should be a superuser or have the same owner ID as the destination file)

The target file will not be deleted if these characteristics cannot be preserved.

Access control lists (ACLs) associated with the *SourceFile* are also preserved. See "Managing Protected Resources with Access Control" in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* to learn more about ACLs.
- r** Copies file hierarchies under the file or directory specified by the *SourceFile* or *SourceDirectory* parameter (recursive copy). The **-r** flag processes special files in the same manner as regular files.
- R** Copies file hierarchies under the regular files and directories from the directory specified by the *SourceFile* or *SourceDirectory* parameter to the directory specified by the *TargetDirectory* parameter. Special file types, such as first-in, first-out (FIFO) files and block and character device files, are re-created instead of copied. Symbolic links are followed unless the **-h** flag is specified. (The **-R** flag is preferred to the **-r** flag.)
- Indicates that parameters following the **—** (dash, dash) flag are to be interpreted as file names. This null flag allows the specification of file names that start with a **-** (minus sign).

Exit Status

This command returns the following exit values:

- 0 All files were copied successfully.
- >0 An error occurred.

Examples

1. To make a copy of a file in the current directory, enter:

```
cp prog.c prog.bak
```

This copies `prog.c` to `prog.bak`. If the `prog.bak` file does not already exist, the **cp** command creates it. If it does exist, the **cp** command replaces it with a copy of the `prog.c` file.

2. To copy a file in your current directory into another directory, enter:

```
cp jones /home/nick/clients
```

This copies the `jones` file to `/home/nick/clients/jones`.

3. To copy a file to a new file and preserve the modification date, time, and access control list associated with the source file, enter:

```
cp -p smith smith.jr
```

This copies the `smith` file to the `smith.jr` file. Instead of creating the file with the current date and time stamp, the system gives the `smith.jr` file the same date and time as the `smith` file. The `smith.jr` file also inherits the `smith` file's access control protection.

4. To copy all the files in a directory to a new directory, enter:

```
cp /home/janet/clients/* /home/nick/customers
```

This copies only the files in the `clients` directory to the `customers` directory.

5. To copy a directory, including all its files and subdirectories, to another directory, enter:

```
cp -R /home/nick/clients /home/nick/customers
```

This copies the `clients` directory, including all its files, subdirectories, and the files in those subdirectories, to the `customers/clients` directory.

6. To copy a specific set of files to another directory, enter:

```
cp jones lewis smith /home/nick/clients
```

This copies the `jones`, `lewis`, and `smith` files in your current working directory to the `/home/nick/clients` directory.

7. To use pattern-matching characters to copy files, enter:

```
cp programs/*.c .
```

This copies the files in the `programs` directory that end with `.c` to the current directory, signified by the single `.` (dot). You must type a space between the `c` and the final dot.

Files

`/usr/bin/cp` Contains the **cp** command.

Related Information

The **cpio** command, **link** command, **ln** command, **mv** command, **unlink** command.

File Systems and Directories Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

National Language Support Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

cpio Command

Purpose

Copies files into and out of archive storage and directories.

Syntax

```
cpio -o [ a ] [ c ] [ v ] [ B | C Value ] <FileName >Output
```

```
cpio -i [ b ] [ c ] [ d ] [ f ] [ m ] [ M ] [ r ] [ s ] [ t ] [ u ] [ v ] [ S ] [ 6 ] [ B | C Value ] [ Pattern... ] <Input
```

```
cpio -p [ a ] [ d ] [ l ] [ m ] [ M ] [ u ] [ v ] Directory <FileName
```

Description

The `cpio` command copies files into and out from a `cpio` archive. The `cpio` archive may span multiple volumes. The `-i`, `-o`, and `-p` flags select the action to be performed.

Attention: If you redirect the output from the `cpio` command to a special file (device), you should redirect it to the raw device and not the block device. Because writing to a block device is done asynchronously, there is no way to know if the end of the device is reached.

Note:

1. The `cpio` command is not enabled for files greater than 2 Gig in size due to limitations imposed by XPG/4 and POSIX.2 standards.
2. `cpio` does not preserve the sparse nature of any file that is sparsely allocated. Any file that was originally sparse before the restoration will have all space allocated within the filesystem for the size of the file.

cpio -o Command

The `cpio -o` command reads file path names from standard input and copies these files to standard output, along with path names and status information. Avoid giving the `cpio` command path names made up of many uniquely linked files, as it may not have enough memory to keep track of them and would lose linking information.

cpio -i Command

The `cpio -i` command reads from standard input an archive file created by the `cpio -o` command and copies from it the files with names that match the *Pattern* parameter. These files are copied into the current directory tree. You can list more than one *Pattern* parameter, using the file name notation described in the `ksh` command. Note that in this application the special characters * (asterisk), ? (question mark), and [...] (brackets and ellipses) match the / (slash) in path names, in addition to their use as described in the `ksh` command. The default for the *Pattern* parameter is an * (asterisk), selecting all files in the Input. In an expression such as [a-z], the minus sign means *through* according to the current collating sequence.

A collating sequence can define equivalence classes for use in character ranges.

cpio -p Command

The **cpio -p** command reads file path names from standard input and copies these files into the directory named by the *Directory* parameter. The specified directory must already exist. If these path names include directory names that do not already exist, you must use the **d** flag to cause the specified directory to be created.

Note: You can copy special files only if you have root user authority.

Parameters

<i>Directory</i>	Specifies the directory.
<FileName	Specifies a list of file names for the cpio command to use as input.
>Output	Specifies the output device such as a diskette or file. For more information on using tape devices see the rmt special file.
<Input	Specifies the input device (where <i>Input</i> is the <i>Output</i> file created by the cpio -o command). For more information on using tape devices, see the rmt special file.
<i>Pattern</i>	Specifies the pattern (as described in the ksh command) to be used with the command. The default for the <i>Pattern</i> parameter is an * (asterisk), selecting all the files in the <i>Input</i> .

Flags

All flags must be listed together, without any blanks between them. Not all of the following flags can be used with each of the **-o**, **-i**, and **-p** flags.

- a** Resets the access times of the source files to their previous times.
- b** Swaps both bytes and halfwords.

Note: If there is an odd number of bytes or halfwords in the file being processed, data can be lost.

- B** Performs block input and output using 512 bytes to a record.

Note: When using the **B** or **C** options to extract or create a tape archive, the blocking factor must be a multiple of the physical block size for that tape device.

When using the **B** or **C** options to extract an archive from tape, the blocking factor should not be larger than the size of the archive as it exists on the tape.

The **B** flag and the **C** flag are mutually exclusive. If you list both, the **cpio** command uses the last one it encounters in the flag list.

- c** Reads and writes header information in ASCII character form. If a **cpio** archive was created using the **c** flag, it must be extracted with **c** flag.
- C Value** Performs block input and output using the *Value* parameter times 512 bytes to a record. For instance, a **-C2** flag changes the block input and output sizes to 1024 bytes to a record.
- d** Creates directories as needed.
- f** Copies all files except those matching the *Pattern* parameter.
- l** Links files rather than copying them, whenever possible. This flag can only be used with the **cpio -p** command.
- m** Retains previous file modification time. This flag does not work when copying directories.
- M** Retains previous file modification time even when directories are copied.
- r** Renames files interactively. If you do not want to change the file name, enter a single period or press the <Enter> key. In the latter case, the **cpio** command does not copy the file.
- s** Swaps bytes. This flag is used only with the **cpio -i** command.

Note: If there is an odd number of bytes in the file being processed, data can be lost.

- S** Swaps halfwords. This flag is usable only with the **cpio -i** command.

Note: If there is an odd number of halfwords in the file being processed, data can be lost.

t	Creates a table of contents. This operation does not copy any files.
u	Copies unconditionally. An older file now replaces a newer file with the same name.
v	Lists file names. If you use this with the t flag, the output looks similar to that of the ls -l command.
6	Processes an old file (for example, one written in UNIX Sixth Edition format). This flag is usable only with the cpio -i command.

Exit Status

This command returns the following exit values:

0	Successful completion.
>0	An error occurred.

Examples

1. To copy files onto diskette, enter:

```
cpio -ov <filenames >/dev/rfd0
```

This copies the files with path names listed in the `filenames` file in a compact form onto the diskette (`>/dev/rfd0`). The **v** flag causes the **cpio** command to display the name of each file as it is copied. This command is useful for making backup copies of files. The diskette must already be formatted, but it must not contain a file system or be mounted.

Note: Files with uid's and gid's greater than 65535 cannot be archived using the **cpio** command. In such instances, the user should use backup and restore.

2. To copy files in the current directory onto diskette, enter:

```
ls *.c | cpio -ov >/dev/rfd0
```

This copies all the files in the current directory whose names end with `.c`

3. To copy the current directory and all subdirectories onto diskette, enter:

```
find . -print | cpio -ov >/dev/rfd0
```

This saves the directory tree that starts with the current directory (`.`) and includes all of its subdirectories and files. Do this faster by entering:

```
find . -cpio /dev/rfd0 -print
```

The `-print` entry displays the name of each file as it is copied.

4. To list the files that have been saved onto a diskette with the **cpio** command, enter:

```
cpio -itv </dev/rfd0
```

This displays the table of contents of the data previously saved onto the `/dev/rfd0` file in the **cpio** command format. The listing is similar to the long directory listing produced by the **ls -l** command. To list only the file path names, use only the **-it** flags.

5. To copy the files previously saved with the **cpio** command from a diskette, enter:

```
cpio -idmv </dev/rfd0
```

This copies the files previously saved onto the `/dev/rfd0` file by the **cpio** command back into the file system (specify the **-i** flag). The **d** flag allows the **cpio** command to create the appropriate directories if a directory tree is saved. The **m** flag maintains the last modification time in effect when the files are saved. The **v** flag causes the **cpio** command to display the name of each file as it is copied.

6. To copy selected files from diskette, enter:

```
cpio -i "*.c" "*.o" </dev/rfd0
```

This copies the files that end with `.c` or `.o` from diskette. Note that the patterns `"*.c"` and `"*.o"` must be enclosed in quotation marks to prevent the shell from treating the `*` (asterisk) as a pattern-matching character. This is a special case in which the `cpio` command itself decodes the pattern-matching characters.

7. To rename files as they are copied from diskette, enter:

```
cpio -ir </dev/rfd0
```

The `-r` flag causes the `cpio` command to ask you whether to rename each file before copying it from diskette. For example, the message:

```
Rename <prog.c>
```

asks whether to give the file saved as `prog.c` a new name as it is copied. To rename the file, type the new name and press the Enter key. To keep the same name, you must enter the name again. To avoid copying the file at all, press the Enter key.

8. To copy a directory and all of its subdirectories, enter:

```
mkdir /home/jim/newdir  
find . -print | cpio -pdl /home/jim/newdir
```

This duplicates the current directory tree, including the current directory and all of its subdirectories and files. The duplicate is placed in the new `/home/jim/newdir` directory. The `l` flag causes the `cpio` command to link files instead of copying them, when possible.

Note: The performance of `cpio` to the 9348 Magnetic Tape Unit Model 12 can be improved by changing the default block size. To change the block size, enter the following at the command line:

```
chdev -l <device_name> -a block_size=32k
```

Files

`/usr/bin/cpio` Contains the `cpio` command.

Related Information

The `find` command, `ksh` command, `ln` command, `ls` command.

The `cpio` file format, `rmt` special file.

The Backup Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* provides information on different methods of backing up, restoring process, different types of backup media, and guidelines for backup policies.

The Directory Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* explains working with directories and path names.

The File Systems Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

The Files Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* provides information on working with files.

cplv Command

Purpose

Copies the contents of a logical volume to a new logical volume.

Syntax

To Copy to a New Logical Volume

```
cplv [ -v VolumeGroup ] [ -y NewLogicalVolume | -Y Prefix ] SourceLogicalVolume
```

To Copy to an Existing Logical Volume

```
cplv -e DestinationLogicalVolume [ -f ] SourceLogicalVolume
```

Description

Attention: Do not copy from a larger logical volume containing data to a smaller one. Doing so results in a corrupted file system because some data (including the superblock) is not copied.

Attention: This command will fail if the **cplv** creates a new logical volume and the volume group is varied on in concurrent mode.

The **cplv** command **copies** the contents of *SourceLogicalVolume* to a new or existing *DestinationLogicalVolume*. The *SourceLogicalVolume* parameter can be a logical volume name or a logical volume ID. The **cplv** command creates a new logical volume with a system-generated name by using the default syntax. The system-generated name is displayed.

Notes:

1. If you are copying a striped logical volume and the destination logical volume does not exist, an identical copy, including the striped block size and striping width of the source logical volume is created and then the data is copied.
2. If you are copying a striped logical volume and you have created the destination logical volume, with the **mklv** command using a different stripe block size and striping width, or the destination is not a striped logical volume, the new characteristics are maintained, and the data is copied from the source logical volume.
3. To use this command, you must either have root user authority or be a member of the **system** group.

You can use the Volumes application in Web-based System Manager (wsm) to change volume characteristics. You could also use the System Management Interface Tool (SMIT) **smit cplv** fast path to run this command.

Flags

- | | |
|----|---|
| -e | Specifies that the <i>DestinationLogicalVolume</i> exists and that a new logical volume should not be created. If the <i>DestinationLogicalVolume</i> is smaller than the <i>SourceLogicalVolume</i> , the extra logical partitions are not copied. When you use this flag, any data already in the <i>DestinationLogicalVolume</i> is destroyed. For this reason, user confirmation is required, unless the -f flag is added. The <i>Type</i> characteristic of the <i>DestinationLogicalVolume</i> must be copy to prevent inadvertently overwriting data. To change the <i>Type</i> characteristic, use the chlv command. |
| -f | Copies to an existing logical volume without requesting user confirmation. |

-v <i>VolumeGroup</i>	Specifies the volume group where the new logical volume resides. If this is not specified, the new logical volume resides in the same volume group as the <i>SourceLogicalVolume</i> .
-y <i>NewLogicalVolume</i>	Specifies the name to use, in place of a system-generated name, for the new logical volume. Logical volume names must be unique systemwide names, and can range from 1 to 15 characters.
-Y <i>Prefix</i>	Specifies a prefix to use in building a system-generated name for the new logical volume. The prefix must be less than or equal to 13 characters. A name cannot begin with a prefix already defined in the PdDv class in the Device Configuration Database for other devices, or a name already used by another device.

Examples

1. To copy the contents of logical volume `fs1v03` to a new logical volume, enter:

```
cp1v fs1v03
```

The new logical volume is created, placed in the same volume group as `fs1v03`, and named by the system.

2. To copy the contents of logical volume `fs1v03` to a new logical volume in volume group `vg02`, enter:

```
cp1v -v vg02
fs1v03
```

The new logical volume is created, named, and added to volume group `vg02`.

3. To copy the contents of logical volume `lv02` to a smaller, existing logical volume, `lvtest`, without requiring user confirmation, enter:

```
cp1v -e lvtest -f lv02
```

Files

/usr/sbin Directory where the **cp1v** command resides.

Related Information

The **chlv** command, **migratepv** command, **mk1v** command.

The Logical Volume Storage Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains the Logical Volume Manager, physical volumes, logical volumes, volume groups, organization, ensuring data integrity, and understanding the allocation characteristics.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

The System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

cpp Command

Purpose

Performs file inclusion and macro substitution on C language source files.

Syntax

```
/usr/ccs/lib/cpp [ -C ] [ -P ] [ -qDBCS ] [ -IDirectory ] [ -UName ] [ -DName [ =Definition ] ] [ -qlanglvl=Language ] [ InFile ] [ OutFile ]
```

Description

The **cpp** command performs file inclusion and macro substitution on C language source files. It reads *InFile* and writes to *OutFile* (standard input and standard output by default).

The **cpp** command is designed to conform to the preprocessing directives and instructions for the C language as defined by the document "Draft American National Standard for Information Systems - Programming Language C" (X3J11/88-159).

The **cpp** program recognizes the following special names:

__LINE__	The current line number.
__DATE__	The date of translation of the source file.
__TIME__	The time of translation of the source file.
__STDC__	Indicates a conforming implementation.
__FILE__	The current file name.
__STR__	Indicates the compiler will generate inline code for certain string functions (as defined in <i>/usr/include/string.h</i>).
__MATH__	Indicates the compiler will generate inline code for certain math functions (as defined in <i>/usr/include/math.h</i>).
__ANSI__	Indicates langlvl is set equal to ANSI.
__SAA__	Indicates langlvl is set equal to SAA.
__SAA_L2__	Indicates langlvl is set equal to SAAL2.
__EXTENDED__	Indicates langlvl is set equal to extended.
__TIMESTAMP__	Indicates the date and time when the source file was last modified.

All **cpp** directive lines must begin with a # (pound sign). These directives are:

#define <i>Name</i> <i>TokenString</i>	Replaces subsequent instances of <i>Name</i> with <i>TokenString</i> .
#define <i>Name</i> (<i>Argument</i> ,..., <i>Argument</i>) <i>TokenString</i>	Replaces subsequent instances of the sequence <i>Name</i> (<i>Argument</i> , . . . , <i>Argument</i>) with <i>TokenString</i> , where each occurrence of an <i>Argument</i> in <i>TokenString</i> is replaced by the corresponding token in the comma-separated list. Note that there must not be any space between <i>Name</i> and the left parenthesis.
#undef <i>Name</i>	Ignores the definition of <i>Name</i> from this point on.
#include " <i>File</i> " or #include < <i>File</i> >	Includes at this point the contents of <i>File</i> , which cpp then processes. If you enclose <i>File</i> in " " (double quotation marks) the cpp command searches first in the directory of <i>InFile</i> , second in directories named with the -I flag, and last in directories on a standard list. If you use the < <i>File</i> > notation, the cpp command searches for <i>File</i> only in the standard directories. It does not search the directory in which <i>InFile</i> resides.
#line <i>Number</i> [" <i>File</i> "]	Causes the implementation to behave as if the following sequence of source lines begins with a source line that has a line number as specified by <i>Number</i> . If <i>File</i> is supplied, the presumed name of the file is changed to be <i>File</i> .

#error *TokenString*
#pragma *TokenString*
#endif

Produces a diagnostic message that includes *TokenString*.
An implementation-defined instruction to the compiler.
Ends a section of lines begun by a test directive (**#if**,
#ifdef, or **#ifndef**). Each test directive must have a
matching **#endif**.

#ifdef *Name*

Places the subsequent lines in the output only if:

Name has been defined by a previous **#define**

OR

Name has been defined by the **-D** flag,

OR

Name is a special name recognized by the **cpp** command,

AND

Name has not been undefined by an intervening **#undef**,

OR

Name has not been undefined with the **-U** flag.

Places the subsequent lines in the output only if:

Name has never been defined by a previous **#define**,

AND

Name is not a special name recognized by the **cpp**
command,

OR

Name has been defined by a previous **#define** but it has
been undefined by an intervening **#undef**,

OR

Name is a special name recognized by the **cpp** command,
but it has been undefined with the **-U** flag.

#ifndef *Name*

Places subsequent lines in the output only if *Expression*
evaluates to nonzero. All the binary nonassignment C
operators, the ?: operator, and the unary -, !, and -
operators are legal in *Expression*. The precedence of the
operators is the same as that defined in the C Language.
There is also a unary operator **defined**, which can be
used in *Expression* in these two forms:

#if *Expression*

defined (*Name*) or **defined** *Name*

This allows the utility of **#ifdef** and **#ifndef** in a
#if directive. Only these operators, integer
constants, and names that are known by **cpp**
should be used in *Expression*. The **sizeof**
operator is not available.

#elif *Expression*

Places subsequent lines in the output only if the
expression in the preceding **#if** or **#elif** directive evaluates
to false or is undefined, and this *Expression* evaluates to
true.

#else

Places subsequent lines in the output only if the expression in the preceding **#if** or **#elif** directive evaluates to false or is undefined (and hence the lines following the **#if** and preceding the **#else** have been ignored).

Each test directive's condition is checked in order. If it evaluates to false (0), the group that it controls is skipped. Directives are processed only through the name that determines the directive in order to keep track of the level of nested conditionals; the rest of the directives' preprocessing tokens are ignored, as are the other preprocessing tokens in the group. Only the first group whose control condition evaluates to true (nonzero) is processed. If none of the conditions evaluates to true, and there is a **#else** directive, the group controlled by the **#else** is processed; lacking a **#else** directive, all the groups until the **#endif** are skipped.

Flags

-C	Copies C language comments from the source file to the output file. If you omit this flag, the cpp command removes all C language comments except those found on a cpp directive line.
-DName[=Definition]	Defines <i>Name</i> as in a #define directive. The default <i>Definition</i> is 1.
-IDirectory	Looks first in <i>Directory</i> , then looks in the directories on the standard list for #include files with names that do not begin with a / (slash). See the previous discussion of #include .
-P	Preprocesses input without producing line control information for the next pass of the C compiler.
-qDBCS	Specifies double-byte character set mode.
-UName	Removes any initial definition of <i>Name</i> , where <i>Name</i> is a symbol predefined by the preprocessor (except for the four preprocessor mode indicators: __ANSI__ , __EXTENDED__ , __SAA__ , and __SAA_L2__). This flag is not recognized in ANSI mode.
-qlanglvl=Language	Selects a language level for processing. <i>Language</i> can be ANSI, SAA, SAAL2, or extended. The default is extended.

Note: When *Language* is extended, **_NO_PROTO** is not automatically defined. Such definition can be done using the **-D** option in the **/etc/xlc.cfg** file.

Examples

1. To display the text that the preprocessor sends to the C compiler, enter:

```
/usr/ccs/lib/cpp pgm.c
```

This preprocesses `pgm.c` and displays the resulting text at the work station. You may want to see the preprocessor output when looking for errors in your macro definitions.

2. To create a file containing more readable preprocessed text, enter:

```
/usr/ccs/lib/cpp -P -C pgm.c pgm.i
```

This preprocesses `pgm.c` and stores the result in `pgm.i`. It omits line numbering information intended for the C compiler (**-P**), and includes program comments (**-C**).

3. To predefine macro identifiers, enter:

```
/usr/ccs/lib/cpp -DBUFFERSIZE=512 -DDEBUG
pgm.c
pgm.i
```

This defines `BUFFERSIZE` with the value 512 and `DEBUG` with the value 1 before preprocessing.

4. To use **#include** files located in nonstandard directories, enter:

```
/usr/ccs/lib/cpp -I/home/jim/include
pgm.c
```

This looks in the current directory for quoted **#include** files, then in `/home/jim/include`, and then in the standard directories. It looks in `/home/jim/include` for angle-bracketed **#include** files (`< >`) and then in the standard directories.

5. To preprocess with the ANSI definition, enter:

```
/usr/ccs/lib/cpp -qlanglvl=ansi pgm.c
```

Files

`/usr/include` Standard directory for **#include** files.

Related Information

The **m4** command.

cpu_state Command

Purpose

Controls and lists which processors will be active when the system is next started.

Syntax

```
cpu_state -l | { -d | -e } ProcessorNumber
```

Description

The **cpu_state** command controls and lists which processors on a multiprocessor system will be active when the system is next started. The **-d** or **-e** flags respectively disable or enable the processor identified by the *ProcessorNumber* parameter. The **-l** flag displays a report with the following fields:

Name	The ODM processor name, shown in the form <i>procx</i> , where <i>x</i> is the physical processor number.
Cpu	The logical processor number.
Status	The processor state for the next boot.
Location	The ODM processor location code. This code is shown in the form <i>AA-BB-CC-DD</i> . <i>AA</i> is always 00 (to indicate the main unit). <i>BB</i> is 0 <i>x</i> , where <i>x</i> is P, Q, R, or S, to indicate the first, second, third or fourth processor card. <i>CC</i> is always 00, and <i>DD</i> is 00 or 01 to indicate the processor position on the cpu card.

The physical processor numbers used in ODM names are based on the location of processors within the system (cpu card and card position number). Logical numbers are assigned to processors by numbering all *currently* enabled processors starting with physical processor 0 (zero). Thus, in a system with 2 enabled processors out of a possible 4, the logical numbers 0 (zero) and 1 (one) are used.

The **Status** field does not display the current processor state, but rather the state to be used for the next boot. This means that if an enabled processor is disabled using the **-d** flag, the **-l** flag will display the processor as disabled, but having a logical number. When the system is rebooted, the processor will not be used and its status field will remain disabled (until it is changed) and it will have no logical number. If

the processor status is unknown, the **Status** field contains no reply. This status means either that the processor has a hardware problem detected by a power-on test, or that no reply was received.

Notes:

1. The **cpu_state** command changes do not take effect until the system is restarted.
2. The **cpu_state** command can only be used by a **root** user, and is intended for tasks such as system maintenance, performance measurement, and testing.
3. The **cpu_state** command works only on multiprocessor systems with Micro Channel I/O. For IBM systems, this includes the IBM 7012 Model G Series, the IBM 7013 Model J Series, and the IBM 7015 Model R Series.

The **lsdev** command can be used on any multiprocessor system to query information about processors. Note that the conventions stated above for the logical processor number and location code are not common across all multiprocessor systems. The **lsdev** command for this is as follows:

```
lsdev -C -c processor -S Available
```

Flags

- d Disables the specified processor.
- e Enables the specified processor.
- l Lists the status of all processors.

Examples

1. To list the status of the processors in the system, enter:

```
cpu_state -l
```

On a four processor system with all processors running, this produces a listing similar to the following:

Name	Cpu	Status	Location
proc0	0	Enabled	00-0P-00-00
proc1	1	Enabled	00-0P-00-01
proc2	2	Enabled	00-0Q-00-00
proc3	3	Enabled	00-0Q-00-01

2. To prevent processor number one from running when the system is restarted, enter:

```
cpu_state -d 1
```

For the system shown in the previous example, the command **cpu_state -l** would then produce a listing similar to the following:

Name	Cpu	Status	Location
proc0	0	Enabled	00-0P-00-00
proc1	1	Disabled	00-0P-00-01
proc2	2	Enabled	00-0Q-00-00
proc3	3	Enabled	00-0Q-00-01

If the system is rebooted, the disabled state takes effect and processor one will no longer have a logical processor number. The command **cpu_state -l** would then produce a listing similar to the following:

Name	Cpu	Status	Location
proc0	0	Enabled	00-0P-00-00
proc1	-	Disabled	00-0P-00-01
proc2	1	Enabled	00-0Q-00-00
proc3	2	Enabled	00-0Q-00-01

3. To re-enable processor number one after it has been marked disabled, enter:

```
cpu_state -e 1
```

Using the second listing in the previous example (booting after disabling processor one), the command **cpu_state -l** would then produce a listing similar to the following:

Name	Cpu	Status	Location
proc0	0	Enabled	00-0P-00-00
proc1	-	Enabled	00-0P-00-01
proc2	1	Enabled	00-0Q-00-00
proc3	2	Enabled	00-0Q-00-01

Implementation Specifics

This command is part of Base Operating System (BOS) Runtime.

File

`/usr/sbin/cpu_state` Contains the **cpu_state** command.

Related Information

Starting the System in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*,
Stopping the System in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices*.

craps Command

Purpose

Starts the craps game.

Syntax

craps

Description

The **craps** command starts the craps game similar to ones played in Las Vegas. The **craps** command simulates the roller while you place bets. You can bet with the roller by making a positive bet or you can bet with the house by making a negative bet.

You begin the game with a two thousand dollar bankroll. When the program prompts with bet?, you can bet all or part of your bankroll. You can not bet more than your current bankroll. The roller throws the dice. The payoff odds are one-to-one.

On the first roll, 7 or 11 wins for the roller; 2, 3, or 12 wins for the house; and any other number becomes the point and you roll again. On subsequent rolls, the point wins for the roller; 7 wins for the house; and any other number rolls again. For example:

```
Your bankroll is $2000
bet? 100
5      3
The point is 8
      6      6
      4      1
      2      1
      2      5
You lose your bet of $100
Your bankroll is $1900
```

In this example, the player has a bankroll of two thousand dollars and bets one hundred dollars. The first roll was 8. This became the point because neither you nor the house wins on a first roll of 8. Subsequent

rolls were: 12, 5, 3, and 7. The house wins on a roll of 7 when the roller is trying to match the point. The player lost the bet of one hundred dollars. After displaying the new bankroll, the game will prompt bet? and the game will continue.

If you lose your bankroll, the game prompts with marker?, offering to lend you an additional two thousand dollars. Accept the loan by responding Y (yes). Any other response ends the game.

When you hold markers, the house reminds you before a bet how many markers are outstanding. When you have markers and your bankroll exceeds two thousand dollars, the game asks Repay marker?. If you want to repay part or all of your loan, enter Y (yes). If you have more than one marker, the **craps** command prompts How many? If you respond with a number greater than the number of markers you hold, it repeats the prompt until you enter a valid number. If you accumulate 10 markers (a total loan of twenty thousand dollars), the game tells you so and exits. If you accumulate a bankroll of more than fifty thousand dollars while holding markers, the money owed is repaid automatically.

A bankroll of more than one hundred thousand dollars breaks the bank, and the game prompts New game? To quit the game, press the Interrupt (Ctrl-C) or End Of File (Ctrl-D) key sequence; the game indicates whether you won, lost, or broke even, and exits.

Files

/usr/games Location of the system's games.

Related Information

The **arithmetic** command, **back** command, **bj** command, **fish** command, **fortune** command, **hangman** command, **mooc** command, **number** command, **quiz** command, **ttt** command, **turnoff** command, **turnon** command, **wump** command.

crex Command

Purpose

Starts the concurrent daemon for the Distributed System Management Interface Tool (DSMIT).

Syntax

crex [**-w** *Machine* [,*Machine*] ...] [**-W** *Domain* [,*Domain*] ...] *Command*

Note: Add a space after the **-w** and **-W** flags. Do not put a space between the comma and multiple values for the *Machine* or *Domain* parameters. If the *Command* includes any spaces, then the *Command* must be enclosed in double quotes ("").

Description

The **crex** command allows you to bypass the DSMIT interface by entering commands at the command line. The command is sent to all the machines specified in concurrent mode. To send commands to machines specified in sequential mode, see the **srex** command.

Note: If the command contains any reserved shell characters such as a single quote ('), ampersand (&), or pipe symbol (|), use double quotes to enclose the command. If the command contains double quotes ("), use single quotes to enclose the command.

To use the **crex** command, you must have your system configured correctly as a DSMIT server. To learn more about DSMIT and configuring your system, see "Distributed System Management Interface Tool (DSMIT) Overview," in *Distributed SMIT 2.2 for AIX: Guide and Reference*.

Note: Do not use the **crex** command with interactive commands such as **passwd** or full-screen commands such as **diag**. To run interactive commands, use the **srex** command.

Propagating Commands Through Multiple Managing Machines

The **crex** command can be used for a fast fan-out of commands. For example, suppose that A, B, and C are DSMIT managing machines and that B and C are connected by a slow communication line. A domain of managed machines (Domain_B) is on a LAN together with machine B, and a domain of managed machines (Domain_C) is on a LAN together with machine C. To use managing machine A to execute a non-interactive command on the managed machines in Domain_B and Domain_C, follow these steps:

1. Root must be a registered DSMIT administrator on machines B and C.
2. Enter the following commands on A to establish root's DSMIT administrator credentials on B and C:

```
srex -w B,C dsmit-login
```

3. Send a command from A to B and C. In this example, we remove the user davis from all of the managed machines in Domain_B and Domain_C:

```
crex -w B "crex -W Domain_B rmuser davis"  
crex -w C "crex -W Domain_C rmuser davis"
```

Note: Alternatively, you could run `crex -w B,C "crex -W Domain_B rmuser davis","crex -W Domain_C rmuser davis"`

Flags

-w Machine Specifies the machines to be in the working collective.
-W Domain Specifies the domains to be in the working collective.

Security

Access Control: You must be a registered DSMIT administrator to run this command.

Examples

1. To gather all the network information for a domain and save it in a file, enter:

```
crex -W Domain "netstat -rn" > network_info
```

The network data is saved in **network_info** within the current directory.

2. To see if a guest account exists on a specific machine or on a machine within a domain, enter:

```
crex -w Machine -W Domain 'lsuser -a id ALL | grep -e "host" -e "guest"'
```

3. To remove user adam from machine A and user davis from machine B, enter:

```
crex -w Machine_A,Machine_B "rmuser adam","rmuser davis"
```

DSMIT matches the first command with the first machine, the second command with the second machine, and so on.

Files

/usr/share/DSMIT/domains

Contains the list of domains used by DSMIT.

/usr/share/DSMIT/dsmitos

Contains the list of operating systems of DSMIT clients.

/usr/share/DSMIT/hosts

Contains the list of machines with DSMIT installed that can run commands built by the DSMIT server.

/usr/share/DSMIT/security/v5srvtab

Stores the local machine's unique DSMIT principal key.

`/usr/share/DSMIT/security/admin.cfg`
`/usr/share/DSMIT/security/managing.cfg`

Stores the DSMIT administrator's keys
Stores intermediate keys used by the
managing systems.

`/usr/share/DSMIT/security/managed.cfg`

Stores the managed machine's DSMIT
principal keys.

`/usr/share/DSMIT/security/dsmit.ptr`

Stores the name of the DSMIT
configuration file server.

Related Information

The **srex** command, **dsmit** command.

Distributed System Management Interface Tool (DSMIT) Overview in the *Distributed SMIT 2.2 for AIX: Guide and Reference*.

crfs Command

Purpose

Adds a file system.

Syntax

```
crfs -v VfsType { -g VolumeGroup | -d Device } [ -l LogPartitions ] -m MountPoint [ -n NodeName ] [ -u MountGroup ] [ -A { yes | no } ] [ -p { ro | rw } ] [ -a Attribute= Value ... ] [ -t { yes | no } ]
```

Description

The **crfs** command creates a file system on a logical volume within a previously created volume group. A new logical volume is created for the file system unless the name of an existing logical volume is specified using the **-d**. An entry for the file system is put into the `/etc/filesystems` file.

Note: The file system is created with the **setgid** (set group ID) bit enabled. This determines the default group permissions. All directories created under the new file system will have the same default group permissions.

You can use the File Systems application in Web-based System Manager (wsm) to change file system characteristics. You could also use the System Management Interface Tool (SMIT) **smit crfs** fast path to run this command.

Implementation Specifics

JFS applies to the POWER-based platform only, and JFS2 is common to both platforms.

Flags

-a *Attribute=Value* Specifies a virtual file system-dependent attribute/value pair. To specify more than one attribute/value pair, provide multiple **-a *Attribute=Value*** parameters (see example).

The following attribute/value pairs are specific to the Journaled File System (JFS):

-a ag={ 8 | 16 | 32 | 64 }

Specifies the allocation group size in megabytes. An allocation group is a grouping of inodes and disk blocks similar to BSD cylinder groups. The default ag value is 8. This attribute only applies to AIX 4.2 or later.

-a bf={ true | false }

Specifies a large file enabled file system. See "Understanding Large File Enabled File Systems" for more information. If you do not need a large file enabled file system, set this option to false; this is the default. Specifying **bf=true** requires a fragment size of 4096 and **compress=no**. This attribute only applies to AIX 4.2 or later.

-a compress={ no | LZ }

Specifies data compression. If you do not want data to be compressed, set this option to **no**. The default compress value is **no**. Selecting compression requires a fragment size of 2048 or less.

-a frag={ 512 | 1024 | 2048 | 4096 }

Specifies the JFS fragment size in bytes. A file system fragment is the smallest unit of disk storage that can be allocated to a file. The default fragment size is 4096 bytes.

-a logname=LVName

Specifies the log logical volume name. The specified logical volume will be the logging device for the new JFS. The *LVName* logical volume must already exist. The default action is to use an existing logging device in the target volume group.

-a nbpi={ 512 | 1024 | 2048 | 4096 | 8192 | 16384 | 32768 | 65536 | 131072 }

Specifies the number of bytes per i-node (nbpi). The nbpi affects the total number of i-nodes on the file system. The **nbpi** value is inversely proportional to the number of i-nodes on the file system. The default **nbpi** value is 4096 bytes. The values 32768, 65536, and 131072 only apply to AIX 4.2 or later.

-a size=Value

Specifies the size of the JFS in 512-byte blocks. If the specified size is not evenly divisible by the physical partition size, it is rounded up to the closest number that is evenly divisible. This attribute is required when creating a JFS file system. See "Understanding JFS Size Limitations" for more information.

The maximum size of a JFS file system is a function of its fragment size and the nbpi value. These values yield the following size restrictions:

nbpi	Fragment size in bytes	Maximum size in 512-byte blocks
512	512, 1024, 2048, 4096	16777216
1024	512, 1024, 2048, 4096	33554432
2048	512, 1024, 2048, 4096	67108864
4096	512, 1024, 2048, 4096	134217728
8192	512, 1024, 2048, 4096	268435456
16384	512	268435456
16384	1024, 2048, 4096	536870912
32768	512	268435456
32768	1024	536870912
32768	2048, 4096	1073741824
65536, 131072	512	268435456
65536, 131072	1024	536870912
65536, 131072	2048	1073741824
65536, 131072	4096	2147483648

AIX 4.1 is limited to NBPI values from 512 to 16384.

In AIX 4.3, you can have NBPI values from 512 to 128K, with corresponding maximum file system sizes.

The volume group in which the file system resides defines a maximum logical volume size and also limits the file system size.

Notes:

1. File systems created with an **ag** value greater than 8 are not recognized on an AIX 4.1 system.
2. The **ag**, **bf**, **compress**, **frag**, and **nbpi** attributes are set at file system creation and cannot be changed after the file system is successfully created. The **size** attribute defines the minimum file system size, and you cannot decrease it once the file system is created.
3. The root filesystem (/) cannot be compressed.
4. Some **nbpi** values and allocation group sizes are mutually exclusive. See "Understanding JFS Size Limitations" for information.

The following attribute/value pairs are specific to the Enhanced Journaled File System (JFS2):

-a agblksize={ 512 | 1024 | 2048 | 4096 }

Specifies the JFS2 block size in bytes. A file system block is the smallest unit of disk storage that can be allocated to a file. The default block size is 4096 bytes.

-a logname=LVName

Specifies the log logical volume name. The specified logical volume is the logging device for the new JFS2. The *LVName* logical volume must already exist. The default action is to use an existing logging device in the target volume group. Keyword **INLINE** can be used to place the log in the logical volume with the JFS2 file system. The **INLINE** log defaults to .4% of the logical volume size if **logsize** is not specified.

-a logsize=Value

Specifies the size for an **INLINE** log in MBytes. Ignored if **INLINE** log not being used. Cannot be greater than 10% of the size of the filesystem.

-a dense

Specifies when files are created with holes JFS2 will allocate disk blocks for those holes and fill them with 0's.

-a size=Value

Specifies the size of the JFS2 in 512-byte blocks. If the specified size is not evenly divisible by the physical partition size, it is rounded up to the closest number that is evenly divisible. This attribute is required when creating a JFS2 file system unless the **-d** flag has been specified. If the **-d** flag is specified, the file system is the size of the logical volume. The volume group in which the file system resides defines a maximum logical volume size and limits the file system size.

Note: The **agblksize** and **dense** attributes are set at file system creation and cannot be changed after the file system is successfully created. The **size** attribute defines the minimum file system size, and you cannot decrease it once the file system is created.

-A Specifies whether the file system is mounted at each system restart:

yes File system is automatically mounted at system restart.

no File system is not mounted at system restart.

-d Device Specifies the device name of a device or logical volume on which to make the file system. This is used to create a file system on an already existing logical volume.

-g VolumeGroup Specifies an existing volume group on which to make the file system. A volume group is a collection of one or more physical volumes.

-l LogPartitions Specifies the size of the log logical volume, expressed as a number of logical partitions. This flag applies only to JFS and JFS2 file systems that do not already have a log device.

-m MountPoint Specifies the mount point, which is the directory where the file system will be made available.

Note: If you specify a relative path name, it is converted to an absolute path name before being inserted into the **/etc/filesystems** file.

-n NodeName Specifies the remote host name where the file system resides. This flag is only valid with remote virtual file systems such as the Network File System (NFS).

-p Sets the permissions for the file system.

ro Read-only permissions

rw Read-write permissions

-t Specifies whether the file system is to be processed by the accounting subsystem:

yes Accounting is enabled on the file system.

no Accounting is not enabled on the file system (default value).

-u MountGroup Specifies the mount group.

-v VfsType Specifies the virtual file system type.

Security

Access Control: Only the root user can run this command.

Examples

To make a JFS on the rootvg volume group with nondefault fragment size and nondefault nbpi, enter:

```
crfs -v jfs -g
rootvg -m /test -a \
size=32768 -a frag=512 -a nbpi=1024
```

This command creates the /test file system on the rootvg volume group with a fragment size of 512 bytes, a number of bytes per i-node (nbpi) ratio of 1024, and an initial size of 16MB (512 * 32768).

Files

/etc/filesystems Lists the known file systems and defines their characteristics.

Related Information

The **chfs** command, **mkfs** command, **mklv** command.

The File Systems Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

The System Management Interface Tool (SMIT): Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains SMIT structure, main menus, and tasks.

Understanding Journaled File System Size Limitations in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices*.

cron Daemon

Purpose

Runs commands automatically.

Syntax

cron

Description

The **cron** daemon runs shell commands at specified dates and times. The following event types are scheduled by the **cron** daemon:

- **crontab** command events
- **at** command events
- **batch** command events
- **sync** subroutine events
- **ksh** command events
- **cs** command events

The way these events are handled is specified by the **/var/adm/cron/queuedefs** file.

Regularly scheduled commands can be specified according to instructions contained in the **crontab** files. You can submit your **crontab** file with the **crontab** command. Use the **at** command to submit commands that are to be run only once. Because the **cron** daemon never exits, it should be run only once.

The **cron** daemon examines **crontab** files and **at** command files only when the **cron** daemon is initialized. When you make changes to the **crontab** files using the **crontab** command, a message indicating the change is sent to the **cron** daemon. This eliminates the overhead of checking for new or changed files at regularly scheduled intervals.

When the **TZ** environment variable is changed, either with the **chtz** command, a Web-based System Manager application, or through SMIT, the **cron** daemon must be restarted. This enables the **cron** daemon to use the correct time zone and summer time change information for the new **TZ** environment variable.

Note:

- If you have a job scheduled to run between 1:00 AM and 2:00 AM on the day your time zone changes from daylight saving time to standard time your job will run twice.
- If you have a job scheduled to run between 2:01 AM and 2:59 AM on the day your time zone changes from standard time to day light savings time your job will not run. You can change the time these jobs run, run them manually, or with until the following day to run them. The **cron** daemon does not need to be stopped. However, if changes are made to the **TZ** environment variable, kill the current **cron** daemon so that it automatically respawns and recognizes the new **TZ** setting.

The **cron** daemon creates a log of its activities in the **/var/adm/cron/log** file.

Security

Auditing Events: If the auditing subsystem has been properly configured and is enabled, the **cron** daemon will generate the following audit record (event) every time the command is executed:

Event	Information
CRON_Start	Lists the name of each job, whether the job was initiated by an at or cron command, and the time the job started.
CRON_Finish	Lists the user's name, process ID of the job, and the time the processing was completed.

See "Setting up Auditing" in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* for more details about how to properly select and group audit events, and how to configure audit event data collection.

Files

/var/adm/cron/FIFO	A named pipe that sends messages to the cron daemon when new jobs are submitted with the crontab or at commands.
/var/adm/cron	Specifies the main cron daemon directory.
/var/adm/cron/log	Specifies the accounting information for all the executed cron jobs with the information like the owner, pid, start time, command and the exit status of the cron job.
/var/adm/cron/queuedefs	Specifies the cron daemon events file.
/var/spool/cron	Specifies the spool area.
/usr	Indicates directory kept open by the cron daemon.
/usr/bin	Indicates directory kept open by the cron daemon.
/usr/lib	Indicates directory kept open by the cron daemon.
/etc	Indicates directory kept open by the cron daemon.

/tmp

Indicates directory kept open by the **cron** daemon.

Related Information

The **at** command, **auditpr** command, **batch** command, **crontab** command, **csch** command, **ksh** command, **rc** command.

The **sync** subroutine.

The Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains more about audits and audit events.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.1 Web-based System Manager Administration Guide*.

cronadm Command

Purpose

Lists or removes **crontab** or **at** jobs.

Syntax

To List or Remove crontab Jobs

```
cronadm cron { { -l | -v } [ UserName ] ... | -r UserName }
```

To List or Remove at Jobs

```
cronadm at { -l [ UserName ] | -r { UserName | JobName } }
```

Description

The **cronadm** command is used by a root user to list or remove all users **crontab** or **at** jobs.

The **cron** jobs are listed and removed by the *UserName* parameter. One or more *UserNames* can be specified. To list all **cron** jobs, do not specify a user. The **at** jobs are listed by *UserName* and can be removed either by the *UserName* parameter or by the *JobName* parameter.

The name of a **crontab** job file is the name of the user who submitted the **crontab** job and the name of the file in the **/var/spool/cron/crontabs** directory. The name of an **at** job is the name of the user who submitted the **at** job concatenated with a code for the time the **at** job was submitted.

Flags

cronadm cron

- l Lists all **crontab** files. If the *UserName* parameter is specified, only the designated **crontab** files are listed.
- r Removes **crontab** files. The *UserName* parameter should be specified, to remove the designated **crontab** file.
- v Lists the status of all **crontab** jobs. If the *UserName* parameter is specified, only the designated **crontab** files are listed verbosely.

cronadm at

- l Lists the **at** jobs for the user specified by the *UserName* parameter.
- r Removes the **at** job specified by either the *UserName* or *JobName* parameter.

Security

Access Control: Used only by a user with root authority.

Auditing Events: If the auditing subsystem has been properly configured and is enabled, the `cronadm` command will generate the following audit record (event) every time the command is executed:

Event	Information
AT_JobRemove	Lists whether a crontab or at job was removed and when.

See "Setting up Auditing" in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* for more details about how to properly select and group audit events, and how to configure audit event data collection.

Examples

1. To list all **crontab** jobs, enter:

```
cronadm cron -l
```

2. To list all **at** jobs currently queued for user bob, enter:

```
cronadm at -l bob
```

Files

`/usr/bin/cronadm` Contains the **cronadm** command.

Related Information

The **at** command, **auditpr** command, **crontab** command.

The **cron** daemon.

The Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains more about audits and audit events.

crontab Command

Purpose

Submits, edits, lists, or removes cron jobs.

Syntax

```
crontab [ -e [UserName] | -l [UserName] | -r [UserName] | -v [UserName] | File ]
```

Description

The **crontab** command submits, edits, lists, or removes cron jobs. A cron job is a command run by the **cron** daemon at regularly scheduled intervals. To submit a cron job, specify the **crontab** command with the **-e** flag. The **crontab** command invokes an editing session that allows you to create a **crontab** file. You create entries for each cron job in this file. Each entry must be in a form acceptable to the **cron** daemon. For information on creating entries, see The crontab File Entry Format.

When you finish creating entries and exit the file, the **crontab** command copies it into the **/var/spool/cron/crontabs** directory and places it in a file named for your current user name. If a file with your name already exists in the **crontabs** directory, the **crontab** command overwrites it.

Alternatively, you can create a **crontab** file by specifying the *File* parameter. If the file exists, it must be in the format the **cron** daemon expects. If the file does not exist, the **crontab** command invokes the editor. If the **EDITOR** environment variable exists, the command invokes the editor it specifies. Otherwise, the **crontab** command uses the **vi** editor.

To list the contents of your **crontab** file, specify the **crontab** command with the **-l** flag. To remove an existing file, use the **-r** flag.

The optional *UserName* parameter can be used by the owner of the **crontab** file or by the root user to edit, list, remove, or verify the status of the cron jobs for the specified user. If the *UserName* is invalid, an error message is generated and the program exits.

If the optional *UserName* parameter is not specified, the **crontab** flags are available for the root user and the current user.

Security

Only the root user or the owner of the **crontab** file can use *UserName* following the **-e**, **-l**, **-r**, and **-v** flags to edit, list, remove, or verify the **crontab** file of the specified user.

The cron Daemon

The **cron** daemon runs commands according to the **crontab** file entries. Unless you redirect the output of a cron job to standard output or error, the **cron** daemon mails you any command output or errors. If you specify a cron job incorrectly in your **crontab** file, the **cron** daemon does not run the job.

The **cron** daemon examines **crontab** files only when the **cron** daemon is initialized. When you make changes to your **crontab** file using the **crontab** command, a message indicating the change is sent to the **cron** daemon. This eliminates the overhead of checking for new or changed files at regularly scheduled intervals.

Controls on Using the crontab Command

The **/var/adm/cron/cron.allow** and **/var/adm/cron/cron.deny** files control which users can use the **crontab** command. A root user can create, edit, or delete these files. Entries in these files are user login names with one name to a line. If your login ID is associated with more than one login name, the **crontab** command uses the first login name that is in the **/etc/passwd** file, regardless of which login name you might actually be using.

The following is an example of an **cron.allow** file:

```
root
nick
dee
sarah
```

If the **cron.allow** file exists, only users whose login names appear in it can use the **crontab** command. The root user's log name must appear in the **cron.allow** file if the file exists. A system administrator can explicitly stop a user from using the **crontab** command by listing the user's login name in the **cron.deny** file. If only the **cron.deny** file exists, any user whose name does not appear in the file can use the **crontab** command.

A user cannot use the **crontab** command if one of the following is true:

- The **cron.allow** file and the **cron.deny** file do not exist (allows root user only).
- The **cron.allow** file exists but the user's login name is not listed in it.
- The **cron.deny** file exists and the user's login name is listed in it.

If neither the **cron.allow** nor the **cron.deny** file exists, only someone with root user authority can submit a job with the **crontab** command.

The crontab File Entry Format

A **crontab** file contains entries for each cron job. Entries are separated by newline characters. Each **crontab** file entry contains six fields separated by spaces or tabs in the following form:

```
minute hour day_of_month month weekday command
```

These fields accept the following values:

minute	0 through 59
hour	0 through 23
day_of_month	1 through 31
month	1 through 12
weekday	0 through 6 for Sunday through Saturday
command	a shell command

You must specify a value for each field. Except for the *command* field, these fields can contain the following:

- A number in the specified range. To run a command in May, specify 5 in the **month** field.
- Two numbers separated by a dash to indicate an inclusive range. To run a **cron** job on Tuesday through Friday, place 2-5 in the **weekday** field.
- A list of numbers separated by commas. To run a command on the first and last day of January, you would specify 1,31 in the **day_of_month** field.
- An * (asterisk), meaning all allowed values. To run a job every hour, specify an asterisk in the hour field.

Note: Any character preceded by a backslash (including the %) causes that character to be treated literally. The specification of days may be made by two fields (day of the month and day of the week). If you specify both as a list of elements, both are adhered to. For example, the following entry:

```
0 0 1,15 * 1 command
```

would run command on the first and fifteenth days of each month, as well as every Monday. To specify days by only one field, the other field should contain an * .

Specifying Commands

The **cron** daemon runs the command named in the sixth field at the selected date and time. If you include a % (percent sign) in the sixth field, the **cron** daemon treats everything that precedes it as the command invocation and makes all that follows it available to standard input, unless you escape the percent sign (\%). Blank lines and lines whose first non-blank character is the number sign (#) will be ignored.

Note: The shell runs only the first line of the command field. All other lines are made available to the command as standard input.

The **cron** daemon starts a subshell from your **HOME** directory. If you schedule a command to run when you are not logged in and you want commands in your **.profile** file to run, the command must explicitly read your **.profile** file.

The **cron** daemon supplies a default environment for every shell, defining **HOME**, **LOGNAME**, **SHELL** (=/**usr/bin/sh**), and **PATH** (=/**usr/bin**).

Flags

-e <i>UserName</i>	Edits a copy of the user's crontab file or creates an empty file to edit if the crontab file does not exist for a valid <i>UserName</i> . When editing is complete, the file is copied into the crontab directory as the user's crontab file.
-l <i>UserName</i>	Lists the user's crontab file.
-r <i>UserName</i>	Removes the user's crontab file from the crontab directory.
-v <i>UserName</i>	Lists the status of the user's cron jobs.

Security

Auditing Events: If the auditing subsystem has been properly configured and is enabled, the **crontab** command generates the following audit record (event) every time the command is run:

Event	Information
CRON_JobRemove	Lists which users removed a cron job and when.
CRON_JobAdd	Lists which users added a cron job and when.

See Setting up Auditing in *AIX 5L Version 5.1 System Management Guide: Operating System and Devices* for more details about how to properly select and group audit events, and how to configure audit event data collection.

Exit Status

This command returns the following exit values:

0	Successful completion.
>0	An error occurred.

Examples

- To copy a file called `mycronjobs` into the `/var/adm/cron/crontabs` directory, enter the following:
`crontab mycronjobs`
- To write the time to the console every hour on the hour, enter:
`0 * * * * echo The hour is 'date' .`
`>/dev/console`
- To run the **calendar** command at 6:30 a.m. every Monday, Wednesday, and Friday, enter:
`30 6 * * 1,3,5 /usr/bin/calendar`
- To run the **calendar** command every day of the year at 6:30, enter the following:
`30 6 * * * /usr/bin/calendar`
- To run a script called `maintenance` every day at midnight in August, enter the following:
`0 0 * 8 * /u/harry/bin/maintenance`
- To define text for the standard input to a command, enter:
`0 16 * 12 5 /usr/sbin/wall%HAPPY HOLIDAY!%Remember to`
`turn in your time card.`

The text following the **%** (percent sign) defines the standard input to the **wall** command as:

```
HAPPY HOLIDAY!
```

```
Remember to turn in your time card.
```

Files

<code>/var/adm/cron/FIFO</code>	A named pipe that sends messages to the cron daemon when new jobs are submitted with the crontab or at command.
<code>/var/spool/cron/crontabs</code>	Specifies the crontab spool area.
<code>/var/adm/cron/cron.allow</code>	Specifies a list of users allowed access to the crontab command.
<code>/var/adm/cron/cron.deny</code>	Specifies a list of users denied access to the crontab command.

Related Information

The **auditpr** command, **sh** command, **wall** command.

The **cron** daemon.

The Auditing Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains more about audits and audit events.

crvfs Command

Purpose

Creates entries in the `/etc/vfs` file.

Syntax

crvfs *VFSEntry*

Description

The **crvfs** command adds `/etc/vfs` file entries by specifying fields within the *VFSEntry* parameter. The *VFSEntry* parameter is composed of the following entries:
VFSName:VFSNumber:MountHelper:FileSystemHelper.

Any of the entries in the *VFSEntry* parameter can be the **NULL** value, with the exception of the *VFSName* entry. If all the arguments are satisfactory, and the *VFSName* entry given on the command line does not already exist, a new entry is created in the `/etc/vfs` file.

Parameters

<i>VFSEntry</i>	Specifies a string in the following format: <i>VFSName:VFSNumber:MountHelper:FileSystemHelper</i>
<i>VFSName</i>	Specifies the name of a virtual file system type.
<i>VFSNumber</i>	Specifies the virtual file system type's internal number as known by the kernel.
<i>MountHelper</i>	Specifies the name of the backend used to mount a file system of this type.
<i>FileSystemHelper</i>	Specifies the name of the backend used by certain file system specific commands to perform operations on a file system of this type.

Examples

To create a new `vfs` entry called `newvfs`, enter:
`crvfs "newvfs:4:none:/etc/helpers/newvfshelper"`

This creates the newvfs entry.

Files

/etc/vfs Contains descriptions of virtual file system types.

Related Information

The **chvfs** command, **lsvfs** command, **mount** command, **rmvfs** command.

The File Systems Overview for System Management in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains file system types, management, structure, and maintenance.

The Mounting Overview in *AIX 5L Version 5.1 System Management Concepts: Operating System and Devices* explains mounting files and directories, mount points, and automatic mounts.

csH Command

Purpose

Invokes the C shell.

Syntax

```
csH [ -v | -V ] [ -x | -X ] [ -e ] [ -f ] [ -i ] [ -n ] [ -c String | -s | -t ] [ -b ]  
[ File [ Parameter ] ]
```

Description

The C shell is an interactive command interpreter and a command programming language that uses syntax similar to the C programming language. The shell carries out commands either interactively from a terminal keyboard or from a file. The **csH** command invokes the C shell.

When you invoke the **csH** command, it begins by looking in your home directory and executing commands from the **.csHrc** file (used to store customized user information) if it exists. If the **csH** command runs as a login shell, it executes commands from your **.csHrc** and **.login** files.

After the shell processes flag arguments, if neither the **-i**, **-c**, **-s**, nor **-t** flag is specified and the *File [Parameter]* is specified, then the shell executes the script file identified by the *File [Parameter]*, including any parameters specified. The script file specified must have read permission; the shell ignores any **setuid** and **setgid** settings.

Note: You should not specify a script file if you use the **csH** command with either the **-c** or **-s** flag.

If you specify a script file, the command opens the file and saves the script file name for possible resubstitution by \$0 (dollar sign, zero). The script will then be carried out by **csH**. Remaining parameters initialize the **argv** variable.

Notes:

1. If C shell is already running, the **.csHrc** file can be read again by typing `source Pathname`, where the *Pathname* parameter is the path to the **.csHrc** file.
2. To avoid problems with remote operations, the **.csHrc** file should not contain any functions that echo output unless they test for the **\$prompt** variable, which signifies that the shell is interactive. Otherwise, whenever a remote system uses the **exec** command on a command sent by the local system, both the command and the shell are carried out. For example, `exec csH rcp -t`

Filename executes the **.cshrc** file and treats the echoed output as the expected response. An **if** clause can be used to check for the **\$prompt** variable.

Flags

If the first argument to a shell is a - (minus sign), that shell is a login shell. The C shell flags are interpreted as follows:

- b** Forces a break from option processing, causing any further shell arguments to be treated as non-option arguments. This flag can be used to pass options to a shell script without confusion or possible subterfuge. The shell cannot run a script whose real and effective user and group IDs differ without this flag.
- c** Reads commands from the following single argument, which must be present. Any remaining arguments are placed in the **argv** variable.
- e** Exits if any invoked command ends abnormally or yields a nonzero exit status.
- f** Starts the C shell without searching for or running commands from the **.cshrc** file in your home directory.
- i** Prompts for its top-level input (an interactive shell), even if input does not appear to be coming from a workstation. Shells are interactive without this flag if their input and output are attached to workstations.
- n** Parses commands but does not run them. This flag aids you in syntactic checking of shell procedures.
- s** Takes command input from standard input.
- t** Reads and processes a single line of input. You can use a \ (backslash) to escape the new-line character at the end of the current line and continue onto another line.
- V** Sets the **verbose** shell variable before the **.cshrc** file runs.
- v** Sets the **verbose** shell variable, so that command input is echoed after history substitution.
- X** Sets the **echo** shell variable even before the **.cshrc** file runs.
- x** Sets the **echo** shell variable, so that commands are echoed after all substitutions and immediately before they run.

Files

\$HOME/.cshrc	Read at the beginning of execution by each shell. The .cshrc file is user-defined.
\$HOME/.login	Read by the login shell after the .cshrc file at login.
\$HOME/.logout	Read by the login shell at logoff.
/usr/bin/sh	Contains the path to the default shell.
/tmp/sh*	Contains the temporary file for <<.
/etc/passwd	Contains the source of home directories for the ~ File parameter.

Related Information

The **bsh** command, **chuser** command, **ksh** command, **sh** command.

The **environment** file.

C Shell in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices*.

csplit Command

Purpose

Splits files by context.

Syntax

```
csplit [ -f Prefix ] [ -k ] [ -n Number ] [ -s ] File Argument ...
```

Description

The **csplit** command copies the specified file and separates the copy into segments. The original input file, which remains unaltered, must be a text file.

The **csplit** command writes the segments to files **xx00** . . . **xx99**, depending on how many times the *Argument* parameter is specified (99 is the maximum). By default, the *Argument* parameter expects a line number. The following rules apply when you specify multiple line numbers:

- File **xx00** contains the lines from the beginning of the original file up to, but not including, the line number specified in the first *Argument* parameter.
- File **xx01** contains lines beginning with the number specified by the first *Argument* parameter up to, but not including, the line referenced by the second *Argument* parameter. Each line number specified as an argument marks the beginning of a new file.
- File **xxnn** (the last file created) contains lines beginning with the number specified by the last *Argument* parameter through the end of the file.

For example, if the original file had 108 lines and you entered:

```
csplit original.txt 11 72 98
```

the **csplit** command would create four files: the **xx00** file would contain lines 1-10, the **xx01** file would contain lines 11-71, the **xx02** file would contain lines 72-97, the **xx03** file would contain lines 98-108.

The *Argument* parameter can also contain the following symbols and pattern strings:

<i>/Pattern/</i>	Creates a file that contains the segment from the current line up to, but not including, the line containing the specified pattern. The line containing the pattern becomes the current line.
<i>%Pattern%</i>	Makes the line containing the specified pattern the current line, but does not create a file for the segment.
<i>+Number</i>	Moves forward the specified number of lines from the line matched by the preceding pattern. For example, <i>/Page/+5</i> searches for <i>Page</i> , then advances 5 lines.
<i>-Number</i>	Moves backward the specified number of lines from the line matched by the preceding pattern. For example, <i>/Page/-5</i> searches for <i>Page</i> , then backs up 5 lines.
<i>{Number}</i>	Repeats the preceding option the specified number of times. This number can follow any pattern or line number. If it follows a pattern, the csplit command reuses that pattern the specified number of times. If it follows a line number, the csplit command splits the file from that point for the number of lines specified by the line number.

Put quotation marks around all patterns that contain spaces or other characters special to the shell. Patterns may not contain embedded new-line characters. In an expression such as *[a-z]*, the *-* (minus sign) means *through*, according to the current collating sequence. A collating sequence may define *equivalence classes* for use in character ranges.

Flags

-f <i>Prefix</i>	Specifies the prefix to be used for the created file segments. The default value for this variable is xx .
-k	Leaves created file segments intact in the event of an error.
-n <i>Number</i>	Changes the number of decimal places used in the created file names. The default is two decimal places, or xx00 . . . xx99 . If you specify the -n 4 flag, for example, new files are named xx0000 . . . xx0099 .
-s	Suppresses the display of character counts.

Exit Status

This command returns the following exit values:

- 0 Successful completion.
- >0 An error occurred.

Examples

1. To split the text of book into a separate file for each chapter, enter:

```
csplit book "/^ Chapter *[k.0-9]k./" {9}
```

This creates 10 files, **xx00** through **xx09**. The **xx00** file contains the front matter that comes before the first chapter. Files **xx01** through **xx09** contain individual chapters. Each chapter begins with a line that contains only the word Chapter and the chapter number.

2. To specify the prefix chap for the files created from book, enter:

```
csplit -f chap book "/^ Chapter *[k.0-9]k./" {9}
```

This splits book into files named **chap00** through **chap09**.

Files

/usr/bin/csplit Contains the **csplit** command.

Related Information

The **ed** command, **regcmp** command, **split** command.

Files Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* introduces you to files and the way you can work with them.

Shells Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes what shells are, the different types of shells, and how shells affect the way commands are interpreted.

ct Command

Purpose

Dials an attached terminal and issues a login process.

Syntax

```
ct [ -h ][ -sSpeed ][ -v ][ -wNumber ][ -xNumber ] TelephoneNumber ...
```

Description

The **ct** command is a Basic Networking Utilities (BNU) command that enables a user on a remote terminal, such as an 3161, to communicate with a workstation over a telephone line attached to a modem at each end of the connection. The user on the remote terminal can then log in and work on the workstation.

A user on the local system issues the **ct** command with the appropriate telephone number to call the modem attached to the remote terminal. When the connection is established, the **ct** command issues a

login prompt that is displayed on the remote terminal. The user on the remote terminal enters a login name at the prompt and opens a new shell. The user at the remote terminal then proceeds to work on the workstation just like a local user.

The **ct** command is useful in the following situations:

- A user working off-site needs to communicate with a local system under strictly supervised conditions, and the local user does not want to disclose the workstation's phone number. Because the local system contacts the remote terminal, the remote user does not need to know the telephone number of the local system. Additionally, the local user issuing the **ct** command can monitor the work of the remote user.
- The cost of the connection should be charged either to the local site or to a specific account on the calling workstation. If the remote user has the appropriate access permission and can make outgoing calls on the attached modem, that user can make the equivalent of a collect call. The remote user calls the specified local system, logs in, and issues the **ct** command with the telephone number of the remote terminal, but without the **-h** flag. The local system hangs up the initial link so that the remote terminal is free for an incoming call and then calls back the modem attached to the remote terminal.

If there are no free lines, the **ct** command displays a message to that effect and asks if the local user wants to wait for one. If the reply is no, the **ct** command hangs up. If the local user wants to wait for a free line, the **ct** command prompts for the number of minutes to wait. The **ct** command continues to dial the remote system at one-minute intervals until the connection is established or until the specified amount of time has elapsed.

In order to establish a **ct** connection, the remote user contacts the local user with a regular telephone call and asks the local user to issue the **ct** command. However, if such connections occur regularly at your site, your system administrator may prefer to set up BNU in such a way that a specified local system automatically issues the **ct** command to one or more specified terminals at certain designated times.

Notes:

1. Before issuing the **ct** command, be certain that the remote terminal is attached to a modem that can answer the telephone.
2. If the user issuing the **ct** command does not have root authority, the port used for the connection must be a shared or delayed port. Otherwise, the remote login will fail. For more information on shared and delayed ports, see the **pshare** and **pdelay** commands. In addition, for the **ct** command to succeed on a shared or delayed port, the user invoking the command must be a member of the UNIX-to-UNIX copy program (uucp) user group.

The **ct** command is not as flexible as the BNU **cu** command. For example, the user cannot issue commands on the local system while connected to a remote system through the **ct** command. However, the **ct** command does have two features not available with the **cu** command:

- The user can instruct the **ct** command to continue dialing the specified telephone number until the connection is established or a set amount of time has elapsed.
- The user can specify more than one telephone number at a time to instruct the **ct** command to continue dialing each modem until a connection is established over one of the lines.

If the local user specifies alternate dialing paths by entering more than one number on the command line, the **ct** command tries each line listed in the BNU **Devices** file(s) (by default, the **/etc/uucp/Devices** file) until it finds an available line with appropriate attributes or runs out of entries. If there are no free lines, the **ct** command asks if it should wait for one and, if so, for how many minutes. The **ct** command continues to try to open the dialers at one-minute intervals until the specified time is exceeded. The local user can override this prompt by specifying a time with the **-wNumber** flag when entering the command.

After the user logs off, the **ct** command prompts the user on the remote terminal with a reconnect option; the system can either display a new login prompt or drop the line.

Flags

-h	Prevents the ct command from hanging up the current line to answer an incoming call.
-s <i>Speed</i>	Specifies the rate at which data is transmitted. The default is 1200 baud.
-v	Allows the ct command to send a running narrative to standard error output.
-w <i>Number</i>	Specifies the maximum number of minutes that the ct command is to wait for a line. The command then dials the remote modem at one-minute intervals until the connection is established or until the specified time has elapsed.
-x <i>Number</i>	Starts debugging, which displays detailed information about the command's execution on standard error output on the local system. The <i>Number</i> variable specifies the debugging level, and is a single digit from 0 to 9. The recommended debugging level is 9.
<i>TelephoneNumber</i>	Specifies the telephone number of the modem attached to the remote terminal. The <i>TelephoneNumber</i> variable can include the digits 0 through 9, - (minus signs) representing delays, = (equal signs) representing secondary dial tones, * (asterisks), and # (pound signs). The telephone number can contain a maximum of 31 characters.

Examples

1. To dial a modem attached to a remote terminal with an internal telephone number, enter:

```
ct 41589
```

The internal telephone number of 4-1589 is dialed. The - (hyphen) is optional. The system responds:

```
Allocated dialer at 1200 baud
Confirm hang_up? (y to hang_up)
```

2. To dial a modem attached to a remote terminal with a local telephone number, enter:

```
ct -w3 9=5553017
```

The **ct** command dials the local telephone number of 555-3017, where dialing 9 is required to reach an outside dial tone. A three-minute wait is specified as the maximum number of minutes that the **ct** command is to wait for a line.

3. To dial a modem attached to a remote terminal with a long-distance telephone number, enter:

```
ct -w5 9=12345557003
```

The command dials the long-distance telephone number of 1-234-555-7003, where 9 is required to reach an outside dial tone. A five-minute wait is specified as the maximum number of minutes that the **ct** command is to wait for a line.

Files

/usr/bin/ct	Contains the ct command.
/etc/uucp/Devices	Lists information about available devices.
/etc/uucp/Dialcodes	Contains dialing code abbreviations.
/etc/uucp/Dialers	Defines modem dialers.
/etc/uucp/Systems	Lists accessible remote systems.
/etc/uucp/Syfiles	Specifies alternate files to be used as Systems , Devices , and Dialers files.

Related Information

The **cu** command, **pdelay** command, **pshare** command, **tip** command.

ctags Command

Purpose

Makes a file of tags to help locate objects in source files.

Syntax

```
ctags [ -u | -x ] [ -B | -F ] [ -a ] [ -m ] [ -o ] [ -t ] [ -v ] [ -w ] [ -f TagsFile ] File. ..
```

Description

The **ctags** command creates a tags file for use with the ex and vi editors from the specified C, Pascal, FORTRAN, yacc, lex, and LISP source files. The tags file consists of locators of programming language specific objects (such as functions and type definitions) within the source files. A locator consists of the object name, the file in which it is defined, and either a basic regular expression or a line number that can be used in searching for the object definition. Specifiers are given in separate fields on the line, separated by spaces or tabs. Using the tags file, ex and vi can quickly find these object definitions.

The following file name suffixes are supported by the **ctags** command:

- .c** Treated as C-language source code and searched for C routine and macro definitions.
- .h** Treated as C-language source code and searched for C routine and macro definitions.
- .f** Treated as FORTRAN-language source code.
- .l** Treated as LISP-language source code if its first nonspace character is [(open bracket), ((open parenthesis), or ; (semicolon). Treated as lex-language source code otherwise.

File names ending with any other suffixes are first examined to see if they contain any Pascal or FORTRAN routine definitions. If not, they are processed again as C-language source code. Files without a . (dot) suffix are processed as C-language source code.

The **main** tag is treated specially in C programs. The tag formed is created by prefixing **M** to the file name, removing a trailing **.c** (if any), and removing the leading path name components. This makes use of **ctags** practical in directories with more than one program.

Notes:

1. Recognition of the keywords **function**, an address specification for the **subroutine**, and **procedure** in FORTRAN and Pascal code ignores block structure. The **ctags** command may yield inadequate results if any two Pascal procedures have the same name, even though they are in different blocks.
2. The **ctags** command does not recognize **#if** and **#ifdef** statements.
3. If both the **-B** and **-F** options are specified, the last one specified will take precedence.
4. The **-x** option takes precedence over any options (**-a**, **-u**, or **-f**) that would otherwise create a tags file.
5. When the **-v** option is specified, the **-x** option is implied.
6. The output of the **ctags** command is always sorted by object identifier.

Flags

- a** Appends to the tags file. After appending, **ctags** sorts the tags file.
- B** Causes **ctags** to use backward searching patterns (? . . ?).
- F** Causes **ctags** to use forward searching patterns (/ . . /). This is the default searching pattern.
- f TagsFile** Creates a tags file with the name specified by *TagsFile* instead of the default **tags** file.
- m** Causes **ctags** to not create tags for macro definitions.

- o** Causes **ctags** to generate line numbers for typedefs instead of a basic regular expression which is used in searching for the object definition.
- t** Creates tags for typedefs. This flag is on by default due to standards conformance.
- u** Updates the specified files in tags; that is, all references to them are deleted, and the new values are appended to the file. This flag may slow the processing of the command. (It is usually faster to simply rebuild the tags file.)
- v** Produces an index of the form expected by the **vgrind** command on the standard output. This listing contains the function name, file name, and page number (assuming 64-line pages).
- w** Causes **ctags** to suppress diagnostic warning messages.
- x** Causes the **ctags** command to display a list of object names, the line number and file name on which each is defined, as well as the text of that line. This provides a simple, readable, function index. If you specify this flag, the **ctags** command does not build, update, or append a tags file, but writes to standard output.

Examples

1. To write the output of the **ctags** command to standard output for the C-language source files, **x.c**, **y.c**, and **z.c**, enter:

```
ctags -x x.c y.c z.c
```
2. To create a tags file named **foo_tags** for all the C-language source files within the current directory, enter:

```
ctags -f foo_tags *
```
3. To add additional tags, including type definitions, to the **foo_tags** tags file for the C-language source file **zip.c**, enter:

```
ctags -utf foo_tags zip.c
```

Exit Status

The following exit values are returned:

- 0** Successful completion.
- >0** An error occurred.

Files

tags Output tags file.

Related Information

The **ex** command, **lex** command, **vgrind** command, **vi** command, **yacc** command.

ctsnap Command

Purpose

Gathers configuration, log, and trace information for the Reliable Scalable Cluster Technology (RSCT) product.

Syntax

```
ctsnap [ -h ] [ -d Output_Directory ]
```

Description

The **ctsnap** command gathers configuration, log, and trace information about the Reliable Scalable Cluster Technology (RSCT) components that are installed with the base operating system. These components include the following:

- Resource Monitoring and Control subsystem (RMC)
- Audit Log resource manager (IBM.AuditRM)
- Event Response resource manager (IBM.ERRM)
- File System resource manager (IBM.FSRM)
- Host resource manager (IBM.HostRM)

This command is typically executed when a problem is encountered with any of these components in order to provide information to your software-service organization.

The output of **ctsnap** is a compressed tar file and a log file (**ctsnap.nnnnnnnn.tar.Z** and **ctsnap.nnnnnnnn.log**, respectively, where *nnnnnnnn* is a timestamp). Both files should be provided to the software-service organization. By default these files are placed in the **/tmp/ctsupt** directory.

Flags

- | | |
|-----------------------------------|---|
| -h | Writes the usage statement of the command to standard output. |
| -d <i>Output_Directory</i> | Identifies the output directory (The default directory is /tmp/ctsupt). |

Exit Status

- | | |
|---|-------------------------------|
| 0 | Command has run successfully. |
| 1 | Command was not successful. |

Security

Privilege Control: Only the root user should have execute (x) access to this command.

Examples

1. To gather RSCT support information, type:
`ctsnap`
2. To gather RSCT support information and place it in the **/tmp/mydir** directory, type:
`ctsnap -d /tmp/mydir`

Files

- | | |
|--|---|
| /usr/sbin/rsct/bin/ctsnap | Location of the ctsnap command. |
| /tmp/ctsupt | Default directory containing the output files. |
| /tmp/ctsupt/ctsnap.nnnnnnnn.tar.Z | Compressed tar file that contains the collected data, where <i>nnnnnnnn</i> is a timestamp. |
| /tmp/ctsupt/ctsnap.nnnnnnnn.log | Log file of the command execution, where <i>nnnnnnnn</i> is a timestamp. |

cu Command

Purpose

Connects directly or indirectly to another system.

Syntax

To Establish a Connection Using a Modem

`cu [-d][-h][-m][-TSeconds][-n][-sSpeed][-t][-e | -o] TelephoneNumber`

To Specify the Name of a Device for a Connection

`cu [-d][-h][-m][-TSeconds][-sSpeed][-e | -o] -lLine`

To Specify a System Name for a Connection

`cu [-d][-h][-m][-TSeconds][-e | -o] SystemName`

Description

The **cu** command is a Basic Networking Utilities (BNU) command that connects one system to a terminal connected to either a UNIX or non-UNIX system. The connection can be established over a hardwired line or over a telephone line using a modem.

Once the connection is established, a user can be logged in on both systems at the same time, executing commands on either one without dropping the BNU communication link. If the remote computer is also running under UNIX, the user can transfer ASCII files between the two systems.

After issuing the **cu** command from the local system, the user must press the Enter key and then log in to the remote system. After making the connection, the **cu** command runs as two concurrent processes: the transmit process reads data from standard input and, except for lines beginning with a `~` (tilde), passes that data to the remote terminal.

The receive process accepts data from the remote system and, except for lines beginning with a `~`, passes it to standard output. Internally, the program accomplishes this by initiating an output diversion to a file on the local system when a line from the remote system begins with `~>` (tilde, greater than). The trailing `~>` marks the end of the diversion. To control input from the remote system so the buffer is not overrun, the **cu** command uses an automatic **DC3/DC1** (Ctrl-Q/Ctrl-S) protocol.

The **cu** command can be used to connect multiple systems, and commands can then be executed on any of the connected systems. For example, the user can issue the **cu** command on system X to connect to system Y, and then issue the **cu** command on system Y to connect to system Z. System X is then the local computer, and systems Y and Z are remote computers.

The user can execute commands on system Z by logging in and issuing the command. Commands can be executed on system X by prefixing the command with a single tilde (`~ Command`) and on system Y by prefixing the command with two tildes (`~~ Command`). In general, one tilde causes the specified command to be executed on the original local computer, and two tildes cause the command to be executed on the next system on which the **cu** command was issued.

For example, once the multiple systems are connected, the user can execute the **uname -n** command (to display the node name) on systems Z, X, and Y as follows:

```
$ uname -n
Z
$ ~!uname -n
X
$ ~~!uname -n
Y
```

Notes:

1. The **cu** command does not do integrity checking on data it transfers.
2. Data fields with special **cu** characters may not be transmitted properly.
3. The exit code is 0 for normal exit, otherwise, -1.

In addition to issuing regular commands on the remote system, the user can issue special **cu** command subcommands, which are preceded by a `~` (tilde). Use these subcommands to issue commands on the local system and to perform tasks such as transferring files between two UNIX systems. As soon as the user enters the `~!`, `~$`, `~%`, `~l`, or `~t` subcommand, the system displays the name of the local computer in a format similar to the following:

```
~[SystemName]/%
```

The user then enters the subcommand to be executed on the local computer.

Flags

- d** Prints diagnostic traces.
- e** Designates that even parity is to be generated for data sent to the remote system.
- h** Emulates local echo, supporting calls to other systems that expect terminals to be set to half-duplex mode.
- lLine** Specifies the name of a device to be used as the line of communication between the local and the remote system. This can be used to override the search that would otherwise take place for the first available line with the right speed. When the **-l** flag is used without the **-s** flag, the speed of the *Line* is taken from the **Devices** file(s) (by default, the `/etc/uucp/Devices` file).

When the **-l** and **-s** flags are used together, the **cu** command searches the **Devices** file(s) to check whether the requested speed is available for the specified line. If so, the connection is made at the requested speed; otherwise, an error message is printed, and the call is not made.

The specified device is generally a hardwired asynchronous line (for example, `/dev/tty2`), in which case the *TelephoneNumber* parameter is not required. If the specified device is associated with a modem, a telephone number must be provided. Using this flag with the *SystemName* parameter rather than with *TelephoneNumber* parameter does not give the desired result.

Under ordinary circumstances, the user should not have to specify the transmission speed or a line or device. The defaults set when BNU is installed should be sufficient.
- m** Instructs the **cu** command to ignore modem control signal data carrier detect (DCD).
- n** For added security, prompts the user to provide the telephone number to be dialed, rather than taking it from the command line.
- o** Designates that odd parity is to be generated for data sent to the remote system.
- sSpeed** Specifies the rate at which data is transmitted to the remote system (300, 1200, 2400, 4800, 9600, or 19200 baud). The default value is **Any** speed, which instructs the system to use the rate appropriate for the default (or specified) transmission line. The order of the transmission lines is specified in the BNU **Devices** file(s) (by default, the `/etc/uucp/Devices` file). Most modems operate at 300, 1200, or 2400 baud, while most hardwired lines are set to 1200 baud or higher. When transferring data such as a file between a local and a remote system, a speed of 300 baud may occasionally be needed. The lower baud rate results in less interference on the line.
- t** Used to dial an ASCII terminal that has been set to autoanswer. Appropriate mapping of carriage-return to carriage-return line feed pairs is set.
- TSeconds** Specifies the maximum number of seconds to wait before timing out. The default is 45 seconds.

Note: You can also enter `WAIT=n` before any send string in the **Dialers** file. Where *n* is the number of seconds to wait before timing out.

Parameters

SystemName The name of the remote system, recognized by BNU, with which a connection is established. A system name can be used rather than a telephone number; in that case, the **cu** command obtains an appropriate hardwired line or telephone number from the BNU **Systems** file(s) (by default, the **/etc/uucp/Systems** file). System names must be ASCII characters only.

Note: Do not use the *SystemName* flag with the **-l** flag and the **-s** flag. If you do, the **cu** command connects to the first available line for the requested system name, ignoring the specified line and speed.

TelephoneNumber The telephone number used to establish a remote connection using a modem. This entry can be either a local or a long-distance telephone number.

Subcommands

The **cu** command transmit process interprets lines beginning with a `~` (tilde) in the following ways:

- `~!` Returns the user to an interactive shell on the local system. Toggle between the local and remote systems using `~!` (remote to local) and Ctrl-D (local to remote).
- `~%break` Transmits a break sequence to the remote system. The break can also be specified as `~%b`.
- `~%cd DirectoryName` Changes the directory on the local system from the current directory to the directory specified by the *DirectoryName* variable.
- `~%debug` Toggles the **-debug** flag on or off; this can also be specified as `~%d`.
- `~%nostop` Toggles between **DC3/DC1** input control protocol and no input control. This is useful in case the remote system is one that does not respond properly to the **DC3** and **DC1** characters.
- `~%put From [To]` Copies the *From* file on the local system to the *To* file on the remote system. If the *To* variable is omitted, the local file is copied to the remote system under the same file name. As each block of the file is transferred, consecutive single digits are displayed on the terminal screen. Only ASCII files can be transferred using this subcommand.

The use of the `~%put` subcommand requires the **stty** command and the **cat** command on the remote system. It also requires that the current erase and kill characters on the remote system be identical to these current control characters on the local system. Backslashes are inserted at appropriate places in the transmitted data. There is an artificial slowing of transmission by the **cu** command during the `~%put` operation so that loss of data is unlikely.
- `~%take From [To]` Copies the *From* file on the remote system to the *To* file on the local system. If the *To* variable is omitted, the remote file is copied to the local system under the same file name. As each block of the file is transferred, consecutive single digits are displayed on the terminal screen. Only ASCII files can be transferred using this subcommand. The use of the `~%take` subcommand requires the **echo** command and the **cat** command on the remote system. Also, **stty tabs** mode should be set on the remote system if tabs are to be copied without expansion to spaces.
- `~.` Logs the user off the remote computer and then terminates the remote connection. Usually the connection terminates when you log off the remote computer. However, with some types of interconnection hardware, it may be necessary to use a `~.` to terminate the conversation after the normal logoff sequence has been used.
- `~!Command` Executes, on the local system, the command denoted by the *Command* variable.
- `~$Command` Runs, on the local system, the command denoted by the *Command* variable, then sends the command's output to the remote system for execution.
- `~l` Prints the values of the **TERMIO** structure variables for the remote communication line. This is useful for debugging.

<code>~t</code>	Prints the values of the TERMIO structure variables for the user's terminal. This is useful for debugging.
<code>--String</code>	Sends the string denoted by the <i>String</i> variable to the remote system.

Examples

The following are examples of connecting to a remote system.

1. To connect to a remote system, enter:

```
cu venus
```

In this example, you are connected to the remote system *venus*. System *venus* must be listed in one of the local **Systems** files (by default, the `/etc/uucp/Systems` file or one of the **Systems** files listed for the **cu** command in the `/etc/uucp/Sysfiles` file).

2. To dial a remote system and set the baud rate, enter:

```
cu -s1200 9=12015558391
```

In this example, you dial a remote system whose telephone number is 1-201-555-8391, where dialing 9 is required to get an outside dial tone. The baud rate is set to 1200.

3. To log in to a system connected by a hardwired line asynchronous line, enter:

```
cu -l /dev/tty2
```

The **cu** command contacts the system connected to the *tty2* device.

4. To dial a remote system with a specified line and a specific speed, enter:

```
cu -s 1200 -l tty3
```

The command contacts the system connected to the *tty3* device, using a speed of 1200 baud.

5. To dial a remote system using a specific line associated with a modem, enter:

```
cu -l cu14 9=12015558391
```

In this example, you dial a remote system whose telephone number is 1-201-555-8391, where dialing 9 is required to get an outside dial tone. The **cu** command uses the modem connected to the *cu14* device.

1. To display the contents of a file after logging in to the remote system, enter:

```
~!pg /usr/msg/memos/file10
```

The `~!` subcommand executes the **pg** command on the local system, displaying the contents of the *file10* file in the `/usr/msg/memos` directory on the local system.

2. To copy a file from the local system to the remote system without changing the name of the file, enter:

```
~%put /home/amy/file
```

The `/home/amy/file` file is copied from the local system to the remote system without changing the name of the file.

3. To copy a file from the local system to the remote system and change the file name, enter:

```
~%put /home/amy/file /home/amy/tmpfile
```

The `/home/amy/file` file is copied from the local system to the remote system and the file name changed to `/home/amy/tmpfile`.

- To copy a file from the remote system to the local system without changing the name of the file, enter:

```
~%take /home/jeanne/test1
```

The `/home/jeanne/test1` file is copied from the remote system to the local system without changing the name of the file.

- To copy a file from the remote system to the local system and change the file name, enter:

```
~%take /home/jeanne/test1 /usr/dev/jeanne/tmpptest
```

In this example, the `/home/jeanne/test1` file is copied from the remote system to the local system and the file name changed to `/usr/dev/jeanne/tmpptest`.

Files

<code>/etc/locks</code>	Prevents multiple use of device.
<code>/usr/bin/cu</code>	Specifies the path name of the cu command.
<code>/bin/cu</code>	Specifies a symbolic link to the <code>/usr/bin/cu</code> command.
<code>/etc/uucp/Devices</code>	Contains information about available links.
<code>/etc/uucp/Dialcodes</code>	Contains dialing code abbreviations.
<code>/etc/uucp/Dialers</code>	Controls initial handshaking on a link.
<code>/etc/uucp/Permissions</code>	Contains access permission codes.
<code>/etc/uucp/Systems</code>	Lists accessible remote systems.
<code>/etc/uucp/Sysfiles</code>	Specifies alternate files to be used as Systems , Devices , and Dialers files.

Related Information

The **cat** command, **ct** command, **echo** command, **rmail** command, **stty** command, **uname** command, **uucp** command, **uname** command, **uupick** command, **uustat** command, **uuto** command, **uux** command.

custom Command

Purpose

Enables users to customize X applications.

Syntax

```
custom [ -h | -e Browser | [ -s ResourceFile ] [ Application ] ]
```

Description

The **custom** command starts the customizing tool, which is used to customize various aspects of applications.

The customizing tool can change the look of an application. It provides a user-friendly way to add resource values to your **.Xdefaults** file. *Resources* are customizable items such as colors, fonts, and other attributes that allow you to customize resources of a client application. Each application has its own set of unique resources, which are listed in an **app-custom** file. The customizing tool describes the resources available for modification for an application and the possible resource values you can select.

Flags

-h	Provides command line help.
-e <i>Browser</i>	Calls one of the standalone browsers. Valid values for <i>Browser</i> are color , font , cursor , and picture .
-s <i>ResourceFile</i>	Specifies the resource file from which to load and save resource settings. If the -s flag is not specified, the default is to load the values from the resource database stored in the RESOURCE_MANAGER property on the X server. If this database does not exist, then \$HOME/.Xdefaults is loaded.

Most standard X Toolkit command-line options are understood by the **custom** command. See the following table that lists the standard command-line options:

Option	Resource	Value	Sets
-bg	*background	Next argument	Background color
-background	*background	Next argument	Background color
-bd (1)	*borderColor	Next argument	Border color
-bordercolor (1)	*borderColor	Next argument	Color of border
-bw	.borderWidth	Next argument	Width of border in pixels
-borderWidth	.borderWidth	Next argument	Width of border in pixels
-display	.display	Next argument	Server to use
-fn (2)	*font	Next argument	Font name
-font (2)	*font	Next argument	Font name
-fg	*foreground	Next argument	Foreground color
-foreground	*foreground	Next argument	Foreground color
-geometry	.geometry	Next argument	Size and position
-iconic	.iconic	On	Start as an icon
-name	.name	Next argument	Name of application
-reverse	*reverseVideo	On	Reverse video
-rv	*reverseVideo	On	Reverse video
+rv	*reverseVideo	Off	No Reverse video
-selection- Timeout	.selection- Timeout	Next argument	Selection timeout
-synchronous	*synchronous	On	Synchronous debug mode
+synchronous	*synchronous	Off	Synchronous debug mode
-title	.title	Next argument	Title of application
-xrm	value of argument	Next argument	Depends on argument
-xnlLanguage	.xnlLanguage	Next argument	Locale

1 These options often have no visible effect on AIXwindows applications if the AIXwindows Window Manager (mwm) is running.

2 Motif applications do not generally respond to these options.

Note: Resources beginning with an* (asterisk) set the resource of every widget in the application to the same value. Resources that begin with a . (period) set the resources of only the application's top-level Shell widget.

Parameters

Application Specifies the name or class of the application to customize.

Examples

1. To start the customizing tool and use prompts to choose the application to customize, enter the following:

```
custom
```

2. To start the customizing tool to modify the **app-defaults** file of the **xcalc** application, enter the following:

```
custom -s  
/usr/lib/X11/app-defaults/XCalc xcalc
```

Resources

The customizing tool has the following application resources:

listOfApps	<p>This resource is used to display the application names on the starting dialog. The application name and corresponding app-custom file must be listed in pairs with the following syntax:</p> <pre>Application:app-custom [,Application:app-custom]...</pre> <p>For example:</p> <pre>Custom.listOfApps: xclock:XClock,custom:Custom</pre>
colorEditor*rgbtxtPath	<p>You can specify a maximum of 100 applications.</p> <p>This resource specifies the full path name of the rgb.txt file that the X server uses to define named colors. The default value is /usr/lib/X11/rgb.txt, which is correct for an X server running on a display that is directly attached to your system.</p>
windowSearchDepth	<p>The customizing tool must determine the top-level shell window of the application. It starts with the root window and conducts a recursive search to a depth of three windows by default. This default can be changed using the windowSearchDepth resource.</p>
timeout	<p>The Instant Changes button is grayed out until communication with the application is established. The amount of time to wait for the application to contact the customizing tool is controlled by the Custom*timeout resource.</p>
resourceFile	<p>The resource file is where your resource changes are saved. The default is \$HOME/.Xdefaults. The -s flag allows the user to override this value.</p>

appCustomPath

This resource specifies where the customizing tool is to look for the **app-custom** file. The **appCustomPath** string consists of a series of possible file names separated by colons. Within each name, the following values can be substituted:

%N Name of the **app-custom** file (usually the same as the class name of the application).

%T "**app-custom**"

%L Locale in which **custom** is running.

%l Language part of the locale.

%t Territory part of the locale.

%c Codeset part of the locale.

%: A : (colon).

%% A % (percent sign).

\$envvar

Value of the named environment variable.

\${envvar}

Value of the named environment variable.

\$\$ A \$ (dollar sign).

The default value of **appCustomPath** is as follows:

```
$HOME/%L/%T/%N:\
$HOME/%T/%N:\
/usr/lib/X11/%L/%T/%N:\
/usr/lib/X11/%T/%N
```

topEditHighlight, bottomEditHighlight, foregroundEditHighlight, backgroundEditHighlight pictureEditor*editor

The Browser button is highlighted when a browser is called and unhighlighted when a browser is canceled. These resources set the highlight color for the top shadow, bottom shadow, foreground, and background of the Browser button.

You can edit the bitmap or pixmap by pressing the Edit Picture button on the Pictures browser window. The editor is a separate application that exists on your system. It is called on your behalf. The **Custom*pictureEditor*editor** resource determines which editor commands to choose from. This resource accepts a list of commands separated by \n's (backslash 'n's). The first command that identifies an existing program that the user has permission to execute is used. The file name in the Chosen Picture text field is passed as a parameter to the editor when it is invoked. The default setting for this resource is:

```
Custom*pictureEditor*editor:
/usr/dt/bin/dticon -f \n
/usr/lib/X11/bitmap
```

Note: The default editor, **/usr/dt/bin/dticon** only exists if the Common Desktop Environment (CDE) is installed. It edits both bitmaps (monochrome images) and pixmaps (color images). The **dticon** command accepts bitmaps stored in either the X Pixmap Version 2 Enhanced (XPM2) format which was used by the X Desktop (**xdt**) application shipped in AIXwindows Version 1.2.5, or X Pixmap Version 3 (XPM3) - a new XPG3 compliant format used by CDE. However, it requires pixmap images be stored in the XPM3 format. CDE has documented tools that can convert pixmaps from the XPM2 to the XPM3 format.

The **/usr/bin/X11/bitmap** command is an unsupported sample program that accepts bitmaps in either the XPM2 or XPM3 formats. It does not support pixmap editing. Be sure that the Bitmap app-defaults file has been installed in the **/usr/lib/X11/app-defaults** directory before invoking the **bitmap** command. If not, issue the following command in the **/usr/lpp/X11/Xamples/programs/bitmap** directory:

```
xmkmf;
make install
```

The following object names (and their class names) can be used to customize this tool:

```
custom (Custom)
  startupDialog_popup (XmDialogShell)
  startupDialog (XmSelectionBox)
  helpDialog_popup (XmDialogShell)
  helpDialog (XmForm)
  saveDialog_popup (XmDialogShell)
  saveDialog (XmSelectionBox)
  colorEditor_popup (XmDialogShell)
  colorEditor (XibmColorEditor)
  fontEditor_popup (XmDialogShell)
  fontEditor (XibmFontEditor)
  pictureEditor_popup (XmDialogShell)
  pictureEditor (XibmPictureEditor)
  cursorEditor_popup (XmDialogShell)
  cursorEditor (XibmCursorEditor)
  selectmanyEditor_popup (XmDialogShell)
  selectmanyEditor (XibmSelectManyEditor)
  filenameEditor_popup (XmDialogShell)
  filenameEditor (XmFileSelectionBox)
mainWindow (XmMainWindow)
menubar (XmRowColumn)
form (XmForm)
  appClassLabel (XmLabel)
  appClass (XmLabel)
  groupMenuLabel (XmLabel)
  groupMenu (XmRowColumn)
  scrolledGroup (XmScrolledWindow)
  scrolledGroupForm (XmForm)
  (XmLabelGadget)
  TypeField (XmTextField)
  TypeButton (XmPushButton)
```

where *Type* can be one of the color, font, picture, cursor, selectmany, filename, selectone, string, or number data type values.

Exit Status

This command returns the following exit values:

- 0 Indicates successful completion.
- >0 Indicates an error occurred.

Files

/usr/bin/X11

Is the path from which you run the **custom** command once the custom package is installed.

/usr/lib/X11/app-custom

Contains information about resources for individual applications.

/usr/lib/X11/locale/app-custom

Contains information about resources for individual applications that is translated for specific locales.

/usr/lib/X11/app-defaults/Custom

Contains default settings for the Customizing Tool.

/usr/lib/X11/locale/app-defaults/Custom

Contains default settings for the Customizing Tool in locales that require special settings.

Related Information

How to Start the Customizing Tool in *AIX 5L Version 5.1 AIXwindows Programming Guide*.

cut Command

Purpose

Writes out selected bytes, characters, or fields from each line of a file.

Syntax

```
cut { -b List [ -n ] | -c List | -f List [ -s ] [ -d Character ] } [ File ... ]
```

Description

The **cut** command cuts bytes, characters, or fields from each line of a file and writes these bytes, characters, or fields to standard output. If you do not specify the *File* parameter, the **cut** command reads standard input.

You must specify either the **-b**, **-c**, or **-f** flag. The *List* parameter is a comma-separated, blank-separated, or hyphen-separated list of integer numbers (in increasing order). The hyphen separator indicates ranges. The following entries are some example *List* parameters which could refer to bytes, characters, or fields:

```
1,4,7  
1-3,8  
-5,10  
3-
```

where **-5** is a short form for the first through fifth and **3-** is a short form for the third through last.

If using the **cut** command on fields, the length of the fields specified by the *List* parameter can vary from field to field and line to line. The position of the field delimiter character, such as a tab character, determines the length of a field.

You can also use the **grep** command to make horizontal cuts through a file and the **paste** command to put the files back together. To change the order of columns in a file, use the **cut** and **paste** commands.

Flags

-b <i>List</i>	Specifies byte positions. These byte positions ignore multibyte character boundaries unless the -n flag is also specified.
-c <i>List</i>	Specifies character positions. For example, if you specify -c 1-72 , the cut command writes out the first 72 characters in each line of the file.
-d <i>Character</i>	Uses the character specified by the <i>Character</i> variable as the field delimiter when you specify the -f flag. You must put quotation marks around characters with special meaning to the shell, such as the space character.
-f <i>List</i>	Specifies a list of fields assumed to be separated in the file by a delimiter character, which is by default the tab character. For example, if you specify -f 1,7 , the cut command writes out only the first and seventh fields of each line. If a line contains no field delimiters, the cut command passes them through intact (useful for table subheadings), unless you specify the -s flag.
-n	Suppresses splitting of multibyte characters. Use only with the -b flag. If the last byte of a character falls within the range denoted by the <i>List</i> variable of the -b flag, the character is written; otherwise, the character is excluded.
-s	Suppresses lines that do not contain delimiter characters. Use only with the -f flag.

Exit Status

This command returns the following exit values:

0 All input files were output successfully.

>0 An error occurred.

Examples

1. To display several fields of each line of a file, enter:

```
cut -f 1,5 -d : /etc/passwd
```

This displays the login name and full user name fields of the system password file. These are the first and fifth fields (-f 1,5) separated by colons (-d :).

For example, if the **/etc/passwd** file looks like this:

```
su:*:0:0:User with special privileges:/:usr/bin/sh
daemon:*:1:1::/etc:
bin:*:2:2::/usr/bin:
sys:*:3:3::/usr/src:
adm:*:4:4:System Administrator:/var/adm:/usr/bin/sh
pierre:*:200:200:Pierre Harper:/home/pierre:/usr/bin/sh
joan:*:202:200:Joan Brown:/home/joan:/usr/bin/sh
```

The **cut** command produces:

```
su:User with special privileges
daemon:
bin:
sys:
adm:System Administrator
pierre:Pierre Harper
joan:Joan Brown
```

2. To display fields using a blank separated list, enter:

```
cut -f "1 2 3" -d : /etc/passwd
```

The **cut** command produces:

```
su:*:0
daemon:*:1
bin:*:2
sys:*:3
adm:*:4
pierre:*:200
joan:*:202
```

Files

/usr/bin/cut Contains the **cut** command.

Related Information

The **grep** command, **paste** command, **sh** command.

Files Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes what files are and how they are stored by the operating system.

Input and Output Redirection Overview in *AIX 5L Version 5.1 System User's Guide: Operating System and Devices* describes how to redirect input and output.

cw or checkcw Command

Purpose

Prepares constant-width text for the **troff** command.

Syntax

```
cw [ +t | -t ] [ -d ] [ -f Font ] [ -l Delimiter ] [ -r Delimiter ] [ File ... ]
```

```
checkcw [ -l Delimiter ] [ -r Delimiter ] [ File ... ]
```

Description

The **cw** command preprocesses any specified **troff** files containing English-language text to be typeset in the constant-width (CW) font. The **cw** command reads standard input if you do not specify a file or if you specify a - (minus sign) as one of the input file names. The **cw** command writes to standard output.

Because output resulting from this command resembles the output of line printers and workstations, use this command to typeset examples of programs and computer output for user manuals and programming text. The **cw** command produces distinctive output when used with the Times Roman font.

The CW font contains a nonstandard set of characters. Any text typeset with this font requires different character and interword spacing from that used for standard fonts. Therefore, you must use the **cw** command to preprocess documents that use the CW font.

The CW font contains the following 94 ASCII printing characters:

```
abcdefghijklmnopqrstuvwxyz  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
0123456789  
!$%&'()*+@.,/:;=?[]|_`^~" '<>{}#\
```

This font also contains 11 non-ASCII characters represented by 4-character **troff** strings (in some cases attaching these strings to nonstandard graphics).

The **cw** command recognizes five request lines as well as user-defined delimiters. The request lines look like **troff** macro requests. The **cw** command copies them in their entirety onto the output. Thus, you can define the requests as **troff** macros; in fact, the **.CW** and **.CN** macros should be so defined. The five requests are:

.CW	Marks the start of text to be set in the CW font. This request causes a break. It can take the same flags (in the same format) as those available on the cw command line.
.CN	Marks the end of text to be set in the CW font. This request causes a break. It can take the same flags (in the same format) as those available on the cw command line.
.CD	Changes the delimiters and settings of other flags. It can take the same flags (in the same format) as those available on the cw command line. The purpose of this request is to allow the changing of flags other than at the beginning of a document.
.CP <i>Option-list</i>	Concatenates all the options (delimited like troff macro options), with the odd-numbered options set in the CW font and the even-numbered options set in the prevailing font.
.PC <i>Option-list</i>	Acts the same as the .CP macro, except the even-numbered options are set in CW font and the odd-numbered options are set in the prevailing font.

The **.CW** and **.CN** requests should bracket text that is to be typeset as is, using the CW font. Normally, the **cw** command operates in the transparent mode. In that mode, every character between **.CW** and **.CN** request lines represents itself, except for the **.CD** request and the special 4-character names listed previously. In particular, the **cw** command causes all . (periods) and ' (apostrophes) at the beginning of

lines, and all \ (backslashes) and ligatures (such as fi and ff), to be hidden from the **troff** command. The transparent mode can be turned off by using the **-t** flag, in which case normal **troff** rules apply. In either case, the **cw** command hides from the user the effect of the font changes generated by the **.CW** and **.CN** requests.

You can also use the **-l** and **-r** flags to define delimiters with the same function as the **.CW** and **.CN** requests. These requests are meant to enclose words or phrases that are set in CW font in the running text. The **cw** command treats text between delimiters as it does text bracketed by **.CW/.CN** pairs, with one exception. Spaces within **.CW/.CN** pairs, have the same width as other CW characters, while spaces within delimited text are half as wide, so they have the same width as spaces in the prevailing text. Delimiters have no special meaning inside **.CW/.CN** pairs.

The **checkcw** command checks that left and right delimiters as well as the **.CW/.CN** pairs are properly balanced. It prints out all lines in the selection with the unmatched delimiters.

Notes:

1. The . (period) or \ (backslash) delimiter characters should not be used.
2. Certain CW characters do not combine well with certain Times Roman characters; for example, the spacing between a CW & (ampersand) followed by a Times Roman , (comma). In such cases, using **troff** half- and quarter-space requests can help.
3. The **troff** code produced by the **cw** command is difficult to read.
4. The **mm** macro package and **mv** macro package contain definitions of **.CW** and **.CN** macros that are adequate for most users. If you define your own macros, make sure that the **.CW** macro starts the **troff** no-fill (**.nf**) mode, and the **.CN** macro restores the fill mode (**.fi**), if appropriate.
5. When set in running text, the CW font is meant to be set in the same point size as the rest of the text. In displayed matter, on the other hand, it can often be profitably set 1 point smaller than the prevailing point size. The CW font is sized so that, when it is set in 9-point, there are 12 characters per column inch.
6. Documents that contain CW text can also contain tables and equations. In this case, the order of preprocessing must be the **cw** command, **tbl** command, and **eqn** command. Usually, the tables do not contain CW text, although it is possible to have elements in the table set in the CW font. Ensure that the **cw** command does not modify the **tbl** command format information. Attempts to set equations in the CW font are usually unsuccessful.
7. In the CW font, overstriking is most easily accomplished with backspaces. Because spaces (and therefore backspaces) are half as wide between delimiters as inside **.CW/.CN** pairs, two backspaces are required for each overstrike between delimiters.
8. Some devices such as the IBM 3816 Pageprinter do not have a CW font. You receive a **troff** can't open /usr/lib/font/devNAME/CW.out message for these devices. The **troff** command uses the font in font position 3 as the CW font.

Parameters

- File* Specifies **troff** English-language text files to be preprocessed by the **cw** command to produce constant-width characters in the output file.
- File* Specifies **troff** English-language text files to be preprocessed by the **checkcw** command to check right and left delimiters as well as **.CW** and **.CN** pair balance.

Flags

- +t** Turns the transparent mode on (this is the default).
- t** Turns the transparent mode off.
- d** Displays the current flag settings on the standard error output in the form of **troff** comment lines. This flag is meant for debugging.

-fFont Replaces the value of the *Font* variable with the **cw** command font (the default equals 3, which replaces the bold font). The **-f5** flag is commonly used for formatters that allow more than four simultaneous fonts.

Note: This flag is useful only on the command line.

-lDelimiter Sets the left delimiter as the 1- or 2-character string specified by the *Delimiter* variable. The left delimiter is undefined by default.

-rDelimiter Sets the right delimiter to that specified by the *Delimiter* variable. The right delimiter is undefined by default. The left and right delimiters can (but need not) be different.

Related Information

The **eqn** command, **mmt** command, **tbl** command, **troff** command.

The **mm** macro package, **mv** macro package.

cxref Command

Purpose

Creates a C and C++ program cross-reference listing.

Syntax

```
cxref [ -c ] [ -o File ] [ -qOption ] [ -s ] [ -t ] [ -w Number ] [ [ -D Name [ =Definition ] ] [ -I Directory ] [ -U Name ] ] ... [ -NdNumber ] [ -NINumber ] [ -NnNumber ] [ -NtNumber ] File ...
```

Description

The **cxref** command analyzes C and C++ program *Files* and creates a cross-reference table, using the **cpp** command to include **#define** directives in its symbol table. It writes to standard output a listing of all symbols in each file processed, either separately or in combination (see the **-c** flag). The formal parameters in a function definition are always listed; but if a function is only prototyped and not defined, the parameters are not listed. When a reference to a symbol is that symbol's declaration, an * (asterisk) precedes it.

Flags

-c	Displays a combined listing of the cross-references in all input files.
-o File	Directs the output to the specified <i>File</i> .
-s	Does not display the input file names.
-t	Makes the listing 80 columns wide.
-w Number	Makes the listing <i>Number</i> columns wide, where <i>Number</i> is a decimal integer greater than or equal to 51. If <i>Number</i> is less than 51, the listing will be 80 columns wide.
-NdNumber	Changes the dimension table size to <i>Number</i> . The default is 2000.
-NINumber	Changes the number of type nodes to <i>Number</i> . The default is 8000.
-NnNumber	Changes the symbol table size to <i>Number</i> . The default is 1500.
-NtNumber	Changes the number of tree nodes to <i>Number</i> . The default is 1000.

In addition, the **cxref** command recognizes the following flags of the **cpp** command (macro preprocessor):

-D Name[=Definition]	Defines <i>Name</i> as in a #define directive. The default definition is 1.
-I Directory	Looks first in directory, then looks in the directories on the standard list for #include files with names that do not begin with a slash (/) (see the cpp command).

-U <i>Name</i>	Removes any initial definition of <i>Name</i> , where <i>Name</i> is a reserved symbol predefined by the preprocessor.
-q <i>Option</i>	Pass -q <i>Option</i> to the preprocessor. For example, -qmbcs sets multibyte mode specified by the current locale, and -qidirfirst modifies the search order for files included with the #include file_name directive.

Examples

To provide a combined cross-reference listing of `stdin1.c` and `stdin2.c`, making the output 80 columns wide, enter:

```
cxref -c -t stdin1.c stdin2.c > output
```

Files

/usr/ccs/lib/xpass	Special version of C compiler first-pass.
/usr/ccs/bin/cxref	Contains the cxref command.

Related Information

The **cpp** command.

Appendix. Notices

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Index

Special Characters

****Empty**** 72, 117
/etc/filesystems file
 changing entries
 using chfs command 291
/etc/inittab file
 changing records
 using chitab command 304
/etc/vfs file
 changing entries 372
 creating entries 430
.Xdefaults file
 overriding 61

Numerics

400ap38266 108

A

ac command 1
access control
 displaying information about 17
 editing 16
 setting for a file 19
accounting commands
 checking the size of data files 382
accounting system
 charging the users 271
 connect-time accounting 7
 connect-time records
 printing 1
 disk-usage accounting 9
 merging records 11
 merging records into a daily report 11
 process accounting
 using acctcon command 13
 using acctprc1 command 13
 using acctprc2 command 13
 process accounting summaries
 displaying 4
 summaries
 producing 2
 writing utmp records 15
acct/* commands
 chargefee 271
 ckpacct 382
acctcms command 2
acctcom command 4
acctcon command 7
acctdisk command 9
acctdusg command 9
acctmerg command 11
accton command 13
acctprc1 command 13
acctprc2 command 13
acctwtmp command 15
acledit command 16
aclget command 17
aclput command 19
adb command 21
addbib command 23
address resolution protocol 98
addX11input command 25
adftuil command 39
admin command 40
administer disk space 268
aixterm command 46
 areas 46
 colors
 display 46
 COPY button function 55
 datastream support 49
 escape sequences 46
 menus
 categories 56
 PASTE button function 55
 RE-Execute button function 55
 setting the defaults 67
 WINDOWID environment variable 47
ali command 72
alias command 73
alias conflicts
 searching for (MH) 402
aliases
 defining or displaying 73
alog command 75
alt_disk_install command 79
alter subcommand for the ate command 111
alternate disk, install 79
anno command 86
ap command 88
apply command 89
ar command 91
arguments
 applying a command to 89
arithmetic
 providing interpreters for arbitrary precision 174
arp command 98
ASCII characters
 writing strings to standard output 169
Asynchronous Terminal Emulation program 111
at command
 description of 106
 removing jobs spooled by the 125
at jobs
 listing 425
 removing 425
ate command 110
 subcommands
 alter 111
 break 115
 connect 115
 directory 116
 help 117
 modify 117

- ate command 110 (*continued*)
 - perform 120
 - quit 121
 - receive 121
 - send 121
 - terminate 121
- ATE program 111
 - alter subcommand 111
 - at command 106
 - break subcommand 115
 - connect subcommand 115
 - connecting to a remote computer 115
 - directory subcommand 116
 - displaying the dialing directory 111
 - exiting 121
 - help subcommand 117
 - interrupting remote activity 111
 - issuing commands while using 120
 - modify subcommand 117
 - modifying terminal emulation settings 117
 - perform subcommand 120
 - providing help for 117
 - quit subcommand 121
 - receive subcommand 121
 - send subcommand 121
 - sending a file 111
 - starting 110
 - terminate subcommand 121
- atq command 124
- atrm command 125
- audit command 126
- audit records 132
 - formatting 135
 - processing 131
 - reading 141
 - selecting for analysis 137
- auditbin daemon 129
- auditcat command 131
- auditconv command 132
- auditing system
 - controlling 126
 - managing bins of information 129
 - processing audit records 131
 - reading audit records 141
 - selecting audit records for analysis 137
- auditmerge
 - multiple audit trails 134
- auditpr command 135
- auditselect command 137
- auditstream command 141
- autoconf6 command 143
- automount daemon 144
- autopush command 146
- awk command 147

B

- background jobs 197
- backup command 164
- backup format
 - creating files in 191
- base file names
 - displaying 170
- batch command 171
- battery command 173
- bdftopcf command 186
- bdiff command 187
- bellmail command 188
- bffcreate command 191
- bg command 197
- bibliographic database
 - creating 23
 - extending 23
- bicheck command 198
- BIDI mode 231
- biff command 199
- bin files
 - managing 129
- bindprocessor command 201
- biod daemon (NFS) 203
- BNU
 - communicating with another workstation 434
 - connecting to another system 439
- boot image
 - create 214
- boot information
 - providing 206
- bootinfo command 206
- bootlist command 207
- bootparamd daemon 211
- bootpd daemon 212
- bootptodhcp command 213
- bosboot command 214
- bosdebug command 219
- Bourne shell
 - invoking 229
- bsh command 229
- bterm command 231
- bug reports, mail
 - storing 234
- bugfiler command
 - Mail 234
- burst command 236

C

- C programming language
 - performing file inclusion 411
 - reading from standard input 255
- C shell
 - invoking 431
- cache contents 268
- cancel command 245
- canonls command 248
- captainfo command 249
- cfadmin command 268
- cfgif method 260
- cfginet method 261
- cfgmgr command 262
- cflow command 266
- change filters 287
- change output device 379
- change time zone 365
- change tunnel definition 362
- character classes 56

- character strings
 - writing in large letters 169
- charClass resource
 - default table 57
- chargefee command 271
- chauthent command
 - authentication methods
 - changing 271
- chcondition command 276
- chcons command
 - description of 278
- chdev command 280
- chdisp command 282
- chdsmitd command 284
- checkcw command 451
- checkeq command 285
- checkmm command 285
- checknr command 286
- chfilt command 287
- chfn command 288
- chfont command 290
- chfs command 291
- chgif method 294
- chginet method 296
- chgroup command 297
- chgrp command 300
- chgrpmem command 301
- chhbd command 306
- chhwkbd command 302
- chitab command 304
- chkey command 307
- chlang command 307
- chlicense command 310
- chlv command 311
- chmaster command 316
- chmod command 317
- chnamsv command 321
- chnfs command 322
- chnfsexp command 323
- chnfsmnt command 325
- chown command 327
- chprtsv command 331
- chps command 334
- chpv command 335
- chquedev command 338
- chresponse command 340
- chrole command 342
- chroot command 344
- chrsrc command 345
- chsec 348
- chservices command 352
- chsh command 353
- chslave command 355
- chsubserver command 359
- chtcb command 361
- chtun command 362
- chtz command 365
- chuser command 365
- chvfs command 372
- chvg command 373
- chvirprt command 378
- chvmode command 379
- chypdom command 380
- ckpacct command 382
- ckprereq command 383
- cksum command 385
- classes
 - selection 56
- cmp command 387
- col command 389
- colcrt command 390
- colrm command 391
- columns
 - extracting from a file 391
- comm command 393
- command command 395
- command path names 395
- command usage summaries 2
- commands
 - chcondition 276
 - chresponse 340
 - chrsrc 345
 - running at a later time 106
 - running automatically 423
 - suppressing shell function lookup 395
- comp command 397
- compress command 400
- comsat command
 - Mail 401
- Configuration Database
 - merging PS/2 adapter information with 39
- configuration file
 - manipulating 359
- configure devices 262
- configure IPv6 network 143
- conflict command 402
- connect subcommand for the ate command 115
- connect-time records 1
- convert audit records 132
- cp command 403
- cpio command 406
- cplv command 410
- CPU
 - enabling and disabling
 - cpu_state command 415
- cpu_state command 415
- crex command 418
- crfs command 420
- cron daemon 423
- cron job files
 - listing 426
 - removing 426
 - submitting 426
- cronadm command 425
- crontab command 426
- crontab jobs
 - listing 425
 - removing 425
- crvfs command 430
- csh command 431
- csplit command 432
- ct command 434

ctags command 437
cu command
 description of 439
custom command 444
customized devices object class 280
cut command 449
cw command 451
cxref command 453

D

daemons
 bootpd 212
debug program 21
delete cache 268
delta files
 changing comments 259
 combining 392
Device Configuration Database
 configuring all devices 262
devices
 changing characteristics in 280
 configuration commands
 bootlist 207
devices, configure 262
dialing directory
 establishing a connection with an entry from a 116
digests
 exploding into messages 236
directories
 changing 257
 moving between 257
directory
 changing the group ownership of
 using chgrp command 300
 changing the root 344
directory subcommand for the ate command 116
disk space 268
display
 changing for a low function terminal
 using chdisp command 282
domains
 changing
 using the chdsmithd command 284
don050661 291
don050663 293
DSMIT
 commands
 chdsmithd 284
 crex 418
 enable command-line entries 418
dynamic host configuration protocol
 convert bootp file into a dhcp file
 bootptodhcp command 213
 remove bootp information from a dhcp file
 bootptodhcp command 213

E

editing bitmaps and pixmaps
 picture editor 447
emulate terminals 231

F

file
 backing up 164
 changing the group ownership of
 using chgrp command 300
 changing the user associated with the 327
 copying into and out of archive storage 406
 copying into and out of directories 406
 displaying access control information of a 17
 displaying block count
 using cksum command 385
 displaying the checksum
 using cksum command 385
 editing the access control information of a 16
 extracting columns from a 391
 select or reject common lines 393
 setting the access control information of a 19
file names
 displaying base 170
file system
 creating 420
files
 comparing
 two 387
 compression 400, 401
 concatenating 251
 copying
 description of 403
 creating
 backup format 191
 cross-reference tables 453
 preformatted versions 253
 cutting selected fields from 449
 displaying 251
 finding
 differences in large 187
 joining 251
 printing FORTRAN 104
 reading 194
 reading and assembling 101
 receiving from a remote system 111
 scanning 194
 SCCS
 controlling 40
 creating 40
 sending to a remote computer 111
 splitting by context 432
 tracking external references 266
files modes
 changing 317
filters, change 287
font
 changing the default font
 using chfont command 290
fonts
 converting 186

G

games

- arithmetic skills test 97
- backgammon 164
- blackjack 205
- craps 417

groups

- changing attributes for
 - using the chgroup command 297
- changing the administrators of
 - using chgrpmem command 301
- changing the members of
 - using chgrpmem command 301

H

- help subcommand for the ate command 117
- hpar 91
- hpcflow 266

I

- idacct 13
- incoming mail
 - notifying users of 401
- input extension record
 - adding 25
- install a mksysb image 79
- install an alternate disk 79, 262
- instantaneous resources
 - updating 446
- Internet Boot Protocol server
 - implementing 212

J

- job control 197

K

keyboard

- changing attributes
 - using chhwkbd command 302
- changing the alarm volume
 - using chhwkbd command 303
- changing the clicker volume
 - using chhwkbd command 303
- changing the delay of the keys on
 - using chhwkbd command 303
- changing the repetition rates of
 - using chhwkbd command 303
- enabling/disabling Korean keyboard
 - using chhwkbd command 303

keyboard map

- changing for the Low Function Terminal Subsystem
 - using chkbd command 306

keys

- rebinding 57

L

- language setting 307

libraries

- maintaining indexed 91

licenses, change 310

line printer

- canceling requests to a 245

linefeeds

- filtering for output 389

list cache contents 268

locate objects 437

log files

- create and maintain 75

logical volume

- changing the characteristics 311
- copying 410

Low Function Terminal Subsystem

- changing the default display for
 - using chdisp command 282
- changing the default keyboard map
 - using chkbd command 306

M

mail

- disabling notification 199
- enabling notification 199
- listing addressing for aliases 72

mail address

- parsing and reformatting (MH) 88

Mail commands

- bugfiler 234
- comsat 401

man pages

- keyword searches 90

memorandum macro

- checking document formatted with
 - using checkeq command 285
 - using checkmm command 285

messages

- annotating 86
- clearing from the screen 387
- composing 397
- displaying from system users 188
- sending
 - to system users 188

MH

- ap command 88
- conflict command 402

Modes menu

- description 56

modify subcommand for the ate command 117

N

network config

- autoconf6 143

NFS commands

- chnfs 322
- chnfsexp 323
- chnfsmnt 325

NFS daemons

- automount 144
- biod 203

NFS daemons (*continued*)
 bootparamd 211
NIS commands
 chkey 307
 chmaster 316
 chslave 355
 chypdom 380
nroff command
 filtering output for CRT previewing 390
nroff file
 checking
 using checknr command 286
number of licenses 310

O

Options menu
 description 56
output device, change 379

P

paging space
 changing the attributes of 334
password
 conflicts
 searching for (MH) 402
pattern matching 147
perform subcommand for the ate command 120
picture editor
 editing bitmaps and pixmaps 447
plotter queue
 changing the name of 338
printer
 line
 canceling requests to 245
printer queue
 changing the name of 338
process troff output 248
processor
 enabling and disabling
 cpu_state command 415
programs
 compiling and interpreting 220
pseudo terminal
 creating 47

Q

queue
 changing the name of 337
 displaying the jobs to be run 124
quit subcommand for the ate command 121

R

receive subcommand for the ate command 121
reconfigure
 Internet instance
 TCP/IP 296
remote computer
 connecting through ATE program 115

remote system
 interrupting current activity on 111
 receiving a file from 111
 sending a file to 111
 terminating an ATE connection 111
revision levels
 verifying availability of software at the
 appropriate 383

S

SCCS
 delta files
 changing comments 259
 combining 392
 files
 controlling 40
 creating 40
SCCS commands
 admin 40
 cdc 259
 comb 392
screen
 capturing displays 250
 clearing 387
 printing messages 169
 printing to a file 250
scrollbar
 description 56
security files, change 348
send subcommand for the ate command 121
services file
 manipulating 352
shells
 Bourne 229
 C 431
smit command 331
Source Code Control System 40
source files, locate objects 437
SRC
 modifying subserver object definition 350
 changing owning subsystem example 351
 changing subserver type example 351
 modifying subsystem object definition 356
 changing communication type examples 358
 changing subsystem name example 358
SRC configuration commands
 chserver 350
 chssys 356
standard commandline options 445
standard input
 capturing screen dumps 250
starting the customizing tool 444
status information, system 219
STREAMS commands
 autopush 146
STREAMS facility
 modules
 configuring list 146
subservers
 modifying SRC object definition 350

- subservers (*continued*)
 - changing owning subsystem example 351
 - changing subserver type example 351
- subsystems
 - modifying SRC object definition 356
 - changing communication type examples 358
 - changing subsystem name example 358
- syntax checker 198
- system
 - connecting to another system 439
- system boot
 - boot devices
 - list of 207
- system console
 - redirecting to a file 278
 - redirecting to a specified device 278
- system load level
 - running jobs when permitted by 171
- system resource controller 350, 356
- system status information 219

T

- TCP/IP
 - address resolution
 - display and modify 98
 - instances
 - activating 260
 - configuring 260
 - loading and configuring 261
 - modifying 294
 - methods
 - chginet 296
 - name service
 - changing configuration of 321
 - print services
 - changing configuration of 331
 - service management 352, 359
- TCP/IP commands
 - arp 98
 - chnamsv 321
 - chprtsv 331
- TCP/IP methods
 - cfgif 260
 - cfginet 261
 - chgif 294
- TCP/IP smit commands
 - chnamsv 321
 - chprtsv 331
- termcap file
 - converting to terminfo entries 249
- terminal emulation
 - HFT default 46
 - initializing 46
- terminals
 - clearing the screen 387
 - dialing an attached 434
- terminate subcommand for the ate command 121
- terminfo descriptor files
 - conversion from termcap file 249

- text
 - filtering forward and reverse half-linefeeds for output 389
 - filtering reverse linefeeds to standard output 389
- time management
 - displaying calendars 242
 - writing reminder messages 243
- time zone, change 365
- translation bindings
 - actions available 58
 - default values 58
- troff command
 - preparing
 - using checkcw command 451
 - using cw command 451
- troff file
 - checking
 - using checknr command 286
- troff output, process 248
- trusted computing base attribute
 - changing 361
 - querying 361
- tunnel definition 362

U

- updating
 - instantaneous resources 446
- user
 - changing gecost information for
 - using chfn command 288
 - changing login shell 353
 - changing the file 327
- users
 - changing role attributes for 342
 - changing the attributes for 365

V

- virtual printer
 - changing the attribute values of 378
- volume group
 - changing a physical volume characteristics 335
 - setting the characteristics 373

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