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About This Book

This book is Volume 2 of the six-volume *AIX 5L Version 5.2 Commands Reference*, 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 hyphen.

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.

**Italics**
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 statement 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.

Reading Syntax Statements
Syntax statements are a way to represent command syntax and consist of symbols such as brackets ([ ]), braces ({ }), and vertical bars (|). The following is a sample of a syntax statement for the **unget** command:

```plaintext
unget [ -rSID ] [ -s ] [ -n ] File ...
```

The following conventions are used in the command syntax statements:

- Items that must be entered literally on the command line are in **bold**. These items include the command name, flags, and literal characters.
- 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**.
- Parameters enclosed in brackets are optional.
- Parameters enclosed in braces are required.
- Parameters not enclosed in either brackets or braces are required.
- A vertical bar signifies that you choose only one parameter. For example, [ a | b ] indicates that you can choose a, b, or nothing. Similarly, { a | b } indicates that you **must** choose either a or b.
- Ellipses ( ... ) signify the parameter can be repeated on the command line.
- The dash (-) represents standard input.

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

```
lslpp -w /usr/sbin/installp
```

Output similar to the following displays:

<table>
<thead>
<tr>
<th>File</th>
<th>Fileset</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>/usr/sbin/installp</td>
<td>bos.rte.install</td>
<td>File</td>
</tr>
</tbody>
</table>

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

```
lslpp -w "*installp*"
```

Output similar to the following displays:

<table>
<thead>
<tr>
<th>File</th>
<th>Fileset</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>/usr/sbin/installp</td>
<td>bos.rte.install</td>
<td>File</td>
</tr>
<tr>
<td>/usr/clvm/sbin/linstallpv</td>
<td>prpq.clvm</td>
<td>File</td>
</tr>
<tr>
<td>/usr/lpp/bos.sysmgt/nim/methods/c_installp</td>
<td>bos.sysmgt.nim.client</td>
<td>File</td>
</tr>
</tbody>
</table>

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 & operator at the end of the command:

```plaintext
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

When you work with the operating system, 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 operating system 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 in, 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, 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 5.2 Commands Reference, Volume 1**
- **AIX 5L Version 5.2 Commands Reference, Volume 2**
- **AIX 5L Version 5.2 Commands Reference, Volume 3**
- **AIX 5L Version 5.2 Commands Reference, Volume 4**
- **AIX 5L Version 5.2 Commands Reference, Volume 5**
- **AIX 5L Version 5.2 Commands Reference, Volume 6**
- **AIX 5L Version 5.2 Files Reference**
- **AIX 5L Version 5.2 Glossary**
- **AIX 5L Version 5.2 Guide to Printers and Printing**
- **AIX 5L Version 5.2 Installation Guide and Reference**
- **AIX 5L Version 5.2 AIX Installation in a Partitioned Environment**
- **AIX 5L Version 5.2 Network Information Services (NIS and NIS+) Guide**
- **AIX 5L Version 5.2 Operating System Installation: Getting Started**
- **AIX 5L Version 5.2 Performance Management Guide**
- **AIX 5L Version 5.2 Performance Tools Guide and Reference**
- **AIX 5L Version 5.2 Security Guide**
- **AIX 5L Version 5.2 System Management Concepts: Operating System and Devices**
- **AIX 5L Version 5.2 System Management Guide: Communications and Networks**
- **AIX 5L Version 5.2 System Management Guide: Operating System and Devices**
- **AIX 5L Version 5.2 System User’s Guide: Communications and Networks**
- **AIX 5L Version 5.2 System User’s Guide: Operating System and Devices**
- **AIX 5L Version 5.2 Technical Reference: Base Operating System and Extensions Volume 1**
• AIX 5L Version 5.2 Technical Reference: Base Operating System and Extensions Volume 2
• AIX 5L Version 5.2 Technical Reference: Communications Volume 1
• AIX 5L Version 5.2 Technical Reference: Communications Volume 2
• AIX 5L Version 5.2 Technical Reference: Kernel and Subsystems Volume 1
• AIX 5L Version 5.2 Technical Reference: Kernel and Subsystems Volume 2
• AIX 5L Version 5.2 Web-based System Manager Administration Guide
• Performance Toolbox Version 2 and 3 for AIX: Guide and Reference
Alphabetical Listing of Commands

dacinet Command

Purpose
Administers security on TCP ports.

Syntax

- `dacinet aclflush`
- `dacinet aclclear Service | Port`
- `dacinet acladd Service | Port Parameters`
- `dacinet acldel Service | Port Parameters`
- `dacinet aclls Service | Port`
- `dacinet setpriv Service | Port`
- `dacinet unsetpriv Service | Port`
- `dacinet lspriv Service | Port`

Description
The `dacinet` command is used to administer security on TCP ports. See the Subcommands section for details of the various functions of `dacinet`.
Subcommands

**acladd**

Adds ACL entries to the kernel tables holding access control lists used by DACinet. The syntax of the parameters for the `acladd` subcommand is:

```
[-]addr[/length][u:userid] g:groupid
```

The parameters are defined as follows:

- **addr**: A DNS hostname or an IP v4/v6 address. A "-" before the address means that this ACL entry is used to deny access rather than to allow access.
- **length**: Indicates that `addr` is to be used as a network address rather than host address, with its first `length` bits taken from `addr`.
- **u:userid**: Optional user identifier. If the `uid` is not specified, all users on the specified host or subnet are given access to the service. If supplied, only the specified user is given access.
- **g:groupid**: Optional group identifier. If the `gid` is not specified, all users on the specified host or subnet are given access to the service. If supplied, only the specified group is given access.

**acliclear**

Clears the ACL for specified service or port.

**acdel**

Deletes ACL entries from the kernel tables holding access control lists used by DACinet. The `dacinet acdel` subcommand deletes an entry from an ACL only if it is issued with parameters that exactly match the ones that were used to add the entry to the ACL. The syntax of the parameters for the `acdel` subcommands is as follows:

```
[-]addr[/length][u:userid] g:groupid
```

The parameters are defined as follows:

- **addr**: A DNS hostname or an IP v4/v6 address. A "-" before the address means that this ACL entry is used to deny access rather than to allow access.
- **length**: Indicates that `addr` is to be used as a network address rather than host address, with its first `length` bits taken from `addr`.
- **u:userid**: Optional user identifier. If the `uid` is not specified, all users on the specified host or subnet are given access to the service. If supplied, only the specified user is given access.
- **g:groupid**: Optional group identifier. If the `gid` is not specified, all users on the specified host or subnet are given access to the service. If supplied, only the specified group is given access.
aclflush
Clears all the ACLs defined in the system, rendering all TCP ports inaccessible to connection requests except from the root user on the host. It also clears privileged ports such that any process can bind to any port above 1024.

aclls
Lists the ACL for the specified service or port. dacinet aclls 0 lists the default ACL. For authentication processing, from a logical perspective, the default ACL is appended to the ACL for the service. If no entry on the ACL matches the user attempting a connection to the service, access is denied. If one or more entries exist, the first one on the list with a user|group@host|subnet that matches the connection requestor determines the user’s ability to connect to the service. It is thus possible to deny a service to a member of a group that has access to the service merely by adding a deny entry for that member before adding the allow entry for the group.

lspriv
Lists all the privileged services or ports that are not permanently privileged (that is, it lists only privileged services with port numbers above 1024).

setpriv
Makes the specified service or port privileged such that only a process with superuser privileges may bind to the port and thereby offer a service on that port. Ports below 1024 are ignored as they are permanently privileged.

unsetpriv
Makes the specified service or port unprivileged such that any process may bind to it. Any process may also bind to any port in the current ephemeral port range, regardless of whether that port is marked as privileged.

Files
/usr/sbin/dacinet
Contains the dacinet command.

dadmin Command

Purpose
Used to query and modify the status of the DHCP server.

Syntax

dadmin [ -h Hostname | -d IpAddress | [-x] [-s] [-t [off] Value] | -q IpAddress | -p IpAddress | -c ClientId]

Description
The dadmin command lets the DHCP administrator query and modify the state of his DHCP servers’ databases. It gives the administrator the ability to locally or remotely query the DHCP server for the status of an IP address, query for a pool of IP addresses, query for a client, delete an IP address mapping, refresh the server, and change the server’s tracing level.

The dadmin command is backwards compatible with previous release DHCP servers to list their IP address status and refresh.
When querying for an IP address information, the `dadmin` command returns the IP address’s status. And depending on the IP address’s status, the `dadmin` command may return the lease duration, start lease time, last leased time, whether the server supports DNS A record updates for this IP address, and the client identifier which is mapped to this IP address.

When querying for a client information, the `dadmin` command returns the client’s IP address and IP address status, the last time the client was given any IP address, the hostname and domain name used by the client, and whether the server supports DNS A record updates for this IP address.

When modifying the server tracing level, the `dadmin` command sets and returns the server tracing level in the form of a tracing mask. This mask represents a bitstring where each bit represents whether a specific log item is being traced by the server (see “DHCP Server Configuration File” in the online documentation). From least significant to most significant order, these log items are LOG_NONE, LOG_SYSERR, LOG_OBJERR, LOG_PROTOCOL and LOG_PROTERR (same value), LOG_WARN, AND LOG_CONFIG (same value), LOG_EVENT, and LOGPARSEERR (same value), LOG_ACTION, LOG_INFM, LOG_ACNTING, LOG_STAT, LOG_TRACE, LOG_START, and LOG_RTRACE.

**Note:** LOG_START cannot be disabled. This implies a mask range from 0x0800 through 0x1FFF.

**Flags**

- `-c ClientId` Returns the status for a specific client that may be known to the DHCP server. `ClientId` represents the client identifier that a DHCP client used to identify itself, or the field can either be specified as hexadecimal characters only, or in the TYPE-STRING representation used by the DHCP server.

- `-d IpAddress` Deletes the lease information associated with IP address `IpAddress`. As a result, the address will be moved to the FREE state and be available for binding once again.

- `-f` To be used with the `-d` flag. The `-f` flag forces the deletion of the address without any prompting. Deletes the lease information associated with IP.

- `-h Hostname` Used to specify the destination DHCP server. `Hostname` can either be a name or IP address.

- `-i` Reinitializes the DHCP server. This flag signals the server to sync its databases and restarts by rereading the configuration file.

- `-p IpAddress` Returns the status of each address in a subnet. `IpAddress` is used to identify the subnet to a list.

- `-q IpAddress` Returns the status of a specific IP address.

- `-s IpAddress` Returns the status of each address in the DHCP server’s configured pools.

- `-t on|off|Value` Changes the tracing level of the DHCP server. Trace values are reported in a hexadecimal format representing the tracing mask in use on the server. `Value` can be specified as either a decimal or hexadecimal format. The keywords `on` and `off` enable or disable a single bit at a time in the tracing mask.

- `-v` Executes the command in verbose mode.

- `-x` Use Version 1 of the `dadmin` protocol. The `-x` flag is used to connect to previous release DHCP servers and is only valid for the `-i` and `-s` flags.

- `-?` Displays the usage syntax.
Exit Status

0 Successful completion.
>0 An error occurred.

Security
To secure connections from the dadmin clients, the DHCP server only allows connections from the server itself or from remote machines that are included in the superuser’s .rhosts file. To prevent ordinary users from modifying the DHCP server’s address mappings, the administrator should ensure that the execution of the dadmin command is limited to the proper users on those machines that are allowed access.

Files
/usr/sbin/dadmin Contains the dadmin command.

Related Information
The .rhosts file format, DHCP Server Configuration File in the AIX 5L Version 5.2 Files Reference.

The dhcpsd daemon.


TCP/IP Daemons in the AIX 5L Version 5.2 System Management Guide: Communications and Networks

date Command

Purpose
Displays or sets the date or time.

Syntax

To Set the Date and Time as Root User
/usr/bin/date [ -n ] [ -u ] [ Date ] [ +FieldDescriptor ... ]

To Display the Date and Time
/usr/bin/date [ -u ] [ +FieldDescriptor ... ]

To adjust the Time in Seconds as root User
/usr/bin/date [ -a [ + | - ] sss[.fff] ]

Description
Attention: Do not change the date when the system is running with more than one user.

The date command writes the current date and time to standard output if called with no flags or with a flag list that begins with a + (plus sign). Otherwise, it sets the current date. Only a root user can change the date and time. The date command prints out the usage message on any unrecognized flags or input.

The following formats can be used when setting the date with the Date parameter:

- mmdHHMM[YYyy]
- mmdHHMM[yy]
The variables to the *Date* parameter are defined as follows:

- **mm**: Specifies the month number.
- **dd**: Specifies the number of the day in the month.
- **HH**: Specifies the hour in the day (using a 24-hour clock).
- **MM**: Specifies the minute number.
- **YY**: Specifies the first two digits of the year.

**Note**: If you do not specify the first two digits of the year, values in the range 69 to 99 refer to the twentieth century, 1969 to 1999 inclusive, and values in the range 00 to 68 refer to years in the twenty-first century, 2000 to 2068 inclusive.

- **yy**: Specifies the last two digits of the year.

**Note**: The *date* command accepts a 4 digit year as input. For example, if a four-digit year is specified, the *date* command tries to set the year to “YYyy” and fails for values which are out of range (less than 1970 and greater than 2037).

The current year is used as the default value when the year is not specified. The system operates in Coordinated Universal Time (CUT).

If you follow the *date* command with a *(plus sign)* and a field descriptor, you can control the output of the command. You must precede each field descriptor with a *(percent sign)*. The system replaces the field descriptor with the specified value. Enter a literal % as %% (two percent signs). The *date* command copies any other characters to the output without change. The *date* command always ends the string with a new-line character.

**Flags**

- **-a** *(+)*: Slowly adjusts the time by *sss.fff* seconds (*fff* represents fractions of a second). This adjustment can be positive or negative. The system’s clock will be sped up or slowed down until it has drifted by the number of *sss.fff* seconds specified.
  - **-n**: Does not set the time globally on all machines in a local area network that have their clocks synchronized.
  - **-u**: Displays or sets the time in Coordinated Universal Time (CUT).

**Field Descriptors**

- **%a**: Displays the locale’s abbreviated weekday name.
- **%A**: Displays the locale’s full weekday name.
- **%b**: Displays the locale’s abbreviated month name.
- **%B**: Displays the locale’s full month name.
- **%c**: Displays the locale’s appropriate date and time representation. This is the default.
- **%C**: Displays the first two digits of the four-digit year as a decimal number (00-99). A year is divided by 100 and truncated to an integer.
- **%d**: Displays the day of the month as a decimal number (01-31). In a two-digit field, a 0 is used as leading space fill.
- **%D**: Displays the date in the format equivalent to *%m/%d/%y*.
- **%e**: Displays the day of the month as a decimal number (1-31). In a two-digit field, a blank space is used as leading space fill.
- **%h**: Displays the locale’s abbreviated month name (a synonym for **%b**).
- **%H**: Displays the hour (24-hour clock) as a decimal number (00-23).
- **%I**: Displays the hour (12-hour clock) as a decimal number (01-12).
- **%j**: Displays the day of year as a decimal number (001-366).
- **%m**: Displays the month of year as a decimal number (01-12).
- **%M**: Displays the minutes as a decimal number (00-59).
- **%n**: Inserts a <new-line> character.
- **%p**: Displays the locale’s equivalent of either AM or PM.
%r  Displays 12-hour clock time (01-12) using the AM-PM notation; in the POSIX locale, this is equivalent to %I:%M:%S %p.
%S  Displays the seconds as a decimal number (00-59).
%t  Inserts a <tab> character.
%T  Displays the 24-hour clock (00-23) in the format equivalent to HH:MM:SS .
%u  Displays the weekday as a decimal number from 1-7 (Sunday = 7). Refer to the %w field descriptor.
%U  Displays week of the year(Sunday as the first day of the week) as a decimal number[00-53]. All days in a new year preceding the first Sunday are considered to be in week 0.
%V  Displays the week of the year as a decimal number from 01-53 (Monday is used as the first day of the week). If the week containing January 1 has four or more days in the new year, then it is considered week 01; otherwise, it is week 53 of the previous year.
%w  Displays the weekday as a decimal number from 0-6 (Sunday = 0). Refer to the %u field descriptor.
%W  Displays the week number of the year as a decimal number (00-53) counting Monday as the first day of the week.
%x  Displays the locale’s appropriate date representation.
%x  Displays the locale’s appropriate time representation.
%y  Displays the last two numbers of the year (00-99).
%Y  Displays the four-digit year as a decimal number.
%z  Displays the time-zone name, or no characters if no time zone is determinable.
%%  Displays a % (percent sign) character.

Modified Field Descriptors
The %E and %O field descriptors can be modified to indicate a different format or specification, as described in [LC_TIME Category] for the Locale Definition Source File Format in AIX 5L Version 5.2 Files Reference. If the corresponding keyword (see the era, era_year, era_d_fmt, and alt_digits keywords) is not specified or not supported for the current locale, the unmodified field descriptor value is used.

%Ec  Displays the locale’s alternative appropriate date and time representation.
%EC  Displays the name of the base year (or other time period) in the locale’s alternative representation.
%Ex  Displays the locale’s alternative date representation.
%EX  Displays the locale’s alternative time representation.
%Ey  Displays the offset from the %EC field descriptor (year only) in the locale’s alternative representation.
%EY  Displays the full alternative year representation.
%Od  Displays the day of the month using the locale’s alternative numeric symbols.
%Oe  Displays the day of the month using the locale’s alternative numeric symbols.
%OH  Displays the hour (24-hour clock) using the locale’s alternative numeric symbols.
%OI  Displays the hour (12-hour clock) using the locale’s alternative numeric symbols.

%Om  Displays the month using the locale’s alternative numeric symbols.
%OM  Displays minutes using the locale’s alternative numeric symbols.
%OS  Displays seconds using the locale’s alternative numeric symbols.
%Ou  Displays the weekday as a number in the locale’s alternative representation (Monday=1).
%OU  Displays the week number of the year using the locale’s alternative numeric symbols. Sunday is considered the first day of the week.
%OV  Displays the week number of the year using the locale’s alternative numeric symbols. Monday is considered the first day of the week.
%Ow  Displays the weekday as a number in the locale’s alternative representation (Sunday =0).
%OW  Displays the week number of the year using the locale’s alternative numeric symbols. Monday is considered the first day of the week.
%Oy  Displays the year (offset from %C) in alternative representation.
Exit Status
This command returns the following exit values:

0       The date was written successfully.
>0      An error occurred.

Examples
1. To display current date and time, enter:
   date
2. To set the date and time, enter:
   date 0217142590
   
   For a system using CST as its time zone, this sets the date and time to Sat Feb 17 14:25:00 CST 1990.

   Note: You must have root authority to change the date and time.
3. To display the date and time in a specified format, enter:
   date +"%r %a %d %h %y (Julian Date: %j)"
   
   This displays the date shown in Example 2 as:
   02:25:03 PM Fri 17 Feb 90 (Julian Date: 048)

Environment Variables
The following environment variables affect the execution of the date command.

LANG      Determines the locale to use when both LC_ALL and the corresponding environment variable (beginning with LC_) do not specify a locale.
LC_ALL    Determines the locale to be used to override any values for locale categories specified by the setting of LANG or any environment variable beginning with LC_.
LC_CTYPE  Determines the locale for the interpretation of sequences of bytes of text data as characters (for example, single versus multibyte character in an argument).
LC_MESSAGES Determines the language in which messages should be written.
LC_TIME   Determines the contents of date and time strings written by date.
NLSPATH   Determines the location of message catalogues for the processing of LC_MESSAGES.
TZ        Specifies the time zone in which the time and date are written, unless the -u option is specified. If the TZ variable is not set and the -u flag is not specified, an unspecified system default time zone is used.

Related Information
The environment file.

The localtime subroutine, strftime subroutine, and time subroutine.

LC_TIME Category for the Locale Definition Source File Format in AIX 5L Version 5.2 Files Reference.

dbx Command

Purpose
Provides an environment to debug and run programs.

Syntax
```
dbx [ -a ProcessID ] [ -c CommandFile ] [ -d NestingDepth ] [ -D Directory ] [ -E DebugEnvironment ] [ -P oldpath=newpath:... ] [ -k ] [ -u ] [ -F ] [ -r ] [ -x ] [ -p ObjectFile ] [ CoreFile ]
```

Description
The dbx command provides a symbolic debug program for C, C++, Pascal, and FORTRAN programs, allowing you to carry out operations such as the following:
- Examine object and core files.
- Provide a controlled environment for running a program.
- Set breakpoints at selected statements or run the program one line at a time.
- Debug using symbolic variables and display them in their correct format.

The ObjectFile parameter is an object (executable) file produced by a compiler. Use the -g (generate symbol table) flag when compiling your program to produce the information the dbx command needs.

Note: The -g flag of the cc command should be used when the object file is compiled. If the -g flag is not used or if symbol references are removed from the xcoff file with the strip command, the symbolic capabilities of the dbx command are limited.

If the -c flag is not specified, the dbx command checks for a .dbxinit file in the user's $HOME directory. It then checks for a .dbxinit file in the user's current directory. If a .dbxinit file exists in the current directory, that file overrides the .dbxinit file in the user's $HOME directory. If a .dbxinit file exists in the user's $HOME directory or current directory, that file's subcommands run at the beginning of the debug session. Use an editor to create a .dbxinit file.

If ObjectFile is not specified, then dbx asks for the name of the object file to be examined. The default is a.out. If the core file exists in the current directory or a CoreFile parameter is specified, then dbx reports the location where the program faulted. Variables, registers, and memory held in the core image may be examined until execution of ObjectFile begins. At that point the dbx debug program prompts for commands.

Expression Handling
The dbx program can display a wide range of expressions. You can specify expressions in the dbx debug program with a common subset of C and Pascal syntax, with some FORTRAN extensions.

The following operators are valid in the debug program:
- * (asterisk) or ^ (caret) Denotes indirection or pointer dereferencing.
- [ ] (brackets) or ( ) (parentheses) Denotes subscript array expressions.
- . (period) Use this field reference operator with pointers and structures. This makes the C operator -> (arrow) unnecessary, although it is allowed.
- & (ampersand) Gets the address of a variable.
- .. (two periods) Separates the upper and lower bounds when specifying a subsection of an array. For example: n[1..4].
The following types of operations are valid in expressions in the debug program:

**Algebraic**  
=, -, *, / (floating division), div (integral division), mod, exp (exponentiation)

**Bitwise**  
-, 1, bitand, xor, -, <<, >>

**Logical**  
or, and, not, ll, &&

**Comparison**  
<, >, <=, >=, < > or !=, = or ==

**Other**  
(typename), sizeof

Logical and comparison expressions are allowed as conditions in `stop` and `trace`.

Expression types are checked. You override an expression type by using a renaming or casting operator. The three forms of type renaming are `Typename(Expression)`, `Expression | Typename`, and `(Typename) Expression`. The following is an example where the `x` variable is an integer with value 97:

```
(dbx) print x
97
(dbx) print char(x), x | char, (char)x, x
'a' 'a' 'a' 97
```

**Command Line Editing**
The `dbx` commands provide a command line editing feature similar to those provide by Korn Shell. `vi` mode provides vi-like editing features, while `emacs` mode gives you controls similar to `emacs`.

These features can be turned on by using `dbx` subcommand `set -o` or `set edit`. To turn on vi-style command-line editing, you would type the subcommand `set edit vi` or `set -o vi`.

You can also use the `EDITOR` environment variable to set the editing mode.

The `dbx` command saves commands entered to a history file `.dbxhistory`. If the `DBXHISTFILE` environment variable is not set, the history file used is `$HOME/.dbxhistory`.

By default, `dbx` saves the text of the last 128 commands entered. The `DBXHISTSIZE` environment variable can be used to increase this limit.

**Flags**

- `-a ProcessID`  
Attaches the debug program to a process that is running. To attach the debug program, you need authority to use the `kill` command on this process. Use the `ps` command to determine the process ID. If you have permission, the `dbx` program interrupts the process, determines the full name of the object file, reads in the symbolic information, and prompts for commands.

- `-c CommandFile`  
Runs the `dbx` subcommands in the file before reading from standard input. The specified file in the `$HOME` directory is processed first; then the file in the current directory is processed. The command file in the current directory overrides the command file in the `$HOME` directory. If the specified file does not exist in either the `$HOME` directory or the current directory, a warning message is displayed. The `source` subcommand can be used once the `dbx` program is started.

- `-d NestingDepth`  
Sets the limit for the nesting of program blocks. The default nesting depth limit is 25.

- `-E DebugEnvironment`  
Specifies the environment variable for the debug program.

- `-p oldpath=newpath:... | pathfile`  
Specifies a substitution for library paths when examining core files in the format `oldpath=newpath`. `oldpath` specifies the value to be substituted (as stored in the core file) and `newpath` specifies what it is to be replaced with. These may be complete or partial, relative or absolute paths. Multiple substitutions may be specified, separated by colons. Alternatively, the `-p` flag may specify the name of a file from which mappings in the previously described format are to be read. Only one mapping per line is allowed when mappings are read from a file.
Can be used to turn off the lazy read mode and make the **dbx** command read all symbols at startup time. By default, lazy reading mode is on: it reads only required symbol table information on initiation of **dbx** session. In this mode, **dbx** will not read local variables and types whose symbolic information has not been read. Therefore, commands such as `whereis i` may not list all instances of the local variable `i` in every function.

**-l Directory**
(Uppercase `i`) Includes directory specified by the `Directory` variable in the list of directories searched for source files. The default is to look for source files in the following directories:

- The directory the source file was located in when it was compiled. This directory is searched only if the compiler placed the source path in the object.
- The current directory.
- The directory where the program is currently located.

**-k**
Maps memory addresses; this is useful for kernel debugging.

**-r**
Runs the object file immediately. If it terminates successfully, the **dbx** debug program is exited. Otherwise, the debug program is entered and the reason for termination is reported.

**Note:** Unless `-r` is specified, the **dbx** command prompts the user and waits for a command.

**-u**
Causes the **dbx** command to prefix file name symbols with an `@` (at sign). This flag reduces the possibility of ambiguous symbol names.

**-x**
Prevents the **dbx** command from stripping `_` (trailing underscore) characters from symbols originating in FORTRAN source code. This flag allows **dbx** to distinguish between symbols which are identical except for an underscore character, such as `xxx` and `xxx_`.

**Examples**

1. The following example explains how to start the **dbx** debug program simultaneously with a process. The example uses a program called `samp.c`. This C program is first compiled with the `-g` flag to produce an object file that includes symbolic table references. In this case, the program is named `samp`:

   $ cc -g samp.c -o samp

   When the program `samp` is run, the operating system reports a bus error and writes a core image to your current working directory as follows:

   $ samp
   Bus Error - core dumped

   To determine the location where the error occurred, enter:

   $ dbx samp

   The system returns the following message:

   ```
   dbx version 3.1
   Type 'help' for help.
   reading symbolic information ... [
   using memory image in core]
   25 x[0] = 0;
   (dbx) quit
   ```

2. This example explains how to attach **dbx** to a process. This example uses the following program, `looper.c`:
main()
{
    int i, x[10];
    for (i = 0; i < 10;)
}

The program will never terminate because i is never incremented. Compile looper.c with the -g flag to get symbolic debugging capability:
$ cc -g looper.c -o looper

Run looper from the command line and perform the following steps to attach dbx to the program while it is running:

a. To attach dbx to looper, you must determine the process ID. If you did not run looper as a background process, you must have another Xwindow open. From this Xwindow, enter:

   ps -u UserID

   where UserID is your login ID. All active processes that belong to you are displayed as follows:

   PID  TTY   TIME   COMMAND
   68   console 0:04  sh
   467  lft3    10:48  looper

   In this example the process ID associated with looper is 467.

b. To attach dbx to looper, enter:

   $ dbx -a 467

   The system returns the following message:

   Waiting to attach to process 467...
   Successfully attached to /tmp/looper.
   dbx is initializing
   Type 'help' for help.
   reading symbolic information...

   attached in main at line 5
   5 for (i = 0; i < 10;);
   (dbx)

   You can now query and debug the process as if it had been originally started with dbx.

3. To add directories to the list of directories to be searched for the source file of an executable file objefile, you can enter:

   $ dbx -I /home/user/src -I /home/group/src objefile

   The use subcommand may be used for this function once dbx is started. The use command resets the list of directories, whereas the -I flag adds a directory to the list.

4. To use the -r flag, enter:

   $ dbx -r samp

   The system returns the following message:

   Entering debug program...
   dbx version 3.1
   Type 'help' for help.
   reading symbolic information...
   bus error in main at line 25
   25 x[i] = 0;
   (dbx) quit
The -r flag allows you to examine the state of your process in memory even though a core image is not taken.

5. To specify the environment variables for the debug program, enter:
   `dbx -E LIBPATH=/home/user/lib -E LANG=Ja_JP objfile`

**dbx Subcommands**

*Note:* The subcommands can only be used while running the dbx debug program.

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/ Subcommand

/ [ RegularExpression [ / ] ]

The / subcommand searches forward in the current source file for the pattern specified by the RegularExpression parameter. Entering the / subcommand with no arguments causes dbx to search forward for the previous regular expression. The search wraps around the end of the file.

Examples:
1. To search forward in the current source file for the number 12, enter:
   
   / 12

2. To repeat the previous search, enter:
   
   /

See the ? (search) subcommand and the regcmp subroutine.

? Subcommand

? [ RegularExpression [ ? ] ]

The ? subcommand searches backward in the current source file for the pattern specified by the RegularExpression parameter. Entering the ? subcommand with no arguments causes the dbx command to search backwards for the previous regular expression. The search wraps around the end of the file.

Examples:
1. To search backward in the current source file for the letter z, enter:

   ?z

2. To repeat the previous search, enter:

   ?

See the / (search) subcommand and the regcmp subroutine.
**alias Subcommand**

**alias** [ Name [[ (Arglist) ] String | Subcommand ]]

The **alias** subcommand creates aliases for **dbx** subcommands. The **Name** parameter is the alias being created. The **String** parameter is a series of **dbx** subcommands that, after the execution of this subcommand, can be referred to by **Name**. If the **alias** subcommand is used without parameters, it displays all current aliases.

**Examples:**
1. To substitute **rr** for **rerun**, enter:
   ```
   alias rr rerun
   ```
2. To run the two subcommands **print n** and **step** whenever **printandstep** is typed at the command line, enter:
   ```
   alias printandstep "print n; step"
   ```
3. The **alias** subcommand can also be used as a limited macro facility. For example:
   ```
   (dbx) alias px(n) "set $hexints; print n; unset $hexints"
   (dbx) alias a(x,y) "print symname[x]->symvalue._n_n.name.Id[y]"
   (dbx) px(126)
   0x7e
   ```
   In this example, the alias **px** prints a value in hexadecimal without permanently affecting the debugging environment.

**assign Subcommand**

**assign** Variable = Expression

The **assign** subcommand assigns the value specified by the **Expression** parameter to the variable specified by the **Variable** parameter.

**Examples:**
1. To assign a value of 5 to the **x** variable, enter:
   ```
   assign x = 5
   ```
2. To assign the value of the **y** variable to the **x** variable, enter:
   ```
   assign x = y
   ```
3. To assign the character value 'z' to the **z** variable, enter:
   ```
   assign z = 'z'
   ```
4. To assign the boolean value **false** to the logical type variable **B**, enter:
   ```
   assign B = false
   ```
5. To assign the "Hello World" string to a character pointer **Y**, enter:
   ```
   assign Y = "Hello World"
   ```
6. To disable type checking, set the **dbx** debug program variable **$unsafeassign** by entering:
   ```
   set $unsafeassign
   ```
   See [Displaying and Modifying Variables](#)

**attribute Subcommand**

**attribute** [ AttributeNumber ... ]
The attribute subcommand displays information about the user thread, mutex, or condition attributes objects defined by the AttributeNumber parameters. If no parameters are specified, all attributes objects are listed.

For each attributes object listed, the following information is displayed:

- **attr**: Indicates the symbolic name of the attributes object, in the form $a\text{AttributeNumber}$.
- **obj_addr**: Indicates the address of the attributes object.
- **type**: Indicates the type of the attributes object; this can be thr, mutex, or cond for user threads, mutexes, and condition variables respectively.
- **state**: Indicates the state of the attributes object. This can be valid or inval.
- **stack**: Indicates the stacksize attribute of a thread attributes object.
- **scope**: Indicates the scope attribute of a thread attributes object. This determines the set of threads with which it must contend for processing resources. The value can be sys or pro for system or process contention scope.
- **prio**: Indicates the priority attribute of a thread attributes object.
- **sched**: Indicates the schedpolicy attribute of a thread attributes object. This attribute controls scheduling policy, and can be fifo, rr (round robin), or other.
- **p-shar**: Indicates the process-shared attribute of a mutex or condition attribute object. A mutex or condition is process-shared if it can be accessed by threads belonging to different processes. The value can be yes or no.
- **protocol**: Indicates the protocol attribute of a mutex. This attribute determines the effect of holding the mutex on a threads priority. The value can be no_prio, prio, or protect.

**Notes:**

1. The print subcommand of the dbx debug program recognizes symbolic attribute names, and can be used to display the status of the corresponding object.
2. The available attributes depend on the implementation of POSIX options.

**Examples:**

1. To list information about all attributes, enter:
   ```
   attribute
   ```
   The output is similar to:
   ```
   attr obj_addr type state stack scope prio sched p-shar
   $a1 0x200035c8 mutex valid no
   $a2 0x20003628 cond valid no
   $a3 0x200037c8 thr valid 57344 sys 126 other
   $a4 0x200050f8 thr valid 57344 pro 126 other
   ```

2. To list information about attributes 1 and 3, enter:
   ```
   attribute 1 3
   ```
   The output is similar to:
   ```
   attr obj_addr type state stack scope prio sched p-shar
   $a1 0x200035c8 mutex valid no
   $a3 0x200037c8 thr valid 57344 sys 126 other
   ```

See the condition subcommand, mutex subcommand, print subcommand, and thread subcommand for the dbx command.

Also, see Creating Threads, Using Mutexes, and Using Condition Variables in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.
call Subcommand

call Procedure ([ Parameters ])

The call subcommand runs the procedure specified by the Procedure parameter. The return code is not printed. If any parameters are specified, they are passed to the procedure being run.

Example: To call a command while running dbx, enter:

(dbx) call printf("hello")

hello

printf returns successfully.

case Subcommand

case [ default | mixed | lower | upper ]

The case subcommand changes how the dbx debug program interprets symbols. The default handling of symbols is based on the current language. If the current language is C, C++, or undefined, the symbols are not folded; if the current language is FORTRAN or Pascal, the symbols are folded to lowercase. Use this subcommand if a symbol needs to be interpreted in a way not consistent with the current language.

Entering the case subcommand with no parameters displays the current case mode.

Flags:

default Varies with the current language.
mixed Causes symbols to be interpreted as they actually appear.
lower Causes symbols to be interpreted as lowercase.
upper Causes symbols to be interpreted as uppercase.

Examples:
1. To display the current case mode, enter:
   case
2. To instruct dbx to interpret symbols as they actually appear, enter:
   case mixed
3. To instruct dbx to interpret symbols as uppercase, enter:
   case upper

See Folding Variables to Lowercase and Uppercase.

catch Subcommand

catch [ SignalNumber | SignalName ]

The catch subcommand starts the trapping of a specified signal before that signal is sent to the application program. This subcommand is useful when the application program being debugged handles signals such as interrupts. The signal to be trapped can be specified by number or by name using either the SignalNumber or the SignalName parameter, respectively. Signal names are case insensitive, and the SIG prefix is optional. If neither the SignalNumber nor the SignalName parameter is specified, all signals are trapped by default except the SIGHUP, SIGCLD, SIGALRM, and SIGKILL signals. If no arguments are specified, the current list of signals to be caught is displayed.

Examples:
1. To display a current list of signals to be caught by dbx, enter:
catch
2. To trap signal SIGALARM, enter:
catch SIGALARM

See the [ignore] subcommand and [Handling Signals]

**clear Subcommand**

clear SourceLine

The clear subcommand removes all stops at a given source line. The SourceLine parameter can be specified in two formats:
• As an integer
• As a file name string followed by a : (colon) and an integer

**Examples:** To remove breakpoints set at line 19, enter:
clear 19

The [clear] subcommand and delete subcommand. Also, see Setting and Deleting Breakpoints in in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

**cleari Subcommand**

cleari Address

The cleari subcommand clears all the breakpoints at the address specified by the Address parameter.

**Examples:**
1. To remove a breakpoint set at address 0x100001b4, enter:
cleari 0x100001b4
2. To remove a breakpoint set at the main() procedure address, enter:
cleari &main

See the [clear] subcommand, the delete subcommand, and Setting and Deleting Breakpoints in in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

**condition Subcommand**

ccondition [ [wait] | [nowait] | ConditionNumber ... ]

The condition subcommand displays information about one or more condition variables. If one or more ConditionNumber parameters are given, the condition subcommand displays information about the specified condition variables. If no flags or parameters are specified, the condition subcommand lists all condition variables.

The information listed for each condition is as follows:

cv Indicates the symbolic name of the condition variable, in the form $cConditionNumber.
obj_addr Indicates the memory address of the condition variable.
um_wait Indicates the number of threads waiting on the condition variable.
waiters Lists the user threads which are waiting on the condition variable.

**Note:** The print subcommand of the dbx debug program recognizes symbolic condition variable names, and can be used to display the status of the corresponding object.
Flags:

- **wait** Displays condition variables which have waiting threads.
- **nowait** Displays condition variables which have no waiting threads.

**Examples:**

1. To display information about all condition variables, enter:
   ```
   condition
   ```
2. To display information about all condition variables which have waiting threads, enter:
   ```
   condition wait
   ```
3. To display information about the condition variable 3, enter:
   ```
   condition 3
   ```
   The output is similar to:
   ```
   cv           obj_addr num_wait waiters
   $c3 0x20003290 0
   ```

See the `attribute` subcommand, `mutex` subcommand, `print` subcommand, and `thread` subcommand.

Also, see *Using Condition Variables* in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

**cont Subcommand**

```
cont [ SignalNumber | SignalName ]
```

The `cont` subcommand continues the execution of the application program from the current stopping point until either the program finishes or another breakpoint is reached. If a signal is specified, either by the number specified in the `SignalNumber` parameter or by the name specified in the `SignalName` parameter, the program continues as if that signal had been received. Signal names are not case sensitive and the `SIG` prefix is optional. If no signal is specified, the program continues as if it had not been stopped.

**Examples**

1. To continue program execution from current stopping point, enter:
   ```
   cont
   ```
2. To continue program execution as though it received the signal SIGQUIT, enter:
   ```
   cont SIGQUIT
   ```
   See the `detach` subcommand for the `dbx` command, the `goto` subcommand for the `dbx` command, the `next` subcommand for the `dbx` command, the `skip` subcommand for the `dbx` command, and the `step` subcommand for the `dbx` command.

**delete Subcommand**

```
delete { Number ... | all }
```

The `delete` subcommand removes traces and stops from the application program. The traces and stops to be removed can be specified through the `Number` parameters, or all traces and stops can be removed by using the all flag. Use the `status` subcommand to display the numbers associated by the `dbx` debug program with a trace or stop.
Flag

all Remains all traces and stops.

Examples

1. To remove all traces and stops from the application program, enter:
   
   delete all

2. To remove traces and stops for event number 4, enter:
   
   delete 4

See the clear subcommand, the cleari subcommand, the status subcommand and Setting and Deleting Breakpoints in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

detach Subcommand

detach [ SignalNumber | SignalName ]

The detach subcommand continues the execution of the application program and exits the debug program. A signal can be specified either by:

• Name, using the SignalName parameter
• Number, using the SignalNumber parameter

Signal names are not case sensitive and the SIG prefix is optional.

If a signal is specified, the program continues as if it had received that signal. If no signal is specified, the program continues as if no stop had occurred.

Examples

1. To continue execution of the application and exit dbx, enter:
   
   detach

2. To exit dbx and continue execution of the application as though it received signal SIGREQUEST, enter:
   
   detach SIGREQUEST

See Using the dbx Debug Program.

display memory Subcommand

{ Address,Address | Address/[ Count ] } [ Mode ] [ >File ]

The display memory subcommand, which does not have a keyword to initiate the command, displays a portion of memory controlled by the following factors:

The range of memory displayed is controlled by specifying either:

• Two Address parameters, where all lines between those two addresses are displayed,
  OR
• One Address parameter where the display starts and a Count that determines the number of lines displayed from Address.

Specify symbolic addresses by preceding the name with an & (ampersand). Addresses can be expressions made up of other addresses and the operators + (plus sign), - (minus sign), and * (indirection). Any expression enclosed in parentheses is interpreted as an address.

• The format in which the memory is displayed is controlled by the Mode parameter. The default for the Mode parameter is the current mode. The initial value of Mode is X. The possible modes include:

  b Prints a byte in octal.
  c Prints a byte as a character.
d  Prints a short word in decimal.
D  Prints a long word in decimal.
f  Prints a single-precision real number.
g  Prints a double-precision real number.
h  Prints a byte in hexadecimal.
i  Prints the machine instruction.
Illd Prints an 8-byte signed decimal number.
llu Prints an 8-byte unsigned decimal number.
llx Prints an 8-byte unsigned hexadecimal number.
llt Prints an 8-byte unsigned octal number.
o  Prints a short word in octal
O  Prints a long word in octal.
q  Prints an extended-precision floating-point number.
s  Prints a string of characters terminated by a null byte.
x  Prints a short word in hexadecimal.
X  Prints a long word in hexadecimal.

Flag:
>File  Redirects output to the specified file.

Examples:
1. To display one long word of memory content in hexadecimal starting at the address 0x3ffe460, enter:
   0x3ffe460 / X
2. To display two bytes of memory content as characters starting at the variable y address, enter:
   &y / 2c
3. To display the sixth through the eighth elements of the FORTRAN character string a_string, enter:
   &a_string + 5, &a_string + 7/c

See Examining Memory Addresses in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

down Subcommand
down [ Count ]

The down subcommand moves the current function down the stack Count number of levels. The current function is used for resolving names. The default for the Count parameter is one.

Examples:
1. To move one level down the stack, enter:
   down
2. To move three levels down the stack, enter:
   down 3

See the up subcommand, the where subcommand, and Displaying a Stack Trace in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

dump Subcommand
dump [ Procedure ] [ >File ]
The **dump** subcommand displays the names and values of all variables in the specified procedure. If the *Procedure* parameter is . (period), then all active variables are displayed. If the *Procedure* parameter is not specified, the current procedure is used. If the >*File* flag is used, the output is redirected to the specified file.

**Flags:**

>`*File` Redirects output to the specified file.

**Examples:**

1. To display names and values of variables in the current procedure, enter:
   
   ```
   dump
   ```

2. To display names and values of variables in the `add_count` procedure, enter:
   
   ```
   dump add_count
   ```

3. To redirect names and values of variables in the current procedure to the `var.list` file, enter:
   
   ```
   dump > var.list
   ```

See [Displaying and Modifying Variables](AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs) in *AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs*.

**edit Subcommand**

**edit** [ *Procedure* | *File* ]

The **edit** subcommand invokes an editor on the specified file. The file may be specified through the *File* parameter or by specifying the *Procedure* parameter, where the editor is invoked on the file containing that procedure. If no file is specified, the editor is invoked on the current source file. The default is the **vi** editor. Override the default by resetting the **EDITOR** environment variable to the name of the desired editor.

**Examples:**

1. To start an editor on the current source file, enter:
   
   ```
   edit
   ```

2. To start an editor on the `main.c` file, enter:
   
   ```
   edit main.c
   ```

3. To start an editor on the file containing the `do_count()` procedure, enter:
   
   ```
   edit do_count
   ```

See the [list](AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs) subcommand, the **vi** or **vedit** command. Also, see [Changing the Current File or Procedure](AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs) and [Displaying the Current File](AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs) in *AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs*.

**file Subcommand**

**file** [ *File* ]

The **file** subcommand changes the current source file to the file specified by the *File* parameter; it does not write to that file. The *File* parameter can specify a full path name to the file. If the *File* parameter does not specify a path, the **dbx** program tries to find the file by searching the use path. If the *File* parameter is not specified, the **file** subcommand displays the name of the current source file. The **file** subcommand also displays the full or relative path name of the file if the path is known.

**Examples:**

1. To change the current source file to the `main.c` file, enter:
To display the name of the current source file, enter:

```
file
```

See the `func` subcommand. Also, see [Changing the Current File or Procedure](#) and [Displaying the Current File](#) in *AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs*.

### func Subcommand

```
func [ Procedure ]
```

The `func` subcommand changes the current function to the procedure or function specified by the `Procedure` parameter. If the `Procedure` parameter is not specified, the default current function is displayed. Changing the current function implicitly changes the current source file to the file containing the new function; the current scope used for name resolution is also changed.

**Examples:**

1. To change the current function to the `do_count` procedure, enter:

   ```
   func do_count
   ```

2. To display the name of the current function, enter:

   ```
   func
   ```

See the `file` subcommand. Also, see [Changing the Current File or Procedure](#) in *AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs*.

### goto Subcommand

```
goto SourceLine
```

The `goto` subcommand causes the specified source line to be run next. Normally, the source line must be in the same function as the current source line. To override this restriction, use the `set` subcommand with the `sunsafergoto` flag.

**Example:** To change the next line to be executed to line 6, enter:

```
goto 6
```

See the `cont` subcommand, the `gotoi` subcommand, and the `set` subcommand.

### gotoi Subcommand

```
gotoi Address
```

The `gotoi` subcommand changes the program counter address to the address specified by the `Address` parameter.

**Example:** To change the program counter address to address `0x100002b4`, enter:

```
gotoi 0x100002b4
```

See the `goto` subcommand.

### help Subcommand

```
help [ Subcommand | Topic ]
```

The `help` subcommand displays help information for `dbx` subcommands or topics, depending upon the parameter you specify. Entering the `help` subcommand with the `Subcommand` parameter displays the

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syntax statement and description of the specified subcommand. Entering the help subcommand with the Topic parameter displays a detailed description of the specified topic. The following topics are available:

- **startup** Lists dbx startup options.
- **execution** Lists dbx subcommands related to program execution.
- **breakpoints** Lists dbx subcommands related to breakpoints and traces.
- **files** Lists dbx subcommands for accessing source files.
- **data** Lists dbx subcommands for accessing program variables and data.
- **machine** Lists descriptions of dbx subcommands for machine-level debugging.
- **environment** Lists dbx subcommands for setting dbx configuration and environment.
- **threads** Lists dbx subcommands for accessing thread-related objects.
- **expressions** Describes dbx expression syntax and operators.
- **scope** Describes how dbx resolves names from different scopes.
- **set_variables** Lists dbx debug variables with a usage description.
- **usage** Lists common dbx subcommands with brief descriptions.

**Examples:**
1. To list all available dbx subcommands and topics, enter:
   ```
   help
   ```
2. To display the description of the dbx subcommand list, enter:
   ```
   help list
   ```
3. To display the description of the dbx topic set_variables, enter:
   ```
   help set_variables
   ```

**ignore Subcommand**

**ignore** [ SignalNumber | SignalName ]

The ignore subcommand stops the trapping of a specified signal before that signal is sent to the application program. This subcommand is useful when the application program being debugged handles signals such as interrupts.

The signal to be trapped can be specified by:
- Number, with the SignalNumber parameter
- Name, with the SignalName parameter

Signal names are not case sensitive. The SIG prefix is optional.

If neither the SignalNumber nor the SignalName parameter is specified, all signals except the SIGHUP, SIGCLD, SIGALRM, and SIGKILL signals are trapped by default. The dbx debug program cannot ignore the SIGTRAP signal if it comes from a process outside of the debugger. If no arguments are specified, the list of currently ignored signals will be displayed.

**Example:** To cause dbx to ignore alarm clock time-out signals sent to the application program, enter:
```
ignore alarm
```

See the **catch** subcommand. Also, see Handling Signals in AIX SL Version 5.2 General Programming Concepts: Writing and Debugging Programs.

**list Subcommand**

**list** [ Procedure | SourceLine-Expression [ ,SourceLine-Expression ] ]
The **list** subcommand displays a specified number of lines of the source file. The number of lines displayed are specified in one of two ways:

- By specifying a procedure using the *Procedure* parameter.

In this case, the **list** subcommand displays lines starting a few lines before the beginning of the specified procedure and until the list window is filled.

- By specifying a starting and ending source line number using the *SourceLine-Expression* parameter.

The *SourceLine-Expression* parameter should consist of a valid line number followed by an optional + (plus sign), or - (minus sign), and an integer. In addition, a *SourceLine* of $ (dollar sign) may be used to denote the current line number; a *SourceLine* of @ (at sign) may be used to denote the next line number to be listed.

All lines from the first line number specified to the second line number specified, inclusive, are then displayed.

If the second source line is omitted, the first line is printed only.

If the **list** subcommand is used without parameters, the number of lines specified by $listwindow are printed, beginning with the current source line.

To change the number of lines to list by default, set the special debug program variable, $listwindow, to the number of lines you want. Initially, $listwindow is set to 10.

**Examples:**
1. To list the lines 1 through 10 in the current file, enter:
   ```
   list 1,10
   ```
2. To list 10, or $listwindow, lines around the main procedure, enter:
   ```
   list main
   ```
3. To list 11 lines around the current line, enter:
   ```
   list $-5,$+5
   ```
4. You can use simple integer expressions involving addition and subtraction in *SourceLineExpression* expressions. For example:
   ```
   (dbx) list $4
   4 {
       (dbx) list 5
       5 char i = '4';
   }
   (dbx) list sub
   23 char *sub(s,a,k)
   24 int a;
   25 enum status k; . . .
   (dbx) move
   25 (dbx) list 0 -2
   23 char *sub(s,a,k)
   ```

See the **edit** subcommand, the **list** subcommand, and the **move** subcommand. Also, see Displaying the Current File in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

**listi Subcommand**

```
listi [ Procedure | at SourceLine | Address [, Address ] ]
```
The `list` subcommand displays a specified set of instructions from the source file. The instructions displayed are specified by:

- Providing the `Procedure` parameter, where the `list` subcommand lists instructions from the beginning of the specified procedure until the list window is filled.
- Using the `at SourceLine` flag, where the `list` subcommand displays instructions beginning at the specified source line and continuing until the list window is filled. The `SourceLine` variable can be specified as an integer or as a file-name string followed by a : (colon) and an integer.
- Specifying a beginning and ending address using the `Address` parameters, where all instructions between the two addresses, inclusive, are displayed.

If the `list` subcommand is used without flags or parameters, the next `$listwindow` instructions are displayed. To change the current size of the list window, use the `set $listwindow=Value` subcommand.

**Disassembly Modes:** The `dbx` program can disassemble instructions for either the POWER family or POWER PC architecture. In the default mode, the `dbx` program displays the instructions for the architecture on which it is running.

The `$instructionset` and `$mnemonics` variables of the `set` subcommand for the `dbx` command allow you to override the default disassembly mode. For more information, see the `set` subcommand for the `dbx` command.

**Flag:**

`at SourceLine` Specifies a starting source line for the listing.

**Examples:**

1. To list the next 10, or `$listwindow`, instructions, enter:
   ```
   list
   ```
2. To list the machine instructions beginning at source line 10, enter:
   ```
   listi at 10
   ```
3. To list the machine instructions beginning at source line 5 in file `sample.c`, enter:
   ```
   listi at "sample.c":5
   ```
4. To list the instructions between addresses `0x10000400` and `0x10000420`, enter:
   ```
   listi 0x10000400, 0x10000420
   ```

See the `list` subcommand and the `set` subcommand. Also, see `Debugging at the Machine Level with dbx` in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

**map Subcommand**

`map [> File ]`

The `map` subcommand displays characteristics for each loaded portion of the application. This information includes the name, text origin, text length, data origin, and data length for each loaded module.

**Flag:**

`> File` Redirects output to the specified file.

See `Debugging at the Machine Level with dbx` in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.
move Subcommand

move SourceLine

The move subcommand changes the next line to be displayed to the line specified by the SourceLine parameter. This subcommand changes the value of the @ (at sign) variable.

The SourceLine variable can be specified as an integer or as a file name string followed by a : (colon) and an integer.

Examples:
1. To change the next line to be listed to line 12, enter:
   move 12
2. To change the next line to be listed to line 5 in file sample.c, enter:
   move "sample.c":5

See the list subcommand. Also, see Displaying the Current File in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

multproc Subcommand

multproc [on | parent | child | off]

The multproc subcommand specifies the behavior of the dbx debug program when forked and exceed processes are created. The on flag is used to specify that a new dbx session will be created to debug the child path of a fork. The original dbx will continue to debug the parent path. The parent and child flags are used to specify a single path of a fork to follow. All flags except off enable dbx to follow an exceed process. The off flag disables multiprocess debugging. If no flags are specified, the multproc subcommand returns the current status of multiprocess debugging.

The dbx program uses Xwindows for multiprocess debugging. The dbx program opens as many windows as needed for multiprocessing. The title for each child window is the process ID (pid) of the child process. To switch between processes, use Xwindows handling techniques to activate the window where the dbx session is displayed. If the system does not have Xwindows support, a warning message is issued when the debugger forks, and the dbx program continues debugging only the parent process. Multiprocess debugging can also be unsuccessful for the following reasons:
- The dbx program is not running in an Xwindows environment.
- Xwindows is running but the dbx global $xdisplay variable is not set to a valid display name. The $xdisplay variable is initialized to the shell DISPLAY environment variable. The set Name=Expression dbx subcommand can be used to change the value of the display name.
- The /tmp directory does not allow read or write access to the debugging program. The dbx program requires a small amount of space in this directory when controlling an Xwindow environment.
- The system does not have enough resources to accommodate a new Xwindow.

If $xdisplay is set to a remote display, the user may not be able to see the newly created Xwindow. If the $xdisplay setting is not correct, Xwindows or other system resources report the cause of the failure.

The dbx program does not distinguish between different types of failures, but the following message is sent when the subcommand is not successful:
Warning: dbx subcommand multproc fails. dbx continued with multproc disabled.

The user-defined configuration of the newly created window can be defined under the dbx_term application name in the .Xdefaults file.
Flags:

on Enables multiprocess debugging.
off Disables multiprocess debugging.

Examples:

1. To check the current status of multiprocess debugging, enter:
   
multiproc

2. To enable multiprocess debugging, enter:
   
multiproc on

3. To disable multiprocess debugging, enter:
   
multiproc off

See the screen subcommand and the fork subroutine. Also, see Debugging Programs Involving Multiple Processes in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

mutex Subcommand

mutex [ lock|unlock|thnum|utid ] MutexNumber ...

The mutex subcommand displays information about mutexes. If the MutexNumber parameter is given, the mutex subcommand displays information about the specified mutexes. If no flags or parameters are specified, the mutex subcommand displays information about all mutexes.

The information listed for each mutex is as follows:

mutex Indicates the symbolic name of the mutex, in the form $\_MutexNumber.
type Indicates the type of the mutex: non-rec (non recursive), recursi (recursive) or fast.
obj_addr Indicates the memory address of the mutex.
lock Indicates the lock state of the mutex: yes if the mutex is locked, no if not.
owner If the mutex is locked, indicates the symbolic name of the user thread which holds the mutex.
blockers List the user threads which are blocked on this mutex variable.

Note: The print subcommand of the dbx debug program recognizes symbolic mutex names, and can be used to display the status of the corresponding object.

Flags:

lock Displays information about locked mutexes.
unlock Displays information about unlocked mutexes.
thnum Displays information about all the mutexes held by a particular thread.
utid Displays information about all the mutexes held by a user thread whose user thread id matches the given user thread id.

Examples:

1. To display information about all mutexes, enter:
   
mutex

2. To display information about all locked mutexes, enter:
   
mutex lock

3. To display information about mutexes number four, five and six enter:
   
mutex 4 5 6
The output is similar to:

<table>
<thead>
<tr>
<th>mutex</th>
<th>obj_addr</th>
<th>type</th>
<th>lock</th>
<th>owner</th>
<th>blockers</th>
</tr>
</thead>
<tbody>
<tr>
<td>$m4</td>
<td>0x20003274</td>
<td>non-rec</td>
<td>no</td>
<td></td>
<td></td>
</tr>
<tr>
<td>$m5</td>
<td>0x20003280</td>
<td>recursi</td>
<td>no</td>
<td></td>
<td></td>
</tr>
<tr>
<td>$m6</td>
<td>0x2000328a</td>
<td>fast</td>
<td>no</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

4. To display information about all the mutexes held by thread 1, enter:
   `mutex thnum 1`

5. To display information about all the mutexes held by a thread whose user thread id is 0x0001, enter:
   `mutex utid 0x0001`

See the `attribute` subcommand, the `condition` subcommand, the `print` subcommand, and the `thread` subcommand.

Also, see [Using Mutexes](AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs).

**next Subcommand**

`next [ Number ]`

The `next` subcommand runs the application program up to the next source line. The `Number` parameter specifies the number of times the `next` subcommand runs. If the `Number` parameter is not specified, `next` runs once only.

If you use the `next` subcommand in a multi-threaded application program, all the user threads run during the operation, but the program continues execution until the running thread reaches the specified source line. If you wish to step the running thread only, use the `set` subcommand to set the variable `$hold_next`. Setting this variable may result in deadlock since the running thread may wait for a lock held by one of the blocked threads.

**Examples:**

1. To continue execution up to the next source line, enter:
   `next`

2. To continue execution up to the third source line following the current source line, enter:
   `next 3`

See the `cont` subcommand, `goto` subcommand, `nexti` subcommand, `set` subcommand, and the `step` subcommand.

**nexti Subcommand**

`nexti [ Number ]`

The `nexti` subcommand runs the application program up to the next instruction. The `Number` parameter specifies the number of times the `nexti` subcommand will run. If the `Number` parameter is not specified, `nexti` runs once only.

If you use the `nexti` subcommand in a multi-threaded application program, all the user threads run during the operation, but the program continues execution until the running thread reaches the specified machine instruction. If you wish to step the running thread only, use the `set` subcommand to set the variable `$hold_next`. Setting this variable may result in deadlock since the running thread may wait for a lock held by one of the blocked threads.

**Examples:**

1. To continue execution up to the next machine instruction, enter:
2. To continue execution up to the third machine instruction following the current machine instruction, enter:
   \texttt{nexti 3}

See the \texttt{gotoi} subcommand, \texttt{next} subcommand, \texttt{set} subcommand, and \texttt{stepl} subcommand. Also, see \texttt{Running a Program at the Machine Level} in \textit{AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs}.

\textbf{print Subcommand}

\texttt{print Expression ...}

\texttt{print Procedure ( [ Parameters ] )}

The \texttt{print} subcommand does either of the following:

- Prints the value of a list of expressions, specified by the \textit{Expression} parameters.
- Executes a procedure, specified by the \textit{Procedure} parameter and prints the return value of that procedure. Parameters that are included are passed to the procedure.

\textit{Examples:}

1. To display the value of \texttt{x} and the value of \texttt{y} shifted left two bits, enter:
   \texttt{print x, y \textless\textless 2}

2. To display the value returned by calling the \texttt{sbrk} routine with an argument of 0, enter:
   \texttt{print sbrk(0)}

See the \texttt{assign} subcommand, the \texttt{call} subcommand, and the \texttt{set} subcommand.

\textbf{prompt Subcommand}

\texttt{prompt [ "String" ]}

The \texttt{prompt} subcommand changes the \texttt{dbx} command prompt to the string specified by the \textit{String} parameter.

\textit{Example:} To change the prompt to \texttt{dbx>}, enter:
\texttt{prompt "dbx>"}

See \texttt{Defining a New dbx Prompt} in \textit{AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs}.

\textbf{quit Subcommand}

\texttt{quit}

The \texttt{quit} subcommand terminates all processes running in the \texttt{dbx} debugging session.

See the \texttt{detach} subcommand.

\textbf{registers Subcommand}

\texttt{registers [ File ]}

The \texttt{registers} subcommand displays the values of general purpose registers, system control registers, floating-point registers, and the current instruction register.

- General purpose registers are denoted by the $r\textit{Number}$ variable, where the \textit{Number} parameter indicates the number of the register.
**Note:** The register value may be set to the **0xdeadbeef** hexadecimal value. The **0xdeadbeef** hexadecimal value is an initialization value assigned to general-purpose registers at process initialization.

- Floating point registers are denoted by the **$frNumber** variable. By default, the floating-point registers are not displayed. To display the floating-point registers, use the **unset Snoflregs dbx** subcommand.

**Note:** The **registers** subcommand cannot display registers if the current thread is in kernel mode.

**Flag:**

`>File` Redirects output to the specified file.

See the **set** subcommand and the **unset** subcommand. Also, see **Using Machine Registers** in *AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs*.

**rerun Subcommand**

`rerun [ Arguments ] [ < File ] [ > File ] [ > > File ] [ 2> File ] [ 2> > File ] [ >& File ] [ > >& File ]`

The **rerun** subcommand begins execution of the object file. The **Arguments** are passed as command line arguments. If the **Arguments** parameter is not specified, the arguments from the last **run** or **rerun** subcommand are reused.

**Flags:**

`<File` Redirects input so that input is received from **File**.

`>File` Redirects output to **File**.

`> >File`Appends redirected output to **File**.

`2>File` Redirects standard error to **File**.

`2> >File`Appends redirected standard error to **File**.

`>&File`Redirects output and standard error to **File**.

`> >&File`Appends output and standard error to **File**.

See the **run** subcommand.

**return Subcommand**

`return [ Procedure ]`

The **return** subcommand causes the application program to execute until a return to the procedure specified by the **Procedure** parameter is reached. If the **Procedure** parameter is not specified, execution ceases when the current procedure returns.

**Examples:**

1. To continue execution to the calling routine, enter:
   ```
   return
   ```

2. To continue execution to the **main** procedure, enter:
   ```
   return main
   ```

**rwlock Subcommand**

`rwlock [ read | write | RwlockNumber....]`

The **rwlock** subcommand displays information about rwlocks. If the **RwlockNumber** parameter is given, the **rwlock** subcommand displays information about the specified rwlocks. If no flags or parameters are specified, the **rwlock** subcommand displays information about all rwlocks.
The information for each `rwlock` is as follows:

- **rwl** Indicates the symbolic name of the rwlock, in the form $rw RwlockNumber.
- **flag_value** Indicates the flag value.
- **owner** Indicates the owner of the rwlock.
- **status** Indicates who is holding the rwlock. The values are read (if held by reader), write (if held by writer), free (if free).
- **wsleep[#]** Indicates threads blocking in write. # indicates the total number of threads blocking in write.
- **rsleep[#]** Indicates threads blocking in read. # indicates the total number of threads blocking in read.

**Note:** The `print` subcommand of the dbx debug program recognizes symbolic rwlock names, and can be used to display the status of the corresponding object.

**Flags:**

- **read** Displays information about all rwlocks whose status is in read mode.
- **write** Displays information about all rwlocks whose status is in write mode.

**Examples:**

1. To display information about all rwlocks, enter:
   ```
   rwlock
   ```
   The output is similar to:
   ```
   rwlock
   rw1 flag_value owner status
   $rw1 1 $t1 write
   rsleeps[ 0]:
   wsleeps[ 0]:
   ```

2. To display information about all rwlocks in write mode:
   ```
   rwlock write
   ```
   The output is similar to:
   ```
   rwlock write
   rw1 flag_value owner status
   $rw1 1 $t1 write
   rsleeps[ 0]:
   wsleeps[ 0]:
   ```

See the `attribute` subcommand, the `condition` subcommand, `mutex` subcommand, the `print` subcommand, and the `thread` subcommand.

**run Subcommand**

```run [ Arguments ] [<File] [ >File ] [ >>File ] [ 2>File ] [ 2>&File ] [ >&File ] [ >>&File ]```  

The `run` subcommand starts the object file. The `Arguments` are passed as command line arguments.

**Flags:**

- `<File` Redirects input so that input is received from `File`.
- `>File` Redirects output to `File`.
- `2>File` Redirects standard error to `File`.
- `>&File` Appends redirected output to `File`.
- `>>File` Appends redirected standard error to `File`.
- `>File` Redirects output and standard error to `File`.
- `>&File` Appends output and standard error to `File`.
Example: To run the application with the arguments blue and 12, enter:
run blue 12

See the rerun subcommand.

screen Subcommand

screen

The screen subcommand opens an Xwindow for the dbx command interaction. You continue to operate in the window in which the process originated.

The screen subcommand must be run while the dbx debug program is running in an Xwindows environment. If the screen subcommand is issued in a non-Xwindow environment, the dbx program displays a warning message and resumes debugging as if the screen subcommand had not been given. The screen subcommand can also be unsuccessful in the following situations:

- The dbx program is not running in an Xwindows environment.
- Xwindows is running but the dbx global $xdisplay variable is not set to a valid display name. The $xdisplay variable is initialized to the DISPLAY environment variable. The dbx subcommand set Name=Expression changes the value of the display name.
- Xwindows is running, but the TERM environment variable is not set to a valid command name to invoke a new window.
- The /tmp directory does not allow read or write access to the program. The dbx program requires a small amount of space in this directory when the screen command is executed.
- System does not have enough resources to accommodate a new Xwindow.

The dbx program does not distinguish between different types of failures, but the program does send the following message:
Warning: dbx subcommand screen fails. dbx continues.

If $xdisplay is set to a remote display, the user may not be able to see the newly created Xwindow. If the $xdisplay setting is not correct, Xwindows or other system resources report the problem.

The user-defined configuration of the newly created window can be defined under the dbx_term application name in the .Xdefaults file.

Example: To open an Xwindow for dbx command interaction, enter:
screen


set Subcommand

set [ Variable=Expression ]

The set subcommand defines a value for the dbx debug program variable. The value is specified by the Expression parameter; the program variable is specified by the Variable parameter. The name of the variable should not conflict with names in the program being debugged. A variable is expanded to the corresponding expression within other commands. If the set subcommand is used without arguments, the variables currently set are displayed.
The following variables are set with the `set` subcommand:

- **$catchbp**: Catches breakpoints during the execution of the next command.
- **$expandunions**: Displays values for each part of variant records or unions.
- **$frame**: Uses the stack frame pointed to by the address designated by the value of $frame for doing stack traces and accessing local variables.
- **$hexchars**: Prints characters as hexadecimal values.
- **$hexin**: Interprets addresses in hexadecimal.
- **$hexints**: Prints integers as hexadecimal values.
- **$hexstrings**: Prints character pointers in hexadecimal.
- **$hold_next**: Holds all threads except the running thread during the `cont`, `next`, `nexti`, and `step` subcommands. Setting this variable may result in deadlock since the running thread may wait for a lock held by one of the blocked threads.
- **$ignoreload**: Does not stop when your program performs the `load`, `unload`, or `loadbind` subroutine.
- **$instructionset**: Overrides the default disassembly mode. The following list contains possible values for the `Expression` parameter:
  - "default": Specifies the architecture on which the `dbx` program is running.
  - "com": Specifies the instruction set for the common intersection mode of the POWER PC and POWER family architectures. The `dbx` program defaults to POWER-based mnemonics.
  - "pwr": Specifies the instruction set and mnemonics for the POWER family architecture.
  - "pwrx": Specifies the instruction set and mnemonics for the POWER2 implementation of the POWER family architecture for AIX 5.1 and earlier.
  - "601": Specifies the instruction set and mnemonics for the PowerPC 601 RISC Microprocessor for AIX 5.1 and earlier.
  - "603": Specifies the instruction set and mnemonics for the PowerPC 603 RISC Microprocessor for AIX 5.1 and earlier.
  - "604": Specifies the instruction set and mnemonics for the PowerPC 604 RISC Microprocessor.
  - "ppc": Specifies the instruction set and mnemonics defined in the POWER-based architecture, excluding the optional instructions. These instructions are available in all POWER-based implementations except the PowerPC 601 RISC Microprocessor in AIX 5.1 and earlier.
  - "any": Specifies any valid POWER-based or POWER family instruction. For instruction sets that overlap, the default is the POWER-based mnemonics.

If no value is set for the `Expression` parameter, the `dbx` program uses the default disassembly mode.

- **$listwindow**: Specifies the number of lines to list around a function and the number to list when the `list` subcommand is used without parameters. The default is 10 lines.
- **$mapaddr**: Starts mapping addresses. Unsetting `$mapaddr` stops address mapping.
$mnemonics
Changes the set of mnemonics to be used by the dbx program when disassembling.

"default"
Specifies the mnemonics that most closely match the specified instruction set.

"pwr"
Specifies the mnemonics for the POWER family architecture.

"ppc"
Specifies the mnemonics defined in the POWER-based architecture book, excluding the optional instructions.

If no value is set for the Expression parameter, the dbx program will use the mnemonics that most closely match the specified instruction set.

$noargs
Omits arguments from subcommands, such as where, up, down, and dump.

$noflregs
Omits the display of floating-point registers from the registers subcommand.

$octin
Interprets addresses in octal.

$octints
Prints integers in octal.

$pretty
Displays complex C and C++ data structure (struts, unions, arrays) values in a pretty printed format in conjunction with the print subcommand.

"on"
Specifies pretty printing with each value on its own line and with indentation to represent the static scope of each value.

"verbose"
Specifies pretty printing with each value on its own line and with qualified names to represent the static scope of each value. A qualified name consists of a dot-separated list of the outer blocks with which the value is associated.

"off"
Specifies pretty printing off. This is the default.

$repeat
Repeats the previous command if no command was entered.

$sigblock
Blocks signals to your program.

$stepignore
Controls how the dbx command behaves when the step subcommand runs on a source line that calls another routine for which no debugging information is available. This variable enables the step subcommand to step over large routines for which no debugging information is available. The following list contains possible values for the Expression parameter:

"function"
Performs the function of the next subcommand for the dbx command. This is the default value.

"module"
Performs the function of the next subcommand if the function is in a load module for which no debug information is available (such as a system library).

"none"
Performs the function of the stepi subcommand for the dbx command in the background until it reaches an instruction for which source information is available. At that point dbx will display where execution has stopped.

$thcomp
When $thcomp is set, the information displayed by the thread command th- is shown in a compressed format.

$sunsafeassign
Turns off strict type checking between the two sides of an assign statement. Even if the $unsafeassign variable is set, the two sides of an assign statement may not contain storage types of different sizes.

$sunsafebounds
Turns off subscript checking on arrays.

$sunsafecall
Turns off strict type checking for arguments to subroutines or function calls.

$sunsafegoto
Turns off the goto subcommand destination checking.

$vardim
Specifies the dimension length to use when printing arrays with unknown bounds. The default value is 10.

$sxdisplay
Specifies the display name for Xwindows, for use with the multproc subcommand or the screen subcommand. The default is the value of the shell DISPLAY variable.
The $unsafe variables limit the usefulness of the dbx debug program in detecting errors.

**Examples:**
1. To change the default number of lines to be listed to 20, enter:
   ```
   set $listwindow=20
   ```
2. To disable type checking on the assign subcommand, enter:
   ```
   set $unsafeassign
   ```
3. To disassemble machine instructions for the PowerPC 601 RISC Microprocessor for AIX 5.1 and earlier, enter:
   ```
   set $instructionset="601"
   ```

See the `unset` subcommand. Also, see [Changing Print Output with Special Debug Program Variables](AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs).

**set edit [vi, emacs] or set -o [vi, emacs] Subcommand**
The `set` subcommand with the `-o` or `edit` option may be used to turn on one of the line edit modes. If the `set-o vi` or `set edit vi` command is given, you are placed in the input mode of the vi line editor. If the `set -o emacs` or `set edit emacs` command is given, you are placed in the input mode of the emacs line editor.

**Example:**
1. To turn on the vi line editor, enter:
   ```
   set-o vi
   ```
   or
   ```
   set edit vi
   ```

**sh Subcommand**

`sh [ Command ]`

The `sh` subcommand passes the command specified by the `Command` parameter to the shell for execution. The SHELL environment variable determines which shell is used. The default is the sh shell. If no argument is specified, control is transferred to the shell.

**Examples:**
1. To run the `ls` command, enter:
   ```
   sh ls
   ```
2. To escape to a shell, enter:
   ```
   sh
   ```
3. To use the SHELL environment variable, enter:
   ```
   sh echo $SHELL
   ```

See [Running Shell Commands from dbx](AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs).

**skip Subcommand**

`skip [ Number ]`

The `skip` subcommand continues execution of the application program from the current stopping point. A number of breakpoints equal to the value of the `Number` parameter are skipped and execution then ceases when the next breakpoint is reached or when the program finishes. If the `Number` parameter is not specified, it defaults to a value of one.
Example: To continue execution until the second breakpoint is encountered, enter:

    skip 1

Also see the cont subcommand.

source Subcommand

source File

The source subcommand reads dbx subcommands from the file specified by the File parameter.

Example: To read the dbx subcommands in the cmdfile file, enter:

    source cmdfile

See Reading dbx Subcommands from a File in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

status Subcommand

status [ ]

The status subcommand displays the trace and stop subcommands currently active. The > flag sends the output of the status subcommand to a file specified in the File parameter.

Flag:

    > File    Redirects output to File.

See the clear subcommand, the delete subcommand, the stop subcommand, and the trace subcommand for the dbx command.

Also, see Setting and Deleting Breakpoints in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

step Subcommand

step [ ]

The step subcommand runs source lines of the application program. Specify the number of lines to be executed with the Number parameter. If the Number parameter is omitted, it defaults to a value of 1.

If you use the step subcommand on a multi-threaded application program, all the user threads run during the operation, but the program continues execution until the running thread reaches the specified source line. If you wish to step the running thread only, use the set subcommand to set the variable $hold_next. Setting this variable may result in deadlock since the running thread may wait for a lock held by one of the blocked threads.

Note: Use the $stepignore variable of the set subcommand to control the behavior of the step subcommand. The $stepignore variable enables the step subcommand to step over large routines for which no debugging information is available.

Examples:

1. To continue execution for one source line, enter:

    step

2. To continue execution for five source lines, enter:
step 5
3. To prevent the dbx program from single-stepping the printf function, as illustrated in the following example code:

```
60 printf ("hello world \n");
```

   enter:
   set $stepignore="function"; step

See the cont subcommand, the goto subcommand, the next subcommand, the set subcommand, and the step subcommand.

**stepi Subcommand**

```
stepi [ Number ]
```

The *stepi* subcommand runs instructions of the application program. Specify the number of instructions to be executed in the *Number* parameter. If the *Number* parameter is omitted, it defaults to one.

If used on a multi-threaded application program, the *stepi* subcommand steps the running thread only. All other user threads remain stopped.

*Examples:*
1. To continue execution for one machine instruction, enter:
   ```
   stepi
   ```
2. To continue execution for 5 machine instructions, enter:
   ```
   stepi 5
   ```

See the goto subcommand, the next subcommand, and the step subcommand.

**stop Subcommand**

```
stop { [Variable] [ at SourceLine | in Procedure ] [ if Condition ]}
```

The *stop* subcommand halts the application program when certain conditions are fulfilled. The program is stopped when:

- The *Condition* is true when the *if Condition* flag is used.
- The *Procedure* is called if the *in Procedure* flag is used.
- The *Variable* is changed if the *Variable* parameter is specified.
- The *SourceLine* line number is reached if the *at SourceLine* flag is used.

   The *SourceLine* variable can be specified as an integer or as a file name string followed by a : (colon) and an integer.

After any of these commands, the dbx debug program responds with a message reporting the event it has built as a result of your command. The message includes the event ID associated with your breakpoint along with an interpretation of your command. The syntax of the interpretation might not be exactly the same as your command. For example:

```
stop in main
[1] stop in main
stop at 19 if x == 3
[2] stop at "hello.c":19 if x = 3
```

The numbers in brackets are the event identifiers associated with the breakpoints. The dbx debug program associates event numbers with each *stop* subcommand. When the program is halted as the
result of one of the events, the event identifier is displayed along with the current line to show what event
caused the program to stop. The events you create coexist with internal events created by dbx, so event
numbers may not always be sequential.

Use the **status** subcommand to view these numbers. You can redirect output from **status** to a file. Use the
**delete** or **clear** subcommand to turn the **stop** subcommand off.

In a multi-threaded application program, all user threads are halted when any user thread hits a
breakpoint. A breakpoint set on a source line or function will be hit by any user thread which executes the
line or function, unless you specify conditions as shown in example 9 below. The following aliases specify
the conditions automatically:

- **bfth**(*Function*, *ThreadNumber*)
- **blth**(*SourceLine*, *ThreadNumber*)

*ThreadNumber* is the number part of the symbolic thread name as reported by the **thread** subcommand
(for example, 5 is the *ThreadNumber* for the thread name $t5$). These aliases are actually macros which
produce the expanded subcommands shown below:

```plaintext
stopi at &Function if ($running_thread == ThreadNumber)
stop at SourceLine if ($running_thread == ThreadNumber)
```

**Flags:**

- **at** *SourceLine* Specifies the line number.
- **if** *Condition* Specifies the condition, such as true.
- **in** *Procedure* Specifies the procedure to be called.

**Examples:**

1. To stop execution at the first statement in the **main** procedure, enter:
   ```plaintext
   stop in main
   ```
2. To stop execution when the value of the x variable is changed on line 12 of the execution, enter:
   ```plaintext
   stop x at 12
   ```
3. To stop execution at line 5 in file **sample.c**, enter:
   ```plaintext
   stop at "sample.c":5
   ```
4. To check the value of x each time that **dbx** runs a subroutine within **func1**, enter:
   ```plaintext
   stop in func1 if x = 22
   ```
5. To check the value of x each time that **dbx** begins to run **func1**, enter:
   ```plaintext
   stopi at &func1 if x = 22
   ```
6. To stop the program when the value of **Variable** changes, enter:
   ```plaintext
   stop Variable
   ```
7. To stop the program whenever **Condition** evaluates to true, enter:
   ```plaintext
   stop if (x > y) and (x < 2000)
   ```
8. The following example shows how to display active events and remove them:
   ```plaintext
   status
   [1] stop in main
   [2] stop at "hello.c":19 if x = 3
   delete 1
   status
   [2] stop at "hello.c":19 if x = 3
   clear 19
   status
   (dbx)
   ```
The **delete** command eliminates events by event identifier. The **clear** command deletes breakpoints by line number.

9. To place a breakpoint at the start of `func1` only when executed by thread `$t5`, enter one of the following equivalent commands:

   ```sh
   stopi at &func1 if ($running_thread == 5)
   ```

   or

   ```sh
   bfth(func1, 5)
   ```

See the **clear** subcommand, the **delete** subcommand, the **stopi** subcommand, and the **trace** subcommand. Also, see [Setting and Deleting Breakpoints](AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs).

### stophwp Subcommand

**stophwp** *Address Size*

The **stophwp** subcommand sets a hardware watchpoint stop for the specified memory region. The program stops when the contents of the region change.

**Notes:**

1. The success of the **stophwp** subcommand is hardware dependent. This feature is available only on model 630, PowerPC machines and later.

2. As a result of the hardware limitation of being able to set only a single watchpoint, an active watchpoint event acts as a conflict when attempting to create another hardware watchpoint event with **stophwp** and **tracehwp**. As such, the previous event must be deleted before creating a new one. Also, since the existence of an active software watchpoint (created by some invocations of the **stop** and **trace** subcommands) negate the performance gains of hardware watchpoints, these types of events also act as conflicts which must be deleted before creating a hardware watchpoint.

**Examples:**

1. To stop the program when the contents of the 4 byte memory region starting at address `0x200004e8` change, enter:

   ```sh
   stophwp 0x200004e8 4
   ```

   See the **tracehwp** subcommand.

### stopi Subcommand

**stopi** *( [ *Address* ] [ *at* Address ] [ *in* Procedure ] [ *if* Condition ] )*

The **stopi** subcommand sets a stop at the specified location:

- With the **if** *Condition* flag, the program stops when the condition true is specified.
- With the *Address* parameter, the program stops when the contents of *Address* change.
- With the **at** *Address* flag, a stop is set at the specified address.
- With the **in** *Procedure* flag, the program stops when the *Procedure* is called.

**Flags:**

- **if** *Condition* Specifies the condition, such as true.
- **in** *Procedure* Specifies the procedure to be called.
- **at** *Address* Specifies the machine instruction address.

**Examples:**

1. To stop execution at address `0x100020f0`, enter:
stopi at 0x100020f0

2. To stop execution when the contents of address 0x100020f0 change, enter:
   stopi 0x100020f0

3. To stop execution when the contents of address 0x100020f0 are changed by thread $t1, enter:
   stopi 0x200020f0 if ($running_thread == 1)

See the stop subcommand. Also, see Debugging at the Machine Level with dbx in AIX 5L Version 5.2
General Programming Concepts: Writing and Debugging Programs.

thread Subcommand

Display Selected Threads:  thread {{[info] [[-] [ ThreadNumber ... ]]} | current | run | susp | term | wait}

Select an Individual Thread:  thread current [-] [ThreadNumber]

Hold or Release Threads:  thread {hold | unhold} [-] [ ThreadNumber ... ]

Help for the options displayed:  thread {help}

The thread subcommand displays and controls user threads.

The first form of the thread subcommand can display information in two formats. If the thread
subcommand is th, then the information displayed is in the first format. If the thread subcommand is th -,
then the information displayed is in the second format. If no parameters are given, information about all
user threads is displayed. If one or more ThreadNumber parameters are given, information about the
corresponding user threads is displayed. When the thread subcommand displays threads, the current
thread line is preceded by a >. If the running thread is not the same as the current thread, its line is
preceded by a *. The information displayed by the thread subcommand in both the formats is described
below.

The information displayed by the thread subcommand in the first format is as follows:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>thread</td>
<td>Indicates the symbolic name of the user thread, in the form $t.ThreadNumber.</td>
</tr>
<tr>
<td>state-k</td>
<td>Indicates the state of the kernel thread (if the user thread is attached to a kernel thread). This can be run, wait, susp, or term, for running, waiting, suspended, or terminated.</td>
</tr>
<tr>
<td>wchan</td>
<td>Indicates the event on which the kernel thread is waiting or sleeping (if the user thread is attached to a kernel thread).</td>
</tr>
<tr>
<td>state-u</td>
<td>Indicates the state of the user thread. Possible states are running, blocked, or terminated.</td>
</tr>
<tr>
<td>k-tid</td>
<td>Indicates the kernel thread identifier (if the user thread is attached to a kernel thread).</td>
</tr>
<tr>
<td>mode</td>
<td>Indicates the mode (kernel or user) in which the user thread is stopped (if the user thread is attached to a kernel thread).</td>
</tr>
<tr>
<td>held</td>
<td>Indicates whether the user thread has been held.</td>
</tr>
<tr>
<td>scope</td>
<td>Indicates the contention scope of the user thread; this can be sys or pro for system or process contention scope.</td>
</tr>
<tr>
<td>function</td>
<td>Indicates the name of the user thread function.</td>
</tr>
</tbody>
</table>

The information displayed by the thread subcommand in the second format is given below. By default, for
the thread subcommand th -, the information is displayed in the long form.

thread  Indicates the symbolic name of the user thread, in the form $t.ThreadNumber.

Kernel thread related information

tid  Indicates the user thread identifier (if the user thread is attached to a kernel thread).
Indicates the priority of the kernel thread.

Indicates the scheduling policy of the kernel thread. This can be fif, oth, rr, for fifo, other, or round robin scheduling policies.

Indicates the state of the kernel thread (if the user thread is attached to a kernel thread). This can be run, wait, susp, or zomb, for running, waiting, suspended, or zombie.

**User thread related information**

Indicates the user thread identifier.

Indicates the priority of the user thread.

Indicates the scheduling policy of the user thread. This can be fif, oth, rr, for fifo, other, or round robin scheduling policies.

Indicates the state of the user thread. This can be running, creating, suspended, blocked, runnable, or terminated.

Indicates the state of the user thread (if the user thread is attached to a kernel thread). This can be running, creating, suspended, blocked, runnable, or terminated.

Indicates whether the user thread has been held.

Indicates the contention scope of the user thread; this can be sys or pro for system or process contention scope.

Indicates if cancellation is pending or not.

Indicates the mode and state of cancellation.

If the cancellation is not pending and the state and mode are enabled and deferred respectively, then it is represented by **ed**, if cancellation state and mode is enabled and asynchronous, then it is represented by **ea**, and if mode is not enabled, then it is represented by **d**.

If the cancellation is pending and the cancellation state and mode is enabled and deferred respectively, then it is represented by **ED**, if cancellation state and mode is enabled and asynchronous, then it is represented by **EA**, and if mode is not enabled, then it is represented by **D**.

Indicates whether the thread is joinable or not.

Indicates the boosted value of the thread.

Indicates the name of the user thread function.

Indicates the current signal value.

If the option set `$thcomp` is set, then the information is displayed in the compressed form as shown below.

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>m</td>
<td>mode (k)ernel (u)ser</td>
</tr>
<tr>
<td>k</td>
<td>k-state (r)unning (w)aiting (s)uspended (z)ombie</td>
</tr>
<tr>
<td>u</td>
<td>u-state (r)unning (R)unnable (s)uspended (t)erminated</td>
</tr>
<tr>
<td>h</td>
<td>held (b)locked (c)reating</td>
</tr>
<tr>
<td>s</td>
<td>scope (s)ystem (p)rocess</td>
</tr>
<tr>
<td>c</td>
<td>cancellation not pending: (e)nabled &amp; (d)eferred, (e)nabled &amp; (a)sync, (d)isabled pending : (E)nabled &amp; (D)eferred, (E)nabled &amp; (A)sync, (D)isabled</td>
</tr>
<tr>
<td>j</td>
<td>joinable (y)es (n)o</td>
</tr>
<tr>
<td>b</td>
<td>boosted value of boosted field in pthread structure</td>
</tr>
<tr>
<td>plk</td>
<td>kernel thread (o)ther (fif)o (rr)-&gt; round-robin</td>
</tr>
</tbody>
</table>
The second form of the thread subcommand is used to select the current thread. The print, registers, and where subcommands of the dbx debug program all work in the context of the current thread. The registers subcommand cannot display registers if the current thread is in kernel mode.

The third form of the thread subcommand is used to control thread execution. Threads can be held using the hold flag, or released using the unhold flag. A held thread will not be resumed until it is released.

Note: The print subcommand of the dbx debug program recognizes symbolic thread names, and can be used to display the status of the corresponding object.

Flags:

current If the ThreadNumber parameter is not given, displays the current thread. If the ThreadNumber parameter is given, selects the specified user thread as the current thread.
help Displays all the information about the thread options that are shown when th - command is used.
hold If the ThreadNumber parameter is not given, holds and displays all user threads. If one or more ThreadNumber parameters are given, holds and displays the specified user threads.
unhold If the ThreadNumber parameter is not given, releases and displays all previously held user threads. If one or more ThreadNumber parameters are given, releases and displays the specified user threads.
info If the ThreadNumber parameter is not given, displays a long format listing of all user threads. If one or more ThreadNumber parameters are given, displays a long format listing the specified user threads.

All the above flags take [-] option. If this option is given, then the thread information displayed is in the second format and in the long form unless the set $thcomp option is set.
run Displays threads which are in the run state.
susp Displays threads which are in the susp state.
term Displays threads which are in the term state.
wait Displays threads which are in the wait state.

Examples:

1. To display information about threads that are in the wait state, enter:

   thread wait

   The output is similar to:

   thread state-k wchan state-u k-tid mode held scope function
   $t1 wait running 17381 u no pro main
   $t3 wait running 8169 u no pro iotread

2. To display information about several given threads, enter:

   thread 1 3 4

   The output is similar to:
3. To make thread 4 the current thread, enter:

```
thread current 4
```

4. To hold thread number 2, enter:

```
thread hold 2
```

5. To display information about threads that are in the wait state, in the second format, enter:

```
thread wait -
```

The output is similar to:

```
thread m k u h s c j b kpl upl kpr upr k_tid u_tid fl sta wchan function
*$t1 u r w n p ed y 0 oth oth 61 1 0043e5 000001 51 004 main
*$t3 u r w n p ed y 0 oth oth 61 1 001fe9 000102 51 004 iothread
>*$t4 u r r n p ed y 0 oth oth 61 1 0025c5 000203 50 064 save_thr
```

6. To display information about several given threads in the second format, enter:

```
thread - 1 2 3
```

The output is similar to:

```
thread m k u h s c j b kpl upl kpr upr k_tid u_tid fl sta wchan function
*$t1 u r w n p ed y 0 oth oth 61 1 0043e5 000001 51 004 main
*$t3 u r w n p ed y 0 oth oth 61 1 001fe9 000102 51 004 iothread
>*$t4 u r r n p ed y 0 oth oth 61 1 0025c5 000203 50 064 save_thr
```

See the `attribute` subcommand, the `condition` subcommand, the `mutex` subcommand, the `print` subcommand, the `registers` subcommand, and the `where` subcommand.

Also, see Creating Threads AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

**trace Subcommand**

```
trace [ SourceLine | Expression at SourceLine | Procedure | [ Variable ] at SourceLine | in Procedure ] [ if Condition ]
```

The `trace` subcommand prints tracing information for the specified procedure, function, source line, expression, or variable when the program runs. The `SourceLine` variable can be specified as an integer or as a file name string followed by a : (colon) and an integer. A condition can be specified. The `dbx` debug program associates a number with each `trace` subcommand. Use the `status` subcommand to view these numbers. Use the `delete` subcommand to turn tracing off.

By default, tracing is process based. In order to make a thread based trace, specify the thread in a condition as shown in example 8 below.

**Flags:**

- `at SourceLine` Specifies the source line where the expression being traced is found.
- `if Condition` Specifies a condition for the beginning of the trace. The trace begins only if `Condition` is true.
- `in Procedure` Specifies the procedure to use to find the procedure or variable being traced.

**Examples:**

1. To trace each call to the `printf` procedure, enter:
2. To trace each execution of line 22 in the hello.c file, enter:
   trace "hello.c":22
3. To trace changes to the x variable within the main procedure, enter:
   trace x in main
4. To trace the data address 0x2004000, enter:
   set $A=0x2004000
   trace $A

   **Note:** The [trace] subcommand is designed to trace addresses.

5. You can restrict the printing of source lines to when the specified Procedure is active. You can also specify an optional Condition to control when trace information should be produced. For example:
   (dbx) trace in sub2
   [1] trace in sub2
   (dbx) run
   trace in hellosub.c:  8 printf("%s",s);
   trace in hellosub.c:  9 i = '5';
   trace in hellosub.c: 10 }

6. You can display a message each time a procedure is called or returned. When a procedure is called, the information includes passed parameters and the name of the calling routine. On a return, the information includes the return value from Procedure. For example:
   (dbx) trace sub
   [1] trace sub
   (dbx) run
   calling sub(s = "hello", a = -1, k = delete) from function main
   returning "hello" from sub

7. You can print the value of Expression when the program reaches the specified source line. The lines number and file are printed, but the source line is not. For example:
   (dbx) trace x*17 at "hellosub.c":8 if (x > 0)
   [1] trace x*17 at "hellosub.c":8 if x > 0
   (dbx) run
   at line 8 in file "hellosub.c": x*17 = 51
   (dbx) trace x
   [1] trace x
   initially (at line 4 in "hello.c"): x = 0
   after line 17 in "hello.c": x = 3

8. To trace changes to the x variable made by thread $t1, enter:
   (dbx) trace x if ($running_thread == 1)

Also, see the [trace] subcommand.

**tracehwp Subcommand**
**tracehwp Address Size**

The [tracehwp] subcommand sets a hardware watchpoint stop for the specified memory region. The [dbx] debug program prints tracing information when the contents of the region change.

**Notes:**
1. The success of the [tracehwp] subcommand is hardware dependent. This feature is available only on model 630, PowerPC machines and later.
2. As a result of the hardware limitation of being able to set only a single watchpoint, an active watchpoint event acts as a conflict when attempting to create another hardware watchpoint event with [stophwp] and [tracehwp]. As such, the previous event must be deleted before creating a new one. Also, since the existence of an active software watchpoint (created by some invocations of the stop and
trace subcommands) negate the performance gains of hardware watchpoints, these types of events also act as conflicts which must be deleted before creating a hardware watchpoint.

Examples:
1. To trace each time the contents of the 4 byte memory region starting at address 0x200004e8 change, enter:
   ```
   tracehwp 0x200004e8 4
   ```

   See the `stophwp` subcommand.

tracei Subcommand

```
tracei [ [ Address ] [ at Address | in Procedure ] | Expression at Address ] [ if Condition ]
```

The `tracei` subcommand turns on tracing when:
- The contents of the address specified by the `Address` parameter change if the `Address` flag is included.
- The instruction at `Address` is run if the `at Address` parameter is specified.
- The procedure specified by `Procedure` is active if the `in Procedure` flag is included.
- The condition specified by the `Condition` parameter is true if the `if Condition` flag is included.

Flags:
- `at Address` Specifies an address. Tracing is enabled when the instruction at this address is run.
- `if Condition` Specifies a condition. Tracing is enabled when this condition is met.
- `in Procedure` Specifies a procedure. Tracing is enabled when this procedure is active.

Examples:
1. To trace each instruction executed, enter:
   ```
   tracei
   ```

2. To trace each time the instruction at address 0x100020f0 is executed, enter:
   ```
   tracei at 0x100020f0
   ```

3. To trace each time the contents of memory location 0x20004020 change while the main procedure is active, enter:
   ```
   tracei 0x20004020 in main
   ```

4. To trace each time the instruction at address 0x100020f0 is executed by thread $t4, enter:
   ```
   tracei at 0x100020f0 if ($running_thread == 4)
   ```

See the `trace` subcommand. Also, see [Debugging at the Machine Level with dbx in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs](#).

unalias Subcommand

```
unalias Name
```

The `unalias` subcommand removes the alias specified by the `Name` parameter.

Example: To remove an alias named `printx`, enter:
```
unalias printx
```

See the `alias` subcommand. Also, see [Creating Subcommand Aliases](#) in [AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs](#).
unset Subcommand

*unset Name*

The *unset* subcommand deletes the *dbx* debug program variable associated with the name specified by the *Name* parameter.

**Example:** To delete the variable inhibiting the display of floating-point registers, enter:
\`
unset $noflregs
\`

See the *set* subcommand. Also, see [Changing Print Output With Special Debugging Variables](AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs).

up Subcommand

*up [ Count ]*

The *up* subcommand moves the current function up the stack *Count* number of levels. The current function is used for resolving names. The default for the *Count* parameter is one.

**Examples:**
1. To move the current function up the stack 2 levels, enter:
   \`
   up 2
   \`
2. To display the current function on the stack, enter:
   \`
   up 0
   \`

See the *down* subcommand. Also, see [Changing the Current File or Procedure](AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs).

use Subcommand

*use [ Directory ... ]*

The *use* subcommand sets the list of directories to be searched when the *dbx* debug program looks for source files. If the *use* subcommand is specified without arguments, the current list of directories to be searched is displayed.

The @ (at-sign) is a special symbol that directs the *dbx* program to look at the full-path name information in the object file, if it exists. If you have a relative directory called @ to search, you should use ./@ in the search path.

The *use* subcommand uses the + (plus-sign) to add more directories to the list of directories to be searched. If you have a directory named +, specify the full-path name for the directory (for example, ./+ or /tmp/+).

**Examples:**
1. To change the list of directories to be searched to the current directory (.), the parent directory (..), and the /tmp directory, enter:
   \`
   use . .. /tmp
   \`
2. To change the list of directories to be searched to the current directory (.), the directory the source file was located in at compilation time (@), and the ./source directory, enter:
   \`
   use . @ ./source
   \`
3. To add the /tmp2 directory to the list of directories to be searched, enter:
   \`
   use + /tmp2
   \`
Also, see the `edit` subcommand and the `list` subcommand.

**whatis Subcommand**

`whatis Name`

The `whatis` subcommand displays the declaration of `Name`, where the `Name` parameter designates a variable, procedure, or function name, optionally qualified with a block name.

**Note:** Use the `whatis` subcommand only while running the `dbx` debug program.

**Examples:**
1. To display the declaration of the `x` variable, enter:
   ```
   whatis x
   ```
2. To display the declaration of the `main` procedure, enter:
   ```
   whatis main
   ```
3. To display the declaration of the `x` variable within the `main` function, enter:
   ```
   whatis main.x
   ```
4. To print the declaration of an enumeration, structure, or union tag (or the equivalent in Pascal), use
   ```
   $$TagName:
   (dbx) whatis $$status
   enum $$status { run, create, delete, suspend };
   ```

**where Subcommand**

`where [ File ]`

The `where` subcommand displays a list of active procedures and functions. By using the `>File` flag, the output of this subcommand can be redirected to the specified file.

**Flag:**

`>File` Redirects output to the specified file.

See the `up` subcommand and the `down` subcommand. Also, see Displaying a Stack Trace in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

**whereis Subcommand**

`whereis Identifier`

The `whereis` subcommand displays the full qualifications of all the symbols whose names match the specified identifier. The order in which the symbols print is not significant.

**Examples:** To display the qualified names of all symbols named `x`, enter:
```
whereis x
```

Also, see the `which` subcommand.

**which Subcommand**

`which Identifier`

The `which` subcommand displays the full qualification of the given identifier. The full qualification consists of a list of the outer blocks with which the identifier is associated.
**Examples:** To display the full qualification of the x symbol, enter:

which x

See the `whereis` subcommand. Also, see Scoping of Names in in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

**Files**

- **a.out** Object file; contains object code.
- **core** Contains core dump.
- **.dbxinit** Contains initial commands.

**Related Information**

The `adb` command, `cc` command.

The `a.out` file, `core` file.

The [dbx Symbolic Debug Program Overview](#) and [Using the dbx Debug Program](#) in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

---

**dc Command**

**Purpose**

Provides an interactive desk calculator for doing arbitrary-precision integer arithmetic.

**Syntax**

```
dc [ File]
```

**Description**

The `dc` command is an arbitrary-precision arithmetic calculator. The `dc` command takes its input from the `File` parameter or standard input until it reads an end-of-file character. Once the `dc` command receives the input, it evaluates the value and writes the evaluation to standard output. It operates on decimal integers, but you can specify an input base, an output base, and a number of fractional digits to be maintained. The `dc` command is structured as a stacking, reverse Polish notation calculation.

The `bc` command is a preprocessor for the `dc` command. It provides infix notation and a syntax similar to the C language, which implements functions and control structures for programs.

**Subcommands**

- **c** Cleans the stack: the `dc` command pops all values on the stack.
- **d** Duplicates the top value on the stack.
- **f** Displays all values on the stack.
- **i** Pops the top value on the stack and uses that value as the number radix for further input.
- **l** Pushes the input base on the top of the stack.
- **k** Pops the top of the stack and uses that value as a nonnegative scale factor. The appropriate number of places is displayed on output and is maintained during multiplication, division, and exponentiation. The interaction of scale factor, input base, and output base is reasonable if all are changed together.


lx Pushes the value in the register represented by the x variable on the stack. The register represented by the x variable is not changed. All registers start with a value of 0.

Lx Treats the x variable as a stack and pops its top value onto the main stack.

o Pops the top value on the stack and uses that value as the number radix for further output.

O Pushes the output base on the top of the stack.

p Displays the top value on the stack. The top value remains unchanged.

P Interprets the top of the stack as a string, removes it, and displays it.

q Exits the program. If the dc command is running a string, it pops the recursion level by two.

Q Pops the top value on the stack and on the string execution level by that value.

sx Pops the top of the stack and stores it in a register named x, where the x variable can be any character.

Sx Treats the x variable as a stack. It pops the top of the main stack and pushes that value onto the stack represented by the x variable.

v Replaces the top element on the stack by its square root. Any existing fractional part of the option is taken into account, but otherwise, the scale factor is ignored.

x Treats the top element of the stack as a character string and runs it as a string of dc commands.

X Replaces the number on the top of the stack with its scale factor.

z Pushes the number of elements in the stack onto the stack.

Z Replaces the top number in the stack with the number of digits in that number.

Number Pushes the specified value onto the stack. A Number is an unbroken string of the digits 0 through 9. To specify a negative number, precede it with _ (underscore). A number may contain a decimal point.

+ - / * % ^ Adds (+), subtracts (-), multiplies (*), divides (/), remainders (%), or exponentiates (^) the top two values on the stack. The dc command pops the top two entries off the stack and pushes the result on the stack in their place. The dc command ignores fractional parts of an exponent.

[String] Puts the bracketed String parameter onto the top of the stack.

[= | > | < ] x Pops the top two elements of the stack and compares them. Evaluates the register represented by the x variable as if it obeys the stated relation.

! Interprets the rest of the line as an operating system command.

? Gets and runs a line of input.

;: The bc command uses these characters for array operations.

Examples
1. To use the dc command as a calculator, enter:

You: 1 4 / p
System: 0
You: 1 k [ Keep 1 decimal place ]s.
  1 4 / p
System: 0.2
You: 3 k [ Keep 3 decimal places ]s.
  1 4 / p
System: 0.250
You: 16 63 5 + / p
System: 28.600
You: 16 63 5 + / p
System: 0.235

Comments may be used in the dc command as in the example. Comments are enclosed in brackets and may be followed by s. ( [ Comment] s.) is ignored by the dc command. Comments enclosed in brackets only are stored on the top of the stack.
When you enter the **dc** command expressions directly from the keyboard, press Ctrl-D to end the **bc** command session and return to the shell command line.

2. To load and run a **dc** program file, enter:

   You:  dc prog.dc
   System: 120
   You:  10 !f x p [ 10 factorial ]s.
   System: 3628800

   This entry interprets the **dc** program saved in the **prog.dc** program file, then reads from the workstation keyboard. The `!f x` evaluates the function stored in register `f`, which could be defined in the **prog.c** program file as:

   `[ f: compute the factorial of n ]s.
   [ (n = the top of the stack) ]s.
   [ If 1>n do b; If 1<n do r ]s.
   [ d1 >b d1 <r ] sf
   [ Return f(n) = 1 ]s.
   [ d -1 + ] sb
   [ Return f(n) = n * f(n-1) ]s.
   [ d1 -1f x * ] sr

   You can create **dc** program files with any text editor or with the `-c` (compile) flag of the **bc** command. When you enter the **dc** command expressions directly from the keyboard, press Ctrl-D to end the **bc** command session and return to the shell command line.

**Files**

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

**Related Information**

The **bc** command.

**dd Command**

**Purpose**

Converts and copies a file.

**Syntax**

```plaintext
dd [ bs=BlockSize ] [ cbs=BlockSize ] [ conv=ascii|block|ebcdic|ibm|unblock|lcase|ucase|iblock][noerror][swap][sync][oblock][notrunc][count=InputBlocks][files=InputFiles][fskip=SkipEOFs][ibs=InputBlockSize][if=InFile][obs=OutputBlockSize][of=OutFile][seek=RecordNumber][skip=SkipInputBlocks][span=yes|no]
```

**Description**

The **dd** command reads the **InFile** parameter or standard input, does the specified conversions, then copies the converted data to the **OutFile** parameter or standard output. The input and output block size can be specified to take advantage of raw physical I/O.

**Note:** The term *Block* refers to the quantity of data read or written by the **dd** command in one operation and is not necessarily the same size as a disk block.
Where sizes are specified, a number of bytes is expected. A number ending with w, b, or k specifies multiplication by 2, 512, or 1024 respectively; a pair of numbers separated by an x or an * (asterisk) indicates a product. The count parameter expects the number of blocks, not the number of bytes, to be copied.

The character-set mappings associated with the \texttt{conv=ascii} and \texttt{conv=ebcdic} flags are complementary operations. These flags map between ASCII characters and the subset of EBCDIC characters found on most workstations and keypunches.

Use the \texttt{cbs} parameter value if specifying any of the \texttt{block}, \texttt{unblock}, \texttt{ascii}, \texttt{ebcdic}, or \texttt{ibm} conversions. If \texttt{unblock} or \texttt{ascii} parameters are specified, then the \texttt{dd} command performs a fixed-length to variable-length conversion. Otherwise it performs a conversion from variable-length to fixed-length. The \texttt{cbs} parameter determines the fixed-length.

**Attention:** If the \texttt{cbs} parameter value is specified smaller than the smallest input block, the converted block is truncated.

After it finishes, the \texttt{dd} command reports the number of whole and partial input and output blocks.

**Notes:**
1. Usually, you need only write access to the output file. However, when the output file is not on a direct-access device and you use the \texttt{seek} flag, you also need read access to the file.
2. The \texttt{dd} command inserts new-line characters only when converting with the \texttt{conv=ascii} or \texttt{conv=unblock} flags set; it pads only when converting with the \texttt{conv=ebcdic}, \texttt{conv=ibm}, or \texttt{conv=block} flags set.
3. Use the \texttt{backup}, \texttt{tar} or \texttt{cpio} command instead of the \texttt{dd} command whenever possible to copy files to tape. These commands are designed for use with tape devices. For more information on using tape devices, see the \texttt{rmt} special file.
4. The block size values specified with the \texttt{bs}, \texttt{ibs} and \texttt{obs} flags must always be a multiple of the physical block size for the media being used.
5. When the \texttt{conv=sync} flag is specified, the \texttt{dd} command pads any partial input blocks with nulls. Thus, the \texttt{dd} command inserts nulls into the middle of the data stream if any of the reads do not receive a full block of data (as specified by the \texttt{ibs} flag). This is a common occurrence when reading from pipes.
6. If the \texttt{bs} flag is specified by itself and no conversions other than \texttt{sync}, \texttt{noerror} or \texttt{notrunc} are specified, then the data from each input block will be written as a separate output block; if the read returns less than a full block and \texttt{sync} is not specified, then the resulting output block will be the same size as the input block. If the \texttt{bs} flag is not specified, or a conversion other than \texttt{sync}, \texttt{noerror} or \texttt{notrunc} is specified, then the input will be processed and collected into fullsized output blocks until the end of input is reached.

**Spanning across devices**

The \texttt{dd} can be made to span across devices if the input file is larger than the output device physical size.

**Note:** Care has to be taken when specifying the block size \texttt{bs} as exact multiple of the physical size of the device because improper block size will result in data inconsistency, or overlap.

The spanning of \texttt{dd} across devices will not occur if either one of the \texttt{InFile} or the \texttt{OutFile} parameter is \texttt{stdin} or \texttt{stdout}.

Spanning will occur in such a way that \texttt{dd} will prompt for next device during write if the output device is full. During read from the input device, \texttt{dd} will prompt for next device if the data is completely read from the input device even when the device has not reached the end. In this case it would be required to press 'n' to quit.
Flags

**bs=BlockSize**

Specifies both the input and output block size, superseding the **ibs** and **obs** flags. The block size values specified with the **bs** flag must always be a multiple of the physical block size for the media being used.

**cbs=BlockSize**

Specifies the conversion block size for variable-length to fixed-length and fixed-length to variable-length conversions, such as **conv=block**.

**count=InputBlocks**

Copies only the number of input blocks specified by the **InputBlocks** variable.

**conv= Conversion,...**

Specifies one or more conversion options. Multiple conversions should be separated by commas. The following list describes the possible options:

- **ascii** Converts EBCDIC to ASCII. This option is incompatible with the **ebcdic**, **ibm**, **block**, and **unblock** options.
- **block** Converts variable-length records to fixed-length. The length is determined by the conversion block size (cbs). This option is incompatible with the **ascii** **ebcdic**, **ibm**, and **unblock** options.
- **ebcdic** Converts ASCII to standard EBCDIC. This option is incompatible with the **ascii**, **ibm**, **block**, and **unblock** options.
- **ibm** Converts ASCII to an IBM version of EBCDIC. This option is incompatible with the **ascii** **ebcdic**, **ibm**, **block**, and **unblock** options.
- **iblock, oblock**
  Minimize data loss resulting from a read or write error on direct access devices. If you specify the **iblock** variable and an error occurs during a block read (where the block size is 512 or the size specified by the **ibs=InputBlockSize** variable), the **dd** command attempts to reread the data block in smaller size units. If the **dd** command can determine the sector size of the input device, it reads the damaged block one sector at a time. Otherwise, it reads it 512 bytes at a time. The input block size ( **ibs**) must be a multiple of this retry size. This option contains data loss associated with a read error to a single sector. The **oblock** conversion works similarly on output.
- **lcase** Makes all alphabetic characters lowercase.
- **noerror** Does not stop processing on an error.
- **notrunc** Does not truncate the output file. Instead, blocks not explicitly written to output are preserved.
- **ucase** Makes all alphabetic characters uppercase.
- **swab** Swaps every pair of bytes.
- **sync** Pads every input block to the **ibs** value.
- **unblock** Converts fixed-length blocks to variable-length. The length is determined by the conversion block size (cbs). This option is incompatible with the **ascii** **ebcdic** **ibm** and **block** options.

**files=InputFiles**

Copies the number of files specified by the **InputFiles** variable value of input files before ending (makes sense only where input is a magnetic tape or similar device).

**fskip=SkipEOFs**

Skips past the number of end-of-file characters specified by the **SkipEOFs** variable before starting to copy; this **SkipEOFs** variable is useful for positioning on multifile magnetic tapes.
ibs=InputBlockSize
Specifies the input-block size; the default is 512 bytes or one block. The block-size values specified with the ibs flag must always be a multiple of the physical block size for the media being used.

if=InFile
Specifies the input file name; standard input is the default.

obs=OutputBlockSize
Specifies the output-block size; the default is 512 bytes or one block. The block size values specified with the obs flag must always be a multiple of the physical block size for the media being used.

of=OutFile
Specifies the output file name; standard output is the default.

seek=RecordNumber
Seeks the record specified by the RecordNumber variable from the beginning of output file before copying.

skip=SkipInputBlocks
Skips the specified SkipInputBlocks value of input blocks before starting to copy.

span=yes/no
Allows spanning across devices if specified yes and works as default if specified as no. See Spanning Across Devices, for more information.

Exit Status
This command returns the following exit values:

0 The input file was copied successfully.
>0 An error occurred.

Examples
1. To convert an ASCII text file to EBCDIC, type:
   
   ```
   dd if=text.ascii of=text.ebcdic conv=ebcdic
   ```

   This command converts the text.ascii file to EBCDIC representation, storing the EBCDIC version in the text.ebcdic file.

   **Note:** When you specify the conv=ebcdic parameter, the dd command converts the ASCII ^ (circumflex) character to an unused EBCDIC character (9A hexadecimal), and the ASCII ~ (tilde) to the EBCDIC ^ (NOT symbol).

2. To convert the variable-length record ASCII file /etc/passwd to a file of 132-byte fixed-length EBCDIC records, type:
   
   ```
   dd if=/etc/passwd cbs=132 conv=ebcdic of=/tmp/passwd.ebcdic
   ```

3. To convert the 132-byte-per-record EBCDIC file to variable-length ASCII lines in lowercase, type:
   
   ```
   dd if=/tmp/passwd.ebcdic cbs=132 conv=ascii of=/tmp/passwd.ascii
   ```

4. To convert the variable-length record ASCII file /etc/passwd to a file of 132-byte fixed-length records in the IBM version of EBCDIC, type:
   
   ```
   dd if=/etc/passwd cbs=132 conv=ibm of=/tmp/passwd.ibm
   ```

5. To copy blocks from a tape with 1KB blocks to another tape using 2KB blocks, type:
   
   ```
   dd if=/dev/rmt0 ibs=1024 obs=2048 of=/dev/rmt1
   ```

6. To use the dd command as a filter, type:
   
   ```
   ls -l | dd conv=ucase
   ```

   This command displays a long listing of the current directory in uppercase.
Note: The performance of the `dd` command and `cpio` command to the 9348 Magnetic Tape Unit Model 12 can be improved by changing the default block size. To change the block size, use the `chdev` command in the following way:

```
chdev -l Device_name -a block_size=32k
```

7. To perform efficient transfers to 3.5-inch 1.4MB diskette using 36 blocks of 512 bytes, type:

```
dd if=Filename of=/dev/fd0 bs=36b conv=sync
```

This command writes the value of the `Filename` parameter to the diskette device a cylinder at a time. The `conv=sync` is required when reading from disk and when the file size is not a multiple of the diskette block size. Do not try this if the input to the `dd` command is a pipe instead of a file, it will pad most of the input with nulls instead of just the last block.

8. To copy blocks from a input file with block size set to 720b blocks into a 1.44MB size diskette type:

```
dd if=testfile of=/dev/fd0 bs=720b conv=sync
```

Note: If the input file is larger than the physical size of the output device then `dd` will prompt you for another device.

9. To copy blocks from a input file with block size set to 32k blocks to a tape type:

```
dd if=inputfile of=/dev/rmt0 bs=32k conv=sync
```

10. To copy blocks of data from tape to a file in the current directory with block size set to 32k blocks type as follows:

```
dd if=/dev/rmt0 of=outfile bs=32k conv=sync
```

11. To copy blocks from an input file with block size set to 720b, onto a 1.44MB size diskette, enter:

```
dd if=testfile of=/dev/fd0 bs=720b conv=sync span=yes
```

Note: If the input file is larger than the physical size of the output device, then `dd` will prompt you for another device.

12. To copy blocks from an input file with block size set to 32k, to a tape, enter:

```
dd if=inputfile of=/dev/rmt0 bs=32k conv=sync span=yes
```

13. To copy blocks of data from tape with block size set to 32k, to a file in the current directory, enter:

```
dd if=/dev/rmt0 of=outfile bs=32k conv=sync span=yes
```

Files

`/usr/bin/dd` Contains the `dd` command.

Related Information

The `backup`, `cp`, `cpio`, `tar`, `tr` command.

The `rmt` special file.

The `Backup Overview for System Management` in *AIX 5L Version 5.2 System Management Concepts: Operating System and Devices* provides information on using backups and using memory devices.

The `Files Overview` in *AIX 5L Version 5.2 System User’s Guide: Operating System and Devices* provides information on working with files.
defaultbrowser Command

Purpose
Launches the default web browser and optionally loads a specified URL.

Syntax
defaultbrowser [ URL [Netscapewindowname]]

Description
The defaultbrowser command runs the browser launch command that is specified in the DEFAULT_BROWSER environment variable.

If a URL is given as an argument, it loads that URL into the browser. For this to work properly, the browser command must accept a URL as an argument.

Netscapewindowname is an optional argument that can be used if the browser that is being launched is a Netscape browser. A URL must always be specified with a window name. That URL will then be opened into the named Netscape browser window. If a Netscape window with the specified name is already open, the URL will be opened into that window. If the window is not already open, a new Netscape browser window with the specified name will be opened. If the browser is not a Netscape browser, the Netscape window name argument will be ignored.

The main purpose of the defaultbrowser command is to have applications use this command when they need to open a browser to display HTML documents or web-based applications. This way, a system administrator only needs to change the DEFAULT_BROWSER environment variable when a new browser is installed and all applications will automatically begin using the new browser.

The DEFAULT_BROWSER environment variable should be set to the command that would launch the desired browser. Include any arguments that must be included after the command to launch a specific URL address. For example, if the command to launch a browser and open a specific URL is wonderbrowser -r URL, then the DEFAULT_BROWSER environment variable would be set to equal wonderbrowser -r.

If the DEFAULT_BROWSER environment variable is not defined, then the defaultbrowser command runs Netscape if it is installed.

If specified, URL indicates the page for the browser to load on startup. If a Netscapewindowname is also specified, and the browser is Netscape, Netscape opens a window of that name, or if a window of that name is already open, it will load the specified URL in that window. Window name cannot be used unless a URL is also specified. If a window name is specified and the browser is not Netscape, then the window name is ignored.

Examples
1. To launch the designated default browser and have it open to its default home page, enter:
   defaultbrowser
2. To launch the designated default browser and have it open to the URL http://machine/path/file.html, enter:
   defaultbrowser http://machine/path/file.html
3. To launch the designated default browser and have it open the URL http://machine/path/file.html where if the default browser is Netscape, then the page is displayed in a window called webpage, enter:
   defaultbrowser http://machine/path/file.html webpage
defif Method

Purpose
Defines a network interface in the configuration database.

Syntax
`defif [-c Class] [-s Subclass] [-t Type]

Description
The `defif` method defines the specified instance of a network interface. It only defines interfaces for currently configured adapters. To define the specified instance, the `defif` method does the following:
1. Creates a customized interface instance in the configuration database.
2. Derives the logical name of the interface instance.
3. Retrieves the predefined attributes.
4. Updates the Customized Dependency object class to reflect dependencies of the defined interface instance.
5. Sets the status flag of the interface instance to `defined`.

Flags
- `-c Class` Specifies the interface class to be defined. The valid value is `if`.
- `-s Subclass` Specifies the subclass of interface to be defined. Valid values are:
  - TR Token-ring
  - EN Ethernet
  - SL Slip
  - XT X.25
  - LO Loopback
- `-t Type` Specifies the type of interface to be defined. Valid values are:
  - tr Token-ring
  - en Ethernet
  - sl Slip
  - ie3 IEEE 802.3 Ethernet
  - lo Loopback
  - xt X.25

Examples
To define a token-ring network interface instance, enter the method in the following format:
`defif -t tr`
Related Information

The `mkdev` command.

The `odm_run_method` subroutine.

TCP/IP Network Interfaces in AIX 5L Version 5.2 System Management Guide: Communications and Networks.

Object Data Manager (ODM) Overview for Programmers in General Programming Concepts.

Writing a Device Method in Kernel Extensions and Device Support Programming Concepts.

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**definet Method**

**Purpose**

Defines an inet instance in the system configuration database.

**Syntax**

```
definet [ -c Class ]
```

**Description**

The `definet` method creates an object in the ODM configuration database specifying the customized attributes of the inet instance. It performs the following operations:

1. Creates a customized inet instance.
2. Sets the status flag of the inet instance to defined.

This method is called by the `mkdev` high-level command and is not meant to be issued on the command line.

**Note:** The `definet` method is a programming tool and should not be executed from the command line.

**Flags**

- `-c Class` Specifies the inet instance to be defined. The only valid value for the `Class` variable is `tcpip`.

**Examples**

To define the inet0 instance, issue the following method:

```
definet
```

**Related Information**

The `mkdev` command.

The `odm_run_method` subroutine.

Object Data Manager (ODM) Overview for Programmers in General Programming Concepts.

Writing a Device Method in Kernel Extensions and Device Support Programming Concepts.
defragfs Command

Purpose
Increases a file system’s contiguous free space.

Syntax
defragfs [ -q | -r | -s ] { Device | FileSystem }

Description
The defragfs command increases a file system’s contiguous free space by reorganizing allocations to be contiguous rather than scattered across the disk. The file system to be defragmented can be specified with the Device variable, which is the path name of the logical volume (for example, /dev/hd4). It can also be specified with the FileSystem variable, which is the mount point in the /etc/filesystems file.

The defragfs command is intended for fragmented and compressed file systems. However, you can use the defragfs command to increase contiguous free space in nonfragmented file systems.

You must mount the file system read-write for this command to run successfully. Using the -q flag, the -r flag or the -s flag generates a fragmentation report. These flags do not alter the file system.

The defragfs command is slow against a JFS2 file system with a snapshot due to the amount of data that must be copied into snapshot storage object. The defragfs command issues a warning message if there are snapshots. The snapshot command can be used to delete the snapshots and then used again to create a new snapshot after the defragfs command completes.

Flags
-.q Reports the current state of the file system.
- r  Reports the current state of the file system and the state that would result if the defragfs command is run without either the -q, -r or -s flag.
- s  Reports the fragmentation in the file system. This option causes defragfs to pass through meta data in the file system which may result in degraded performance.

Output
On a JFS filesystem, the definitions for the messages reported by the defragfs command are as follows:

Number of free fragments
   The number of free fragments in the file system.

Number of allocated fragments
   The number of allocated fragments in the file system.

Number of free spaces shorter than a block
   The number of free spaces within the file system that are shorter than a block. A free space is a set of contiguous fragments that are not allocated.

Number of free fragments in short free spaces
   The total number of fragments in all the short free spaces. A short free space is one that is shorter than a block.

Number of fragments moved
   The total number of fragments moved.

Number of logical blocks moved
   The total number of logical blocks moved.
Number of allocation attempts
   The number of times free fragments were reallocated.

Number of exact matches
   The number of times the fragments that are moved would fit exactly in some free space.

Total number of fragments
   The total number of fragments in the file system.

Number of fragments that may be migrated
   The number of fragments that may be moved during defragmentation.

FileSystem filesystem is n percent fragmented
   Shows to what extent the file system is fragmented in percentage.

On a JFS2 filesystem the definitions for the messages reported by the defragfs command are as follows:

Total allocation groups
   The number of allocation groups in the file system. Allocation groups divide the space on a file system into chunks. Allocation groups allow JFS2 resource allocation policies to use well known methods for achieving good I/O performance.

Allocation groups defragmented
   The number of allocation groups that were defragmented.

Allocation groups skipped - entirely free
   The number of allocation groups that were skipped because they were entirely free.

Allocation groups skipped - too few free blocks
   The number of allocation groups that were skipped because there were too few free blocks in them for reallocation.

Allocation groups skipped - contains a large contiguous free space
   The number of allocation groups that were skipped because they contained a large contiguous free space which is not worth defragmenting.

Allocation groups are candidates for defragmenting
   The number of allocation groups that are fit for defragmentation.

Average number of free runs in candidate allocation groups
   The average number of free runs per allocation group, for allocation groups that are found fit for defragmentation. A free run is a contiguous set of blocks which are not allocated.

Total number of blocks
   The total number of blocks in the file system.

Number of blocks that may be migrated
   The number of blocks that may be moved during defragmentation.

FileSystem filesystem is n percent fragmented
   Shows to what extent the file system is fragmented in percentage.

Examples
1. To defragment the /data1 file system located on the /dev/lv00 logical volume, enter:
   defragfs /data1
2. To defragment the /data1 file system by specifying its mount point, enter:
   defragfs /data1
3. To generate a report on the /data1 file system that indicates its current status as well as its status after being defragmented, enter:
   defragfs -r /data1
4. To generate a report on the fragmentation in the /data1 file system, enter:
   defragfs -s /data1

**Files**

/`etc/filesystems` Lists the known file systems and defines their characteristics.

**Related Information**
The `crfs` command, the `lsfs` command, the `mkfs` command.

Understanding Data Compression and Understanding Fragments and a Variable Number of i-nodes in the AIX 5L Version 5.2 System Management Concepts: Operating System and Devices book.

---

**deleteX11input Command**

**Purpose**
Deletes an X11 input extension record from the ODM (Object Data Manager) database.

**Syntax**
deleteX11input DeviceName ...

**Description**
The `deleteX11input` command is used to delete an X11 input extension record from the ODM database. For each `DeviceName` specified, the ODM database finds as many instances of the object as possible. This command queries the user to verify whether to delete each specific device found. A partial name may be specified.

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

**Parameter**

`DeviceName` Specifies the name of the X11 input extension device.

**Error Codes**

No `DeviceName` is found in ODM Database
Usage: deleteX11input DeviceName

No objects that match the specified pattern were found in the ODM database.
The user has not specified a device name.

**Related Information**
The `addX11input` command, `listX11input` command.

---

**delta Command**

**Purpose**
Creates a delta in a SCCS file.
Syntax

`delta [ -r SID ] [ -s ] [ -n ] [ -g List ] [ -p ] [ -m ModificationRequestList ] [ -y Comment ] ] File ...`

Description

The `delta` command introduces into the named Source Code Control System (SCCS) file any changes that were made to the file version retrieved by a `get -e` command.

The `delta` command reads the g-files that correspond to the specified files (see the `get` command for a description of files created and used by SCCS) and creates a new delta. No line of a g-file can contain more than 512 characters.

If you specify a directory for the `File` value, the `delta` command performs the requested actions on all SCCS files within that directory that have been checked out previously for editing (that is, on all files with an `s.` prefix). If you specify a `-` (minus sign) in place of the `File` value, the `delta` command reads standard input and interprets each line as the name of an SCCS file. When the `delta` command reads standard input, you must supply the `-y` flag. You must also supply the `-m` flag if the `v` header flag is set. The `delta` command reads standard input until it reaches an end-of-file character.

**Note:** Lines beginning with an SOH ASCII character (binary 001) cannot be placed in the SCCS file unless the SOH is quoted using a \ (backslash). SOH has special meaning to SCCS and causes an error.

Use of a `get` command on SCCS files, followed by the `delta` command on those same files, should be avoided when the `get` command generates a large amount of data. Instead, you should alternate the use of the `get` and `delta` commands.

The `delta` command saves the changes made to a particular version of an SCCS file. To use the `delta` command:

1. Use the `get -e` command to get an editable version of the file.
2. Edit that file.
3. Use the `delta` command to create a new version of the SCCS file.

The `delta` command prompts you for comments if the `-y` option is not specified. The comments apply to that particular delta and appear in the SCCS file header. The comments are not retrieved when you use the `get` command to get the delta and do not appear in the text of a retrieved file. Use comments to keep track of why a delta was created.

To see the comments, use an editor to look at the SCCS file, write the SCCS file to the display screen with the `cat` command, or print selected parts of the file to standard output using the `prs` command. Remember not to change the contents of the SCCS file directly. To change the delta comments, use the `cdc` command.

**Note:** Do not use the `delta` command on a file if it contains expanded identification keywords. Read-only file versions replace keywords with text values. Using the `delta` command on a read-only file causes the keywords to be lost. To recover from this situation, remove the delta or edit the file again and replace the identification keywords.

The SCCS does not allow use of the `delta` command unless an editable copy of the file exists.

To prevent the loss of keywords, use the `admin` command with the `-f` flag to specify the `i` header flag. Afterwards, the absence of keywords in a file version will cause an error.
## Flags

- **-g List**
  
  Specifies a list of SIDs (deltas) to be ignored when the `get` command creates the g-file. After you use this flag, the `get` command ignores the specified delta when it builds the g-file.

- **-m ModificationRequestList**
  
  If the SCCS file has the `v` header flag set, then a Modification Request (MR) number must be supplied as the reason for creating the new delta.

  If you do not specify the `-m` flag, and the `v` header flag is set, the `delta` command reads MRs from standard input. If standard input is a workstation, the `delta` command prompts you for the MRs. The `delta` command continues to take input until it reads an end-of-file character. It always reads MRs before the comments (see the `-y` flag). You can use blanks, tab characters, or both to separate MRs in a list.

  If the `v` header flag has a value, it is interpreted as the name of a program that validates the MR numbers. If the `delta` command returns a nonzero exit value from the MR validation program, the `delta` command assumes some of the MR numbers were invalid and stops running.

- **-n**
  
  Retains the g-file, which is normally removed at completion of the `delta` command processing.

- **-p**
  
  Writes to standard output (in the format of the `diff` command) the SCCS file differences before and after the delta is applied. See the `diff` command for an explanation of the format.

- **-r SID**
  
  Specifies which delta is to be created in the SCCS file. You must use this flag only if two or more outstanding `get -e` commands were done on the same SCCS file by the same person. The `SID` value can be either the SID specified on the `get` command line or the SID to be created (as reported by the `get` command.) An error results if the specified SID cannot be uniquely identified, or if an SID must be specified but it is not.

- **-s**
  
  Suppresses the information normally written to standard output on normal completion of the `delta` command.

- **-y [Comment]**
  
  Specifies text that describes the reason for making a delta. A null string is considered a valid `Comment` value. If your comment line includes special characters or blanks, the line must be enclosed in single or double quotation marks.

  If you do not specify the `-y` flag, the `delta` command reads comments from standard input until it encounters a blank line or an end-of-file character.

  For keyboard input, the `delta` command prompts for the comments. If the last character of a line is a \ (backslash), it is ignored. Comments must be no longer than 512 characters.

## Exit Status

This command returns the following exit values:

- **0**  Successful completion.
- **>0**  An error occurred.
Examples

1. To record changes you have made to an SCCS file, enter:
   
   \texttt{delta s.prog.c}

   This adds a delta to the SCCS file \texttt{s.prog.c}, recording the changes made by editing \texttt{prog.c}. The \texttt{delta} program then asks you for a comment that summarizes the changes you made. Enter the comment, and then enter an end-of-file character or press the return key twice to indicate that you have finished the comment.

2. To record the changes you have made to an SCCS file with a brief descriptive comment, enter:
   
   \texttt{delta -y "This delta contains the payroll function" s.prog.c}

Files

\texttt{/usr/bin/delta} Contains the \texttt{delta} command.

Related Information

The \texttt{admin}, \texttt{cat}, \texttt{cdc}, \texttt{diff}, \texttt{get}, \texttt{prs}, \texttt{rmdel}, \texttt{scsdiff}, and \texttt{sccshelp} command.

The \texttt{sccsfile} file format.

List of SCCS Commands in \textit{AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs}.

Source Code Control System (SCCS) Overview in \textit{AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs}.

deroff Command

Purpose

Removes \texttt{nroff}, \texttt{troff}, \texttt{tbl}, and \texttt{eqn} command constructs from files.

Syntax

\texttt{deroff \{-ma\ -me\ -ms\ [ -mm\ [-ml\ ]\ ]\ [ -i\ [-l\ ]\ ]\ [ -k\ ]\ [ -p\ ]\ [ -u\ ]\ [ -w\ ]\ [ File \ ... \]}}

Description

The \texttt{deroff} command reads the specified files (standard input by default) containing English-language text, removes all \texttt{troff} requests, macro calls, backslash constructs, \texttt{eqn} command constructs (between \texttt{.EQ} and \texttt{.EN} lines and between delimiters), and \texttt{tbl} command descriptions, then writes the remainder of the file to standard output.

The \texttt{deroff} command normally follows chains of included files (\texttt{.so} and \texttt{.nx} \texttt{troff} command requests). If a file has already been included, a \texttt{.so} request naming it is ignored and an \texttt{.nx} request naming that file ends execution.

\textbf{Note}: The \texttt{deroff} command is not a complete \texttt{troff} command interpreter, so it can be confused by subtle constructs. Most errors result in too much rather than too little output.
Parameters

File  Specifies English-language text files for the *deroff* command to remove the effects of *troff*, *eqn*, and *tbl* command processing. The default file is standard input.

Flags

-ma  Ignores MA (man) macros in text so that only running text is output.
-me  Ignores ME macros in text so that only running text is output. This is the default.
-ml  Ignores MM macros in text (-mm flag) and also deletes MM list structures. The -mm flag must be specified with this flag.

Note: Do not use the -ml flag with nested lists.

-mm  Ignores MM macros.
-ms  Ignores MS macros in text so that only running text is output.
-i   Suppresses the processing of included files.
-d   Suppresses the processing of included files whose names begin with /usr/lib, such as macro files in /usr/lib/tmac.
-k   Retains blocks specified to be kept together. The default is to remove kept blocks of text; for example, the .ne construct is removed.
-p   Processes special paragraphs.
-u   Removes the ASCII underline and boldface control sequences. This flag automatically sets the -w flag.
-w   Makes the output a word list, with one word per line and all other characters deleted. Otherwise, the output follows the original.

In text, a word is any string that begins with a letter, contains at least two letters, and is composed of letters, digits, ampersands (&), and apostrophes ('). In a macro call, however, a word is a string that begins with at least two letters and contains a total of at least three letters. Delimiters are any characters other than letters, digits, punctuation, apostrophes, and ampersands. Trailing apostrophes and ampersands are removed from words.

Related Information


detachrset Command

Purpose

Detaches an rset from a process.

Syntax

detachrset [-P] [pid]

Description

The *detachrset* command detaches an rset from a process. Detaching an rset from a process will allow the process to use any of the processors and/or memory regions in the system.

Flags

-P  Detaches the partition rset from the specified process (pid).
Parameters

| pid   | Process ID. |

Security
The user must have root authority or have CAP_NUMA_ATTACH capability and the target process must have the same effective userid as the command issuer. The user must have root authority to remove the partition rset from a process (the -P option).

Example
To detach the rset from process 21414, type:

detachrset 21414

Files

/usr/bin/detachrset Contains the detachrset command.

Related Information
The attachrset, execrset, lsrset, mkrset and rmrset commands.

devinstall Command

Purpose
Installs software support for devices.

Syntax

devinstall -f File -d Device [-s] [-v]

Description
The devinstall command installs software support for devices. This command is used when hardware is added to the system after the initial operating system installation and setup. It will install the software needed to support the new hardware.

For most new devices that are added after the initial software installation, the software for the new device can be installed using the -i flag of the cfgmgr command.

In some instances, the new device replaces a device that is needed to start the machine. For example, you might be replacing the SCSI adapter card that supports the root volume group or the graphics adapter card that supports the console. In this case, the machine will not start in normal mode until you have installed software support for this new device. To do this, turn your system off and install the new hardware according to the directions included with your hardware. Next, start up your machine in maintenance mode. During the startup process, the new adapter is detected and the /tmp/device.pkgs file is created containing the name of the software package needed to support the new hardware. Once the machine is in maintenance mode, you can install the software for this new device by running the devinstall command.

Flags

-1 File Specifies the file containing the list of packages to be installed. Typically, this will be the /tmp/device.pkgs file generated by the cfgmgr command.
-d Device  Specifies where the installation medium can be found. This can be a hardware device, such as
tape or diskette; it can be a directory that contains installation images; or it can be the installation
image file itself. When the installation media is an IBM Installation tape or IBM Corrective Service
tape, the tape device should be specified as no-rewind-on-close and no-retention-on-open.
Examples of this would be /dev/rmt0.1 for a high-density tape or /dev/rmt0.5 for a low-density
tape. For non-IBM-supplied tapes, use the options specified by the tape supplier. The default
device is /dev/rfd0.
-s  Overwrites the /var/adm/dev_pkg.fail file. This file contains a list of all packages that did not install
successfully and can be used to facilitate recovery or installation from a different source.
-v  Specifies the verbose option, causing the devinstall command to display additional information
while processing.

The devinstall command installs the device packages listed in the file specified on the command line. It
runs the geninstall command with the -I "acXge /var/adm/ras/devinst.log", where a: apply, c: commit, X:
extend fs, e: log and /var/adm/ras/devinst.log is the log file full path name, g: auto_includef. (See the
geninstall command for more information on these flags.) The devinstall command checks the summary
file generated by the geninstall command for the results of each package install attempt and, based on
this information, creates two files. The /var/adm/dev_pkg.fail file lists the packages that fail to install (if
any). The /usr/sys/inst.data/sys_bundles/devices.bnd file lists all packages that are installed
successfully.

Return Values
A return value of 0 indicates that no packages were installed.

A return value of 1 indicates that at least one package was successfully installed, and the bosboot
command should be executed.

The /usr/sys/inst.data/sys_bundles/devices.bnd file lists those packages that successfully installed. The
/var/adm/dev_pkg.fail file lists those packages that failed installation.

Security
Privilege Control: Only the root user can run this command.

Examples
To install software to support a new device after you have started the machine from the device installation
tape and entered maintenance mode, enter:

devinstall -f ../../../tmp/device.pkgs -d /dev/rmt0.1

Then, run the bosboot command.
bosboot -ad /dev/ipldevice

File
/dev/rmt  Specifies the raw streaming tape interface.

Related Information
The bosboot command, cfgmgr command, installp command.
**devnm Command**

**Purpose**
Names a device.

**Syntax**
```
devnm Path ...
```

**Description**
The **devnm** command reads the *Path* parameter, identifies the special file associated with the mounted file system where the *Path* parameter resides, and writes the special file name to standard output. Each *Path* parameter must be a full path name.

The most common use of the **devnm** command is by the **/etc/rc** command file to construct a mount table entry for the root device.

**Note:** This command is for local file systems only.

**Examples**
1. To identify the device on which a file resides, enter:
   ```
devnm /diskette0/bob/textfile
   ```
   This displays the name of the special device file on which the /diskette0/bob/textfile file resides. If a diskette is mounted as the /diskette0 device, the **devnm** command displays:
   ```
   fd0 /diskette0/bob/textfile
   rfd0 /diskette0/bob/textfile
   ```
   This means the /diskette0/bob/textfile file resides on the **/dev/fd0** diskette drive.

2. To identify the device on which a file system resides, enter:
   ```
devnm /
   ```
   This displays the name of the device on which the root file system(/) resides. The following list is displayed on the screen:
   ```
   hd0 /
   ```
   This means that the root file system (/) resides on the **/dev/hd0** device.

**Files**
```
/dev
/usr/sbin/devnm
```
Specifies the directory.
Contains the **devnm** command.

**Related Information**
The **rc** command.

**df Command**

**Purpose**
Reports information about space on file systems. This document describes the AIX **df** command as well as the System V version of **df**.
Syntax

df [-P | -I | -M | -i | -t | -v] [-k | -m | -g] [-s] [FileSystem ... | File...]

Description

The df command displays information about total space and available space on a file system. The FileSystem parameter specifies the name of the device on which the file system resides, the directory on which the file system is mounted, or the relative path name of a file system. The File parameter specifies a file or a directory that is not a mount point. If the File parameter is specified, the df command displays information for the file system on which the file or directory resides. If you do not specify the FileSystem or File parameter, the df command displays information for all currently mounted file systems. File system statistics are displayed in units of 512-byte blocks by default.

The df command gets file system space statistics from the statfs system call. However, specifying the -s flag gets the statistics from the virtual file system (VFS) specific file system helper. If you do not specify arguments with the -s flag and the helper fails to get the statistics, the statfs system call statistics are used. Under certain exceptional conditions, such as when a file system is being modified while the df command is running, the statistics displayed by the df command might not be accurate.

Note: Some remote file systems, such as the Network File System (NFS), do not provide all the information that the df command needs. The df command prints blanks for statistics that the server does not provide.

Flags

- Display statistics in units of GB blocks. The output values for the file system statistics would be in floating point numbers as value of each unit in bytes is significantly high.
- Displays the number of free and used i-nodes for the file system; this output is the default when the specified file system is mounted.
- Displays information on the total number of blocks, the used space, the free space, the percentage of used space, and the mount point for the file system.
- Displays statistics in units of 1024-byte blocks.
- Displays statistics in units of MB blocks. The output values for the file system statistics would be in floating point numbers as value of each unit in bytes is significantly high.
- Displays the mount point information for the file system in the second column.
- Displays information on the file system in POSIX portable format.

When the -P flag is specified, the header line appears similar to:

Filesystem 512-blocks Used Available Capacity Mounted on

If the -k, -m or -g flag is specified in addition to the -P flag, the column heading 512-blocks is replaced by the respective units, depending on which of these flags is used with the -P flag.

File system statistics are displayed on one line in the following order:

FileSystem, TotalSpace, UsedSpace, FreeSpace, UsedPercentage, MountPoint

- Gets file system statistics from the VFS specific file system helper instead of the statfs system call. Any arguments given when using the -s flag must be a JFS or Enhanced JFS filesystem mount point or device. The filesystem must also be listed in /etc/filesystems.
- Includes figures for total allocated space in the output.
- Displays all information for the specified file system.

The values of the output parameters with the flags -m and -g would be rounded off to nearest second decimal digit. If all or any two of the -k, -m and -g flags are specified, the last one specified takes effect.
Exit Status

This command returns the following exit values:

0        Successful completion.
>0        An error occurred.

Examples

1. To display information about all mounted file systems, enter:
   
   df
   
   If your system has the /, /usr, /site, and /usr/venus file systems mounted, the output from the df command resembles the following:

   Filesystem 512-blocks Free %Used Iused %Iused Mounted on
   /dev/hd0 19368 9976 48% 4714 5% /
   /dev/hd1 24212 4808 80% 5031 19% /usr
   /dev/hd2 9744 9352 4% 1900 4% /site
   /dev/hd3 3868 3856 0% 986 0% /usr/venus

2. To display information about /test file system in 1024-byte blocks, enter:
   
   df -k /test
   
   This displays the file system statistics in 1024-byte disk blocks.

3. To display information about /test file system in MB blocks, enter:
   
   df -m /test
   
   This displays file system statistics in MB disk blocks rounded off to nearest 2nd decimal digit.

4. To display information about the /test file system in GB blocks, enter:
   
   df -g /test
   
   This displays file system statistics in GB disk blocks rounded off to nearest 2nd decimal digit.

5. To display available space on the file system in which your current directory resides, enter:
   
   cd/
   df.
   
   The output from this command resembles the following:

   Device 512-blocks free %used iused %iused Mounted on
   /dev/hd4 19368 9976 48% 4714 5% /

Files

/etc/filesystems        Lists the known file systems and defines their characteristics.
/etc/vfs                Contains descriptions of virtual file system types.
Related Information

The `fsck` command.

The `filesystems` file.


The `Mounting Overview` in *AIX 5L Version 5.2 System Management Concepts: Operating System and Devices* explains mounting files and directories, mount points, and automatic mounts.

System V df Command

**Purpose**
Reports number of free disk blocks and files.

**Syntax**
```
```

**Description**
The `df` command displays information about total space and available space on a file system. File system statistics are displayed in units of 512-byte blocks.

**Flags**
- `-a` Performs the default operation and prints the mount point, the device name, number of free blocks and number of used inodes (files).
- `-e` Print only the number of free files.
- `-g` Print the entire `statvfs` structure. This option overrides the `-a`, `-e`, `-i`, `-n`, `-t` and `-v` options. The numbers for available, total, and free blocks are reported in 512 byte blocks.
- `-i` Displays the total number of inodes, the number of free inodes, the number of used inodes, and the percentage of inodes in use.
- `-l` Reports on local file systems only.
- `-n` Prints the type of filesystem.
- `-t` Causes total allocated block figures to be reported.
- `-v` Reports percent of blocks used as well as the number of blocks used and free.

**Parameters**
- `File` The `File` parameter specifies a file or a directory that is not a mount point. If the `File` parameter is specified, the `df` command displays information for the file system on which the file or directory resides.
- `FileSystem` The `FileSystem` parameter specifies the name of the device on which the file system resides, the directory on which the file system is mounted, or the relative path name of a file system.

**Note:** If the `FileSystem` or `File` parameter is not specified, the `df` command displays information for all currently mounted file systems.

**Exit Status**
0 The command completed successfully
Examples

1. To display information about all mounted file systems, enter:
   
   `/usr/sysv/bin/df`

   The output looks similar to the following:
   
   ```
   / (/dev/hd4   ): 19656 blocks 1504 files
   /usr (/dev/hd2 ): 1139904 blocks 20254 files
   /var (/dev/hd9var ): 23096 blocks 512 files
   /tmp (/dev/hd3   ): 2464 blocks 204 files
   /home (/dev/hd1  ): 44208 blocks 146 files
   /proc (/proc   ): 0 blocks 0 files
   /opt (/dev/hd10opt ): 13880 blocks 310 files
   ```

2. To display information about the file system in which your current directory resides, enter:
   
   `/usr/sysv/bin/df .`

3. To display the total number of inode, the number of free inodes and the number of available inodes in all mounted file systems, enter:
   
   `/usr/sysv/bin/df -i`

   The output looks similar to the following:

   ```
   Mount Dir Filesystem iused avail itotal %iused 
   / /dev/hd4 1504 6688 8192 19% 
   /usr /dev/hd2 20254 127202 147456 14% 
   /var /dev/hd9var 512 3584 4096 13% 
   /tmp /dev/hd3 204 5940 6144 4% 
   /home /dev/hd1 146 14190 14336 2% 
   /proc /proc 0 0 0 0 
   /opt /dev/hd10opt 310 5834 6144 6% 
   ```

4. To display the total number of blocks, the number of used blocks and the number of free blocks on a file system, enter:
   
   `/usr/sysv/bin/df -v /tmp`

5. To display the type of filesystem, enter:
   
   `/usr/sysv/bin/df -n`

6. To display inode information on all local filesystems, enter:
   
   `/usr/sysv/bin/df -i -l`

7. To display the statvfs structure information on all the filesystems, enter:
   
   `/usr/sysv/bin/df -g`

8. To display the number of free files on filesystems, enter:
   
   `/usr/sysv/bin/df -e`

Files

`/usr/sysv/bin/df`  
Contains the System V `df` command.

`/etc/filesystems`  
Contains filesystem information.

Related Information

The `/usr/bin/df` command.
dfmounts Command

Purpose
Displays mounted resource information.

Syntax
```
dfmounts [-F fstype] [-h] [server ...]
```

Description
The `dfmounts` command prints local systems that are remotely mounted by clients through Network File System (NFS). It also prints the list of clients that have mounted the resource. The `dfmounts` command prints a header that is followed by a list of resource information separated with whitespace characters within fields.

For each resource, the following fields are displayed:

- **RESOURCE**
  For NFS, a hyphen "-" is marked.
- **SERVER**
  Indicates the machine from which the resource was mounted.
- **PATHNAME**
  Indicates the path of the shared resource.
- **CLIENTS**
  A comma separated list of systems that currently have the resource mounted.

Flags
- `-F fstype`
  Specifies the File System Type (fstype). Only `nfs` type of filesystem is supported.
- `-h`
  Suppress the header line in the output of `dfmounts`.

Parameters
- **Server**
  Represents a system on the network that had made its resources available to the local system. `Server` prints the resources that is made available from the machine together with the current clients using each resource. If this parameter is not specified, then the `dfmounts` command prints information by assuming that server is the local system. Multiple server names can be provided with the `dfmounts` command.

Exit Status
- `0`
  The command completed successfully
- `>0`
  An error occurred.

Security

Examples
1. To print the mounted resource information on a the system "mercury" for filesystem type "nfs", enter:
   ```
   dfmounts -F nfs mercury
   ```
2. To print mounted resource information without header on the system for filesystem type "nfs", enter:
Related Information
The **dfshares** command.

**dfpd Command**

**Purpose**
Provides load statistics about servers being load balanced to the Load Manager.

**Syntax**

```
/usr/sbin/dfpd [-d] [-f ConfigurationFile]
```

**Description**
The DFP daemon (**dfpd**) runs on the server being load balanced and provides load statistics about the server to the Load Manager. This enables the Load Manager to send future connections to the servers that are more available which helps in balancing the load.

When the **dfpd** daemon starts, it reads its configuration information from the file specified in the **ConfigurationFile** parameter. If the parameter is not specified, the **dfpd** daemon reads its configuration information from the `/etc/dfpd.conf` file.

Once started, the **dfpd** daemon listens for connections from the Load Manager on the port specified in the configuration file.

**DFP daemon Configuration File**
The `/etc/dfpd.conf` file can be updated by editing it. The entries in the `/etc/dfpd.conf` file include the following information:

The MD5 key entry specifies the secret key (up to 64 characters) that should be the same between the DFP clients, server and the Load Manager. An example of the MD5 key entry is:

```
md5key 1234567890abcdefabcdef12345678901234567890abcdefabcdef1234567890
```

The Load Manager listener entry specifies the port on which the DFP server listens for Load Manager connection. An example of the Load Manager entry is:

```
ldlistener 9503
```

The poll idle time entry specifies the period between successive computations of the CPU idle time. An example of the poll idle time entry is:

```
pollidletime 30
```

The computed idle time is multiplied by the **mfactor** value before reporting the time to the Load Manager. This is useful in rationalizing the weights among machines of different capacities. The default value is the number of CPUs on the host. An example of the mfactor entry is:

```
mfactor 1
```
Flags

- \texttt{-d} \quad \text{Runs in debug mode and does not become a daemon process.}

- \texttt{-f ConfigurationFile} \quad \text{Causes the daemon to use the specified ConfigurationFile.}

dfsck Command

Purpose
Checks and repairs two file systems simultaneously on different drives.

Syntax
\texttt{dfsck [ FlagList1 ] FileSystem1 [ FlagList2 ] FileSystem2}

Description
The \texttt{dfsck} command lets you simultaneously check two file systems on two different drives. Use the \texttt{FlagList1} and \texttt{FlagList2} parameters to pass flags and parameters for the two sets of file systems. For a list of valid flags for \texttt{FlagList1} and \texttt{FlagList2}, see the flags section. Use a - (minus sign) to separate the file system groups if you specify flags as part of the arguments.

The \texttt{dfsck} command permits you to interact with two \texttt{fsck} commands at once. To aid in this, the \texttt{dfsck} command displays the file system name with each message. When responding to a question from the \texttt{dfsck} command, prefix your response with a 1 or a 2 to indicate whether the answer refers to the first or second file system group.

\textbf{Attention:} Do not use the \texttt{dfsck} command to check the root file system.

Flags

\begin{itemize}
  \item \texttt{-dBlockNumber} \quad \text{Searches for references to a specified disk block. Whenever the \texttt{fsck} command encounters a file that contains a specified block, it displays the i-node number and all path names that refer to it.}
  \item \texttt{-f} \quad \text{Performs a fast check. Under normal circumstances, the only file systems likely to be affected by halting the system without shutting down properly are those that are mounted when the system stops. The -f flag prompts the \texttt{fsck} command not to check file systems that were unmounted successfully. The \texttt{fsck} command determines this by inspecting the \texttt{s.fmod} flag in the file system superblock. This flag is set whenever a file system is mounted and cleared when it is unmounted successfully. If a file system is unmounted successfully, it is unlikely to have any problems. Because most file systems are unmounted successfully, not checking those file systems can reduce the checking time.}
  \item \texttt{-i-i-NodeNumber} \quad \text{Searches for references to a specified i-node. Whenever the \texttt{fsck} command encounters a directory reference to a specified i-node, it displays the full path name of the reference.}
  \item \texttt{-n} \quad \text{Assumes a no response to all questions asked by the \texttt{fsck} command; does not open the specified file system for writing.}
\end{itemize}
Options

-0  Passes comma-separated options to the fsck command. These options are assumed to be file system implementation-specific, except that the following are currently supported for all file systems:

  - mountable
    Causes the fsck command to exit with success, returning a value of 0, if the file system in question is mountable (clean). If the file system is not mountable, the fsck command exits returning with a value of 8.

  - mytype
    Causes the fsck command to exit with success (0) if the file system in question is of the same type as either specified in the /etc/filesystems file or by the -V flag on the command line. Otherwise, 8 is returned. For example, fsck -o mytype -V jfs / exits with a value of 0 if / (the root file system) is a journaled file system.

-p  Does not display messages about minor problems but fixes them automatically. This flag does not grant the wholesale license that the -y flag does and is useful for performing automatic checks when the system is started normally. You should use this flag as part of the system startup procedures, whenever the system is being run automatically. Also allows parallel checks by group.

-t File
    Specifies a File parameter as a scratch file on a file system other than the one being checked, if the fsck command cannot obtain enough memory to keep its tables. If you do not specify the -t flag and the fsck command needs a scratch file, it prompts you for the name of the scratch file. However, if you have specified the -p flag, the fsck command is unsuccessful. If the scratch file is not a special file, it is removed when the fsck command ends.

-V VfsName
    Uses the description of the virtual file system specified by the VfsName variable for the file system instead of using the /etc/filesystems file to determine the description. If the -V VfsName flag is not specified on the command line, the /etc/filesystems file is checked and the vfs=Attribute of the matching stanza is assumed to be the correct file system type.

-y  Assumes a yes response to all questions asked by the fsck command. This flag lets the fsck command take any action it considers necessary. Use this flag only on severely damaged file systems.

Examples

1. To simultaneously check two file systems on two different drives, enter:

   dfsck -p /dev/hd1 - p /dev/hd7

   This command checks both file systems simultaneously, if the file systems on the /dev/hd1 and /dev/hd7 devices are located on two different drives. You can also specify the file system names found in the /etc/filesystems file.

Files

/usr/sbin/dfsck  Contains the dfsck command.
/etc/filesystems  Lists the known file systems and defines their characteristics.
/etc/vfs  Contains descriptions of virtual file system types.
/etc/rc  Contains commands (including the fsck command) that are run when the system is started.

Related Information

The fsck, fsdb, istat, mkfs, ncheck, rc, shutdown command.
The `filesystems` file, `filsys.h` file.

The [File Systems Overview for System Management](AIX_5L_V5.2_System_Management) in *AIX 5L Version 5.2 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](AIX_5L_V5.2_Web-based_System_Manager_Administration_Guide) in *AIX 5L Version 5.2 Web-based System Manager Administration Guide*.

The [System Management Interface Tool (SMIT): Overview](AIX_5L_V5.2_System_Management) in *AIX 5L Version 5.2 System Management Concepts: Operating System and Devices* explains the SMIT structure, main menus, and tasks.

### dfshares Command

**Purpose**

Lists available resources from remote systems.

**Syntax**

```
dfshares [ -F FileSystemType ] [ -h ] [ Server ... ]
```

**Description**

The `dfshares` command provides information about resources that are available to the host through the Network File System. The `dfshares` command prints a header line, followed by a list of lines that contain white spaces as field separators.

For each resource, the following fields are displayed:

**RESOURCE**

Displays the resource name that is exported in the form of server:path.

**SERVER**

Displays the machine that is providing the resource.

**ACCESS**

Displays the access permissions granted to the client systems. However, `dfshares` cannot determine this information for a NFS resource and therefore populates the field with a hyphen ("-").

**TRANSPORT**

Displays the transport provider over which the resource is shared. However, `dfshares` cannot determine this information for a NFS resource and therefore populates the field with a hyphen ("-").

**Flags**

- `-F FileSystemType`

  Specifies the filesystem type. Only `nfs` type of filesystem is supported.

- `-h`

  Suppress the header line in the output of `dfshares`.

**Parameters**

- `Server`

  Represents a system on the network that has provided resources to the local machine. If this parameter is not specified, then the `dfshares` command prints the information for the local system, itself. More than one server name can be specified with `dfshares`.
Exit Status

0       The command completed successfully.
>0       An error occurred.

Examples
1. To print the resource information on the system "mercury" for an nfs type filesystem, enter:
   
   
   
   
   dfshares -F nfs mercury

2. To print resource information without header on the system, enter:
   
   
   
   
   dfshares -hF nfs

Files

/usr/bin/dfshares
Contains the generic System V dfshares command.

/usr/lib/fs/nfs/dfshares
Contains the System V dfshares command for filesystems of type nfs.

/etc/vfs
Contains the descriptions for known virtual filesystem implementations.

Related Information
The dfmounts command.

dhcpaction Command

Purpose
Provides a script that runs every time a client updates its lease.

Syntax

/usr/sbin/dhcpaction [HostName DomainName IPAddress LeaseTime] { A | PTR | BOTH | NONE } [ NONIM | NIM ]

Description
The dhcpaction command provides methods to update the DNS server by means of calling the nsupdate command with the proper sequence of events to update the A record, PTR record, or both. The dhcpaction command is called by the DHCP client and server daemons. It is called from the updateDNS string. This is configurable because in some environments, mainly heterogenous ones, some clients may not be able to update the A record or the PTR record. The default action is for the client to update the A record and the server to update the PTR record. The options may be set in the daemon configuration files to allow for any policy the network administrator wants.

The dhcpaction command also allows you to run NIM and DHCP concurrently. The dhcpaction command, when given the NIM paramete, will try and issue updates to NIM objects when their IP addresses change. This keeps the objects in sync. To do this, some pending operations may have to be canceled. The objects will be commented and a message will be sent to the console of the master machine. The objects should not be reset often. Addresses should not commonly change in the DHCP environment. Only the clients should set the NONIM option.

Parameters

HostName       Specifies the hostname to try and update in the DNS server.
DomainName     Specifies the domain name to use when updating the DNS server.
**IPAddress** Specifies the IP address to associate with the hostname in the DNS server.

**LeaseTime** Specifies the duration of the association between the hostname and IP address in the DNS server in seconds.

**Options**

<table>
<thead>
<tr>
<th>Options</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Specifies which if any record should be updated in the DNS server.</td>
</tr>
<tr>
<td>PTR</td>
<td></td>
</tr>
<tr>
<td>BOTH</td>
<td>Specifies if the script should take actions to help NIM and DHCP interact correctly. This should only be set to NIM on DHCP Servers.</td>
</tr>
<tr>
<td>NONE</td>
<td></td>
</tr>
<tr>
<td>NONIM</td>
<td>NIM</td>
</tr>
</tbody>
</table>

**Exit Status**

This command returns the following exit values:

- 0: Successful completion.
- >0: An error occurred.

**Security**

Access Control: Any User, but may need to be root for some NIM actions

**Files**

- `/usr/sbin/dhcpaction` Contains the `dhcpaction` command.
- `/etc/dhcpcd.ini` Contains the DHCP Client Configuration File

**Related Information**

The `inetd` daemon, `dhcpsd` daemon, `dhcpcd` daemon.

- [DHCP Client Configuration File](#)
- [DHCP Server Configuration File](#)
- [bootp Configuration File](#)
- [TCP/IP Address and Parameter Assignment - Dynamic Host Configuration Protocol (DHCP)](#)
- [TCP/IP Daemons](#) in *AIX 5L Version 5.2 System Management Guide: Communications and Networks*.

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**dhcpcd Daemon**

**Purpose**

Implements a Dynamic Host Configuration Protocol (DHCP) client. Serves addresses and configuration information to DHCP server.

**Syntax**

**To Implement a DHCP Client by Using the System Resource Controller:**

```
startsrc -s dhcpcd [-a Argument] ...
```

**To Implement a DHCP Client without Using the System Resource Controller:**

```
dhcpsd [-f ConfigurationFile] [-i IPAddress] [-t Seconds]
```
Description

The **dhcpcd** daemon implements a DHCP client by setting up IP (Internet Protocol) addresses and other parameters by using the DHCP protocol.

The **dhcpcd** daemon is normally started by the `/etc/rc.net` file that normally runs at boot time. By default, this is commented out and not run on machine startup. There are smit options to enable the DHCP client.

The **dhcpcd** daemon reads its configuration file and attempts to bring up and get an IP address and other configuration options for the interfaces specified within the configuration file. The **dhcpcd** daemon runs in the background while the system is up. It will renew an already received address as required.

The **dhcpcd** daemon also runs in DHCP Inform mode when the `-i` flag is used. This mode lets a client retrieve configuration information from a DHCP server without getting an IP address. This is useful for static addresses, but not for dynamic items like print servers and other options. The **dhcpcd** daemon will run once for the specified address.

The **refresh** command can be used to cause the **dhcpcd** daemon to reread the configuration file. A SIGHUP may also be used to get the same response.

The default dhcpcd configuration file is `/etc/dhcpcd.ini`. It contains logging and network interface information.

You can use a Web-based System Manager application (**wsm network** fast path) to run this command. You could also use the System Management Interface Tool (SMIT) **smit usedhcp** fast path to run this command.

Flags

- `-f ConfigurationFile`
  Specifies the configuration file to be used. The default is the `/etc/dhcpcd.ini` file.

- `-i IPAddress`
  Specifies that the **dhcpcd** daemon should use DHCP Inform mode. The ip address tells DHCP which interface to get configuration information on.

- `-t Seconds`
  Specifies the amount of seconds that **dhcpcd** will wait before placing itself in the background. This allows a machine to continue booting if a DHCP Server cannot be found.

Exit Status

This command returns the following exit values:

- `0` Successful completion.
- `>0` An error occurred.

Security

Access Control: You must have root authority to run this command.

Files

- `/usr/sbin/dhcpcd`
  Contains the **dhcpcd** daemon.
- `/etc/dhcpcd.ini`
  Contains the default client configuration file
- `/etc/services`
  Defines sockets and protocols used for internet services.
- `/etc/inetd.conf`
  Defines the services controlled by the **inetd** daemon.
Related Information

- **dhcpsconf** command.
- **startsrc** command, **stopsrc** command.
- **inetd** daemon, **dhcpsd** daemon, **dhcprd** daemon.
- **/etc/inetd.conf** file format, **/etc/services** file format.

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**DHCP Client Configuration File**

**DHCP Server Configuration File**

**bootp Configuration File**

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**TCP/IP Address and Parameter Assignment - Dynamic Host Configuration Protocol (DHCP)**


For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.2 Web-based System Manager Administration Guide*.

**TCP/IP Daemons** in *AIX 5L Version 5.2 System Management Guide: Communications and Networks*.

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**dhcprd Daemon**

**Purpose**

Forwards BOOTP and DHCP packets off the local network.

**Syntax**

**To Forward Information to the DHCP Server by Using the System Resource Controller:**

```
startsrc -s dhcprd [-a Argument] [-a Argument] ...
```

**To Forward Information to the DHCP Server without Using the System Resource Controller:**

```
dhcprd [-f ConfigurationFile]
```

**Description**

The **dhcprd** daemon listens for broadcast packets, receives them, and forwards them to the appropriate server. This keeps broadcasts from having to be propagated to other networks. The DHCP Relay Agent handles the forwarding of the DHCP and BOOTP client broadcast packets off of the local network and on to a set of servers. The initial packets sent by a BOOTP or DHCP client are broadcasts on the local interface of the client machine. These packets are not allowed to be passed through network gateways and routers. A BOOTP/DHCP relay agent, the **dhcprd** daemon, sends these packets to the appropriate servers.

The DHCP Server reads **/etc/services** file to determine which port it should use for receiving requests. The default service is **dhcps**. Because this is the same port that the **bootpd** daemon uses, you can only have one (either **dhcprd** or **bootpd**) daemon running. If you choose the **dhcprd** daemon, you will need to uncomment **bootp** from the **/etc/inetd.conf** file, then type **refresh -s inetd** on the command line.
Note: If bootpd is running, this program needs to be stopped before starting the daemons.

Flags

-1 ConfigurationFile Specifies the configuration file to be used. The default is the /etc/dhcprd.cnf file.

Exit Status

This command returns the following exit values:

0 Successful completion.

>0 An error occurred.

Security

Access Control: You must have root authority to run this command.

Files

/usr/sbin/dhcprd Contains the dhcprd daemon.
/etc/dhcprd.cnf Contains the default configuration file.
/etc/services Defines sockets and protocols used for internet services.
/etc/inetd.conf Defines the services controlled by the inetd daemon.

Related Information

The dhcpsconf command, startsrc command, stopsrc command.

The dhcpd daemon, dhcpsd daemon, inetd daemon.

DHCP Client Configuration File

DHCP Server Configuration File

TCP/IP Address and Parameter Assignment - Dynamic Host Configuration Protocol (DHCP)


For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in AIX 5L Version 5.2 Web-based System Manager Administration Guide.

TCP/IP Daemons in AIX 5L Version 5.2 System Management Guide: Communications and Networks.

dhcpsconf Command

Purpose

Simplifies DHCP (Dynamic Host Configuration Protocol) server configuration through a Graphical User Interface.
Syntax
dhcpsconf

Description
The dhcpsconf command brings up an X-windows GUI (Graphical User Interface) that lets the network administrator read, save, and modify configuration files. It also lets you start, stop, and retrieve statistics from a running server.

The dhcpsconf command displays a set of lists. The lists on the left show the available options and keys. The dhcpsconf command reads the /etc/options.file to determine its basic options and keys and starts with these as generic resource types. The GUI lets the network administrator define a set of named resources by selecting the resource menu button.

The resource definition dialog box lets the network administrator generate all the options and specifics that are on the networks. The network administrator can define and name the network, printers, name servers, dhcp servers, and other valid resource objects. Once this is done, these new resources are added to the key and option display on the main panel. These can be used to generate a server configuration file or set of server configuration files.

The GUI starts with an empty master file. A master file may contain either a single server or the definition of many servers and one actual server readable file. The master file is readable by one DHCP server, but multiple server information can be stored in it. This lets the network administrator configure a single server image of the network, create a set of servers to handle the same set of data, and view and maintain it all in one file.

Options and keys are added to the server window by selecting the key or option, selecting where in the edit window the option or key should go, and selecting the add button corresponding to the key or option section. The option is added to the edit window at the position specified. If the item is a named resource, then it is added as is. If the item is one of the standard defaults, then a window requesting a value for the item appears.

DHCP servers are added just like other keys, except that they specify machines in the network that will be responsible for the items within their scope. The keys have scoping and syntactic ordering. Comments are not really keys, but they are allowed anywhere.

A server may have a network, class, client, or options specified within it. A network may have a subnet, class, client, or option. A subnet may have a class, client, or options. A class and client may only have options.

The servers have a set of configuration parameters that only apply to them. These are specified by the DHCP server key in the key list, or by using the default server options under the Server menu bar. The default server options apply to the master file. A DHCP Server specified within the master file receives the default options, but may be modified.

Any item placed in the Edit window may be edited, renamed, viewed, or deleted. This lets you place an item, see if it looks appropriate and make changes as necessary.

Upon completion of the configuration file, a single master file may be saved and/or a set of server files may be generated. The File menu button and server menu button both have save options. The File save button is for saving the master file. The Server save button is for saving a particular server to a file.

The File menu button also contains a quit option, an open option to retrieve a file, and a new option to erase everything created so far.
The Operations menu button contains a status button, a start button, a stop button, a refresh, and a send configuration file button. From these buttons, a remote server can report status, refresh itself with a new configuration file, may be stopped, and a configuration sent and restarted.

The Help button contains a set of help statements describing each of the windows items.

**Exit Status**
This command returns the following exit values:

0  Successful completion.
>0  An error occurred.

**Security**
Access Control: Any User

**Files**

`/usr/sbin/dhcpsconf`  Contains the `dhcpsconf` command.
`/etc/dhcpcd.cnf`  Contains the default client configuration file

**Related Information**

-DHCP Client Configuration File
-DHCP Server Configuration File

TCP/IP Address and Parameter Assignment - Dynamic Host Configuration Protocol (DHCP)

**dhcpsd Daemon**

**Purpose**
Implements a Dynamic Host Configuration Protocol (DHCP) server. Serves addresses and configuration information to DHCP clients.

**Syntax**

To Serve Information to the DHCP Clients by Using the System Resource Controller:
`startsrc -s dhcpsd [ -a Argument ] [ -a Argument ] ...`

To Serve Information to the DHCP Clients without Using the System Resource Controller:
`dhcpsd [ -f ConfigurationFile]`

**Description**
The DHCP Server handles the assignment and maintenance of dynamic address assignment. It also handles the distribution of additional configuration information. The `dhcpsd` daemon runs in the background and maintains a database of server information that contains logging parameters, IP(Internet
Protocol) address ranges, other network configuration information, and accessibility information. The initial database is specified by the configuration file. The configuration file contains all the data to start configuring DHCP clients.

The DHCP Server maintains a database of addresses it has given out as well as who has them. These databases are kept in the files `/etc/dhcpsd.ar` and `/etc/dhcpsd.cr`. A server on startup will read the configuration file and setup its initial database of available addresses. The server accepts the refresh command or a SIGHUP signal to reread the configuration file.

The DHCP Server reads `/etc/services` file to determine which port it should use for receiving requests. The default service is dhcps. Because this is the same port that the `bootpd` daemon uses, you can only have one (either `dhcpsd` or `bootpd`) daemon running. If you choose the `dhcpsd` daemon, you will need to comment `bootp` from the `/etc/inetd.conf` file, then enter `refresh -s inetd` on the command line.

**Note:** If `bootpd` is running, this program needs to be stopped before starting the daemons.

### Flags

- `-f ConfigurationFile` Specifies the configuration file to be used.

### Exit Status

This command returns the following exit values:

0  Successful completion.
>0  An error occurred.

### Security

Access Control: You must have root authority to run this command.

### Files

- `/usr/sbin/dhcpsd` Contains the `dhcpsd` daemon.
- `/etc/services` Defines sockets and protocols used for internet services.
- `/etc/inetd.conf` Defines the services controlled by the `inetd` daemon.

### Related Information

- The `dhcpsconf` command
- The `starts` and `stopsrc` command.
- The `dhcppd` daemon, `dhcpr` daemon, `inet` daemon.
- DHCP Client Configuration File
- DHCP Server Configuration File

The System Resource Controller Overview gives an explanation of subsystems, subservers, and the System Resource Controller.
**diag Command**

**Purpose**
Performs hardware problem determination.

**Syntax**
```
```

**Description**
The `diag` command is the starting point to run a wide choice of tasks and service aids. Most of the tasks/service aids are platform specific. The following tasks and service aids are available:

- Run Diagnostics
- Display or Change Diagnostic Run Time Options
- Display Service Hints
- Display Previous Diagnostic Results
- Display Hardware Error Report
- Display Software Product Data
- Display Configuration and Resource List
- Display Hardware Vital Product Data
- Display Resource Attributes
- Change Hardware Vital Product Data
- Format Media
- Certify Media
- Display Test Patterns
- Local Area Network Analyzer
- Add Resource to Resource List
- Delete Resource from Resource List
- SCSI Bus Analyzer
- Download Microcode
- Display or Change Bootlist
- Periodic Diagnostics
- Backup and Restore Media
- Disk Maintenance
- Configure Dials and LPFkeys
- Add or Delete Drawer Config
- Create Customized Configuration Diskette
- Update Disk Based Diagnostics
- Configure ISA Adapter
- Operating System Shell Prompt (Online Service Mode only)
- Display or Change Multiprocessor Configuration
  - Enable and disable individual processors
- Display or change BUMP Configuration
  - Update the flash EPROM with a new binary image
– Display or change diagnostic modes
– Display or change remote phone numbers and modem configurations

• Display or Change Electronic Mode Switch
• Process Supplemental Media (Standalone Mode only)
• Generic Microcode Download
• Run Error Log Analysis
• Service Aids for Use with Ethernet
• Update System Flash in AIX 5.1 and earlier (RSPC)
• Configure Ring Indicate Power-On in AIX 5.1 and earlier (RSPC)
• Configure Service Processor in AIX 5.1 and earlier (RSPC)
• Save or Restore Service Processor Configuration in AIX 5.1 and earlier (RSPC)
• Display Machine Check Error Log in AIX 5.1 and earlier (RSPC)
• 7135 RAIDiant Array Service Aids
• SCSI Device Identification and Removal
• SCSD Tape Drive Service Aid
• Escon Bit Error Rate Service Aid
• SSA Service Aid
• PCI RAID Physical Disk Identify
• Configure Ring Indicate Power On Policy (CHRP)
• Configure Surveillance Policy (CHRP)
• Configure Reboot Policy (CHRP)
• Configure Remote Maintenance Policy (CHRP)
• Save or Restore Hardware Management Policies (CHRP)
• Display Firmware Device Node Information (CHRP)
• Spare Sector Availability
• Update System or Service Processor Flash (CHRP)
• Display System Environmental Sensors (CHRP)
• Display Checkstop Analysis Results
• Analyze Adapter Internal Log
• Flash SK-NET FDDI Firmware
• Display Microcode Level

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 diag` fast path to run this command.

**Flags**

**Note:** Most users do not need to use any flags since the `diag` command is a menu driven program.

- `-A` Specifies Advanced mode. Must also specify a device using the `-d` flag.
- `-a` Processes any changes in the hardware configuration by asking if missing resources have been removed, turned off, and so on.
- `-B` Instructs diagnostics to run the base system test. Error log analysis are also done on areas in the base system that supports error log analysis.
- `-c` Indicates that the machine will not be attended. No questions will be asked. Results are written to standard output. Must also use an optional flag that specifies a device to be tested, (`d`, `B`, `s`).
- `-d Device` Specifies the device to run diagnostics on.
-E Days  Specifies the number of days to use when searching the error log during Run Error Log Analysis. This flag works with any other flag.

-e  Performs error log analysis if supported on the selected device. No tests are performed. Must be used with the -d flag, otherwise the resource selection menu displays. If used with the -v flag, -v takes precedence and the -e flag is ignored.

-S testsuite  Indicates a particular Test Suite of devices to test:
1. Base System
2. I/O Devices
3. Async Devices
4. Graphic Devices
5. SCSI Devices
6. Storage Devices
7. Commo Devices
8. Multimedia Devices

-s  Runs diagnostics on all resources.

-T taskname  Fastpath to specific task to run. Current fastpath tasks are the following:
- format  Format Media Task
- certify  Certify Media Task
- download  Download Microcode Task
- disp_mcode  Display Microcode Level Task
- chkspares  Spare Sector Availability Task
- identify  PCI RAID Physical Disk Identify Task

Note: Tasks are platform and device dependent. Some tasks may not be available on the system.

-v  Runs diagnostics in System Verification Mode, no error log analysis performed. The default is Problem Determination mode that tests the device and runs error log analysis. If used with the -e flag, the -v flag takes precedence and the -e flag is ignored. Must be used with the -d flag to specify a device to run diagnostics on.

Security
Access Control: Only the root user can run this command.
Privilege Control: System group.

Examples
To run diagnostics on the scdisk0 device, without questions, enter:
 diag -d scdisk0 -c

File
/usr/sbin/diag  Contains the diag command.

Related Information
For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in AIX 5L Version 5.2 Web-based System Manager Administration Guide.
diagrpt Command

Purpose
Displays previous diagnostic results.

Syntax
```
diagrpt [ [-o] | [-s mmddyy] | [-a] | [-r] ]
```

Description
The `diagrpt` command displays the results of previous diagnostic sessions. There are three types of results that can be viewed:

- Diagnostic result files stored in `/etc/lpp/diagnostic/data` directory.
- Diagnostic Event Log Information.
- Diagnostic results stored in NVRAM on CHRP systems.

Flags
- `-o` Displays the last diagnostic results file stored in the `/etc/lpp/diagnostics/data` directory.
- `-s mmddyy` Displays all diagnostic result files logged since the date specified.
- `-a` Displays the long version of the Diagnostic Event Log.
- `-r` Displays the short version of the Diagnostic Event Log.

Examples
1. To list all previous diagnostic result files since Jan 31, 1999, enter:
   `/usr/lpp/diagnostics/bin/diagrpt -s 013199`
2. To view the short version of the diagnostic event log, enter:
   `/usr/lpp/diagnostics/bin/diagrpt -r`

File
`/usr/lpp/diagnostics/bin/diagrpt` Contains the `diagrpt` command.

Related Information
The `diag` command.

diction Command

Purpose
Highlights unclear or wordy sentences.

Syntax
```
diction [-ml] [-mm] [-P PatternFile] [-n] File ...
```

Description
The `diction` command finds all sentences in an English-language document that contain phrases from a database of unclear or wordy diction. Each phrase is bracketed with `[ ]` (brackets). Because the `diction` command runs the `deroff` command before looking at the text, include header files that contain
appropriate formatting information as part of the input. The `explain` command provides an interactive thesaurus for the phrases found by the `diction` command.

Use of nonstandard formatting macros may cause incorrect sentence breaks. In particular, the `diction` command does not understand the `-me` flag.

## Flags

- `-f PatternFile` Specifies a file containing examples of unclear diction; this file is used in addition to the default file.
- `-ml` Causes the `deroff` command to skip `mm` macro lists; can be used if a document contains many lists of sentence fragments.
- `-mm` Overrides the default `ms` macro package.
- `-n` Suppresses the use of the default file when used with the `-f` flag; only the file specified by the `PatternFile` parameter is used.

## Files

`/usr/lib/dict.d` Contains default pattern.

## Related Information

The `deroff` command, `explain` command.

The `ms` macro package.

---

## diff Command

### Purpose

Compares text files.

### Syntax

#### To Compare the Contents of Two Files

```bash
```

```bash
diff [ [-h] [-b] ] File1 File2
```

#### To Sort the Contents of Directories and Compare Files That Are Different

```bash
```

```bash
```

### Description

The `diff` command compares text files. It can compare single files or the contents of directories.

**Note:** The `diff` command only works with input files that are text files.

If the `Directory1` and `Directory2` parameters are specified, the `diff` command compares the text files that have the same name in both directories. Binary files that differ, common subdirectories, and files that appear in only one directory are listed.
When the `diff` command is run on regular files, and when comparing text files that differ during directory comparison, the `diff` command tells what lines must be changed in the files to make them agree. If neither the `File1` nor `File2` parameter is a directory, then either may be given as - (minus sign), in which case the standard input is used. If the `File1` parameter is a directory, then a file in that directory whose file name is the same as the `File2` parameter is used.

The typical output contains lines of these forms:

<table>
<thead>
<tr>
<th>Lines Affected in File1</th>
<th>Action</th>
<th>Lines Affected in File2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number1</td>
<td>a</td>
<td>Number2[Number3]</td>
</tr>
<tr>
<td>Number1[,Number2]</td>
<td>d</td>
<td>Number3</td>
</tr>
<tr>
<td>Number1[,Number2]</td>
<td>c</td>
<td>Number3[,Number4]</td>
</tr>
</tbody>
</table>

These lines resemble `ed` subcommands to convert `File1` into `File2`. The numbers before the action letters pertain to `File1`; those after pertain to `File2`. Thus, by exchanging a for d and reading from right to left, you can also tell how to convert `File2` into `File1`. As in the `ed` command, identical pairs (where `Number1 = Number2`) are abbreviated as a single number.

Following each of these lines, the `diff` command displays all lines affected in the first file preceded by a `<:` (less than sign, colon), then displays all lines affected in the second file are preceded by a `>` (greater than sign).

An exit value of 0 indicates no differences, 1 indicates differences found, and 2 indicates an error.

**Note:** If more than one of the `-c`, `-C`, `-D`, `-e`, `-f`, or `-n` flags are specified, the last one on the command line takes precedence. The system does not issue an error message.

**Flags**

- **-b**
  Causes any amount of white space at the end of a line to be treated as a single newline character (the white-space characters preceding the newline character are ignored) and other strings of white-space characters, not including newline characters, to compare equally.

- **-C Lines**
  Produces a `diff` command comparison with a number of lines of context equal to the value specified by the `Lines` variable. The `-C` flag modifies the output slightly. The output begins with identification of the files involved and their creation dates. Each change is separated by a line with a dozen `*` (asterisks). The lines removed from `File1` are marked with a `-` (minus sign) and those added to `File2` are marked with a `+` (plus sign). Lines changed from one file to the other are marked in both files with an `!` (exclamation point). Changes that lie within the specified context lines of each other are grouped together as output.

- **-c**
  Produces a `diff` command comparison with three lines of context. The `-c` flag modifies the output slightly. The output begins with identification of the files involved and their creation dates. Each change is separated by a line with a dozen `*` (asterisks). The lines removed from `File1` are marked with a `-` (minus sign) and those added to `File2` are marked with a `+` (plus sign). Lines changed from one file to the other are marked in both files with an `!` (exclamation point). Changes within the specified context lines of each other are grouped together as output.

- **-D [ String ]**
  Causes the `diff` command to create a merged version of `File1` and `File2` on the standard output. The C preprocessor controls are included so that a compilation of the result without defining `String` is equivalent to compiling `File1`, while defining `String` yields `File2`.  

Alphabetical Listing of Commands 91
-e Produces output in a form suitable for use with the *ed* editor to convert *File1* to *File2*. When using this flag, the following shell program may help maintain multiple versions of a file. Only an ancestral file \((\$1)\) and a chain of version-to-version *ed* scripts \((\$2, \$3, \ldots)\) made by the *diff* command need to be on hand. The latest version appears on the standard output as follows:

\[
(shift; \text{cat } \$*; \text{echo '1,$p'}) | \text{ed - } \$1
\]

Extra commands are added to the output when the -e flag is used to compare directories, so the result is a shell script for converting text files that are common to the two directories from their state in *Directory1* to their state in *Directory2*. **Note:** Editing scripts produced by the -e or -f flags cannot create lines consisting of a single . (period).

-f Produces output in a form not suitable for use with the *ed* editor, showing the modifications necessary to convert *File1* to *File2* in the reverse order of that produced under the -e flag.

-h Performs an alternate comparison that may be faster if the changed sections are short and well separated. The -h flag works on files of any length. The -c, -C, -D, -e, -f, and -n flags cannot be used with the -h flag. All other flags except the -b flag are ignored when used with the -h flag.

-i Ignores the case of letters. For example, a lowercase *a* is treated the same as an uppercase *A*.

-l Long output format. Each result from the *diff* command text file comparison is piped through the *pr* command for pagination. Other differences are remembered and summarized after all text file differences are reported.

-n Produces output similar to that of the -e flag, but in the opposite order and with a count of changed lines on each insert or delete command. This is the form used by the revision control system (RCS).

-r Causes application of the *diff* command recursively to common subdirectories encountered.

-s Reports files that are the same and otherwise not mentioned.

-S [ *File* ] Ignores files whose names collate before the file specified by the *File* variable when comparing directories. The -S flag only applies to the directories specified in the *Directory1* and *Directory2* parameters. If you use the -r flag with the -S flag, the -S flag does not work recursively in the *Directory1* and *Directory2* subdirectories.

-t Expands tabs in output lines. Typical output or the -c flag output adds characters to the front of each line, which may affect indentation of the original source lines and makes the output listing difficult to interpret. This flag preserves the original source’s indentation.

-w Ignores all spaces and tab characters and treats all other strings of blanks as equivalent. For example, *if ( a == b )* compares equally to *if(a==b)*.

**Exit Status**

This command returns the following exit values:

<table>
<thead>
<tr>
<th>Exit Status</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>No differences were found.</td>
</tr>
<tr>
<td>1</td>
<td>Differences were found.</td>
</tr>
<tr>
<td>&gt;1</td>
<td>An error occurred.</td>
</tr>
</tbody>
</table>

**Examples**

1. To compare two files, enter:

```
diff chap1.back chap1
```

This displays the differences between the files *chap1.bak* and *chap1*.

2. To compare two files while ignoring differences in the amount of white space, enter:

```
diff -w prog.c.bak prog.c
```
If two lines differ only in the number of spaces and tabs between words, the **diff -w** command considers them to be the same.

3. To create a file containing commands that the **ed** command can use to reconstruct one file from another, enter:

   ```bash
diff -e chap2 chap2.old >new.to.old.ed
   ```

   This creates a file named **new.to.old.ed** that contains the **ed** subcommands to change **chap2** back into the version of the text found in **chap2.old**. In most cases, **new.to.old.ed** is a much smaller file than **chap2.old**. You can save disk space by deleting **chap2.old**, and you can reconstruct it at any time by entering:

   ```bash
   (cat new.to.old.ed ; echo '1,$p') | ed - chap2 >chap2.old
   ```

   The commands in parentheses add **1,$p** to the end of the editing commands sent to the **ed** editor. The **1,$p** causes the **ed** command to write the file to standard output after editing it. This modified command sequence is then piped to the **ed** command (**| ed**), and the editor reads it as standard input. The - flag causes the **ed** command not to display the file size and other extra information because it would be mixed with the text of **chap2.old**.

**Files**

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

**Related Information**

The **bdiff** command, **cmp** command, **diff3** command, **ed** command, **pr** command.

**Files Overview** in *AIX 5L Version 5.2 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 5.2 System User’s Guide: Operating System and Devices* describes how the operating system processes input and output.

**diff3 Command**

**Purpose**

Compares three files.

**Syntax**

```
diff3 [-e | -x | -E | -X | -3] File1 File2 File3
```

**Description**

The **diff3** command compares three files and writes to standard output the ranges of text that differ, flagged with the following codes:

- `====` All three files differ.
- `====1` **File1** differs.
- `====2` **File2** differs.
- `====3` **File3** differs.

The type of change needed to convert a given range of a given file to match another file is indicated in one of these two ways in the output:
File: Number1 a

Text is to be added after line number Number1 in File, where File is 1, 2, or 3.

File: Number1[Number2]c

Text in the range line Number1 to line Number2 is to be changed. If Number1 is the same as Number2, the range may be abbreviated to Number1.

The contents of the range follows a c indication. When the contents of two files are identical, the diff3 command does not show the contents of the lower-numbered file, although it shows the location of the identical lines for each.

Note: Edit scripts produced by the -e flag cannot create lines consisting of a . (period).

Flags

-3 Produces an edit script to incorporate only changes flagged ====3.

-E, -X These are similar to -e and -x respectively, but treat overlapping changes (that is, changes that would be flagged ==== in the normal listing) differently. The overlapping lines from both files are inserted by the edit script, bracketed by <<<<< and >>>>> lines. The -E option is used by Revision Control System (RCS) Merge to ensure that overlapping changes in the merged files are preserved and brought to someone’s attention.

-e Creates an edit script for use with the ed command to incorporate into File1 all changes between File2 and File3 (that is, the changes that normally would be flagged ==== and ====3).

-x Produces an edit script to incorporate only changes flagged ====.

Examples

To list the differences among three files:

```
diff3 fruit.a fruit.b fruit.c
```

If fruit.a, fruit.b, and fruit.c contain the following data:

<table>
<thead>
<tr>
<th>fruit.a</th>
<th>fruit.b</th>
<th>fruit.c</th>
</tr>
</thead>
<tbody>
<tr>
<td>banana</td>
<td>apple</td>
<td>grape</td>
</tr>
<tr>
<td>grape</td>
<td>banana</td>
<td>grapefruit</td>
</tr>
<tr>
<td>kiwi</td>
<td>grapefruit</td>
<td>kiwi</td>
</tr>
<tr>
<td>lemon</td>
<td>kiwi</td>
<td>lemon</td>
</tr>
<tr>
<td>mango</td>
<td>orange</td>
<td>mango</td>
</tr>
<tr>
<td>orange</td>
<td>peach</td>
<td>orange</td>
</tr>
<tr>
<td>peach</td>
<td>pear</td>
<td>peach</td>
</tr>
<tr>
<td>pare</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

then the output from the diff3 command shows the differences between these files as follows. (The comments on the right do not appear in the output.)

```
==== All three files are different.
1:1,2c Lines 1 and 2 of the first file, fruit.a
  banana
  grape
2:1,3c Lines 1 through 3 of fruit.b
  apple
  banana
  grapefruit
3:1,2c Lines 1 and 2 of fruit.c
  grape
  grapefruit
====2 The second file, fruit.b, is different.
1:4,5c Lines 4 and 5 the same in fruit.a and fruit.c.
2:4a To make fruit.b look same, add after line 4.
3:4,5c lemon
      mango
```
The first file, fruit.a, is different.
pare
fruit.b line 7 and fruit.c line 8 are the same
pear

Related Information
The diff command.

Related Information
The ed command.

Files
/usr/bin/diff3 Indicates the diff3 command.
/usr/bin/diff3prog Called by the diff3 shell script.

Files Overview in AIX 5L Version 5.2 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 5.2 System User’s Guide: Operating System and Devices describes how the operating system processes input and output.

diffmk Command

Purpose
Marks differences between files.

Syntax

diffmk [ [ -ab | -ae | -b ] [ -cb | -ce | -db | -de ] File1 File2 [ File3 ]

Description
The diffmk command compares the English-language file specified by the File1 parameter with the file by the File2 parameter. It then creates a third file that includes .mc requests (for creating change marks) for the nroff and troff commands. The File1 and File2 parameters specify the old and new versions, respectively, of the files. The diffmk command writes the newly created file to the File3 parameter, if specified, or else to standard output. The File3 file contains the lines of the File2 file plus inserted formatter .mc requests. When the File3 file is formatted, the changed or inserted text is marked by a | (vertical bar) at the right margin of each line. An * (asterisk) in the margin indicates that a line was deleted.

If the DIFFMARK environment variable is defined, it names a command string that the diffmk command uses to compare the files. (Normally, the diffmk command uses the diff command.) For example, to handle extremely large files better, you can set the DIFFMARK variable to diff -h.

Parameters

File1 Specifies an English-language file that is compared to the file specified by the File2 parameter. The results of the comparison comprise the file specified by the File3 parameter. File1 is considered the "old" file.

File2 Specifies an English-language file that is compared to the file specified by the File1 parameter. The results of the comparison comprise the file specified by the File3 parameter. File2 is considered the "new" file.

File3 Specifies a file that contains lines of the File2 file and includes inserted formatter .mc requests for the nroff and troff commands. The contents of this file are the results of a comparison between the files specified by the File1 and File2 parameters. When formatted, the changed text is marked by a | (vertical bar) at the right margin of each line. An * (asterisk) indicates the line was deleted. If File3 is not specified, the results of the comparison are written to standard input.
**Flags**

- **-ab** Uses X to mark where added lines begin.
- **-ae** Uses X to mark where added lines end.
- **-b** Ignores differences that are only changes in tabs or spaces on a line.
- **-cb** Uses X to mark where changed lines begin.
- **-ce** Uses X to mark where changed lines end.
- **-db** Uses X to mark where deleted lines begin.
- **-de** Uses X to mark where deleted lines end.

**Examples**

1. To mark the differences between two versions of a text file, enter:
   ```
   diffmk chap1.old chap1 chap1.nroff
   ```
   This produces a copy of `chap1` containing `nroff` and `troff` change mark requests to identify text that has been added to, changed in, or deleted from `chap1.old`. This copy is saved in the `chap1.nroff` file.

2. To mark differences with non-`nroff` and `troff` messages, enter:
   ```
   diffmk -ab'>>New:' -ae'<<End New' \ 
   chap1.old chap1 chap1.nroff
   ```
   This causes the `diffmk` command to write `>>New:` on the line before a section of newly added lines to `chap1`, and to write `<<End New` on the line following the added lines. Changes and deletions still generate `nroff` and `troff` commands to put a | (vertical bar) or * (asterisk) in the margin.

3. To use different `nroff` and `troff` command-marking requests and ignore changes in white space, enter:
   ```
   diffmk -b -cb'.mc %' chap1.old chap1 chap1.nroff
   ```
   This imbeds commands that mark changes with % (percent sign) additions with a | (vertical bar), and deletions with an * (asterisk). It does not mark changes that only involve a different number of spaces or tabs between words (-b).

**Related Information**

The `diff` command, `nroff` command, `troff` command.

---

**dig Command**

**Purpose**

DNS lookup utility

**Syntax**

```
dig [@server] [-b address] [-c class] [-d filename] [-k filename] [-n] [-p port] [-t type] [-x addr] [-y name:key] [name] [type] [class] [queryopt...]
```

- **dig **
- **dig -h**
- **dig [global-queryopt...] [query...]**

**Description**

The `dig` (domain information groper) command is a flexible tool for interrogating DNS name servers. It performs DNS lookups and displays the answers that are returned from queried name server(s). Most DNS administrators use `dig` to troubleshoot DNS problems because of its flexibility, ease of use, and clarity of output. Although `dig` is normally used with command-line arguments, it also has a batch mode for
reading lookup requests from a file. Unlike earlier versions, the BIND9 implementation of dig allows multiple lookups to be issued from the command line. Unless it is told to query a specific name server, dig will try each of the servers listed in /etc/resolv.conf. When no command line arguments or options are given, dig will perform an NS query for "." (the root).

Flags

-b address     Sets the source IP address of the query-to-address. This must be a valid address on one of the host’s network interfaces.
-c class       The default query class (IN for internet) is overridden by the -c option. class is any valid class, such as HS for Hesiod records or CH for CHAOSNET records.
-f filename    Makes dig operate in batch mode by reading a list of lookup requests to process from the file filename. The file contains a number of queries; one per line. Each entry in the file should be organized in the same way they would be presented as queries to dig using the command-line interface.
-h             A brief summary of its command-line arguments and options is printed when the -h option is given.
-k filename    To sign the DNS queries sent by dig and their responses using transaction signatures (TSIG), specify a TSIG key file using the -k option.
-n             By default, IPv6 addresses are looked up using the IP6.ARPA domain and binary labels as defined in RFC2874. To use the older RFC1886 method using the IP6.INT domain and nibble labels, specify the -n (nibble) option.
-p port#       If a non-standard port number is to be queried, the -p option is used. port# is the port number that dig will send its queries instead of the standard DNS port number 53. This option would be used to test a name server that has been configured to listen for queries on a non-standard port number.
-t type        Sets the query type to type. It can be any valid query type which is supported in BIND9. The default query type is A, unless the -x option is supplied to indicate a reverse lookup. A zone transfer can be requested by specifying a type of AXFR. When an incremental zone transfer (IXFR) is required, type is set to ixfr=N. The incremental zone transfer will contain the changes made to the zone since the serial number in the zone’s SOA record was N.
-x addr        Reverse lookups (mapping addresses to names) are simplified by the -x option. addr is an IPv4 address in dotted-decimal notation, or a colon-delimited IPv6 address. When this option is used, there is no need to provide the name, class and type arguments. dig automatically performs a lookup for a name like 11.12.13.10.in-addr.arpa and sets the query type and class to PTR and IN respectively.
-y name:key    You can also specify the TSIG key itself on the command line using the -y option; name is the name of the TSIG key and key is the actual key. The key is a base-64 encoded string, typically generated by dnssec-keygen(8). Caution should be taken when using the -y option on multi-user systems as the key can be visible in the output from ps(1) or in the shell’s history file. When using TSIG authentication with dig, the name server that is queried needs to know the key and algorithm that is being used. In BIND, this is done by providing appropriate key and server statements in named.conf.

Parameters

global-       Global query option.
queryopt...
query         Query.

Query Options

dig provides a number of query options which affect the way in which lookups are made and the results displayed. Some of these set or reset flag bits in the query header, some determine which sections of the answer get printed, and others determine the timeout and retry strategies. Each query option is identified by a keyword preceded by a plus sign (+). Some keywords set or reset an option. These may be preceded by the string no to negate the meaning of that keyword. Other keywords assign values to options like the timeout interval. They have the form +keyword=value. The query options are:
+[no]tcp
Use [do not use] TCP when querying name servers. The default behavior is to use UDP unless an AXFR or IXFR query is requested, in which case a TCP connection is used.

+[no]vc
Use [do not use] TCP when querying name servers. This alternate syntax to +[no]tcp is provided for backwards compatibility. The vc stands for virtual circuit.

+[no]ignore
Ignore truncation in UDP responses instead of retrying with TCP. By default, TCP retries are performed.

+domain=some
name
Set the search list to contain the single domain somename, as if specified in a domain directive in /etc/resolv.conf, and enable search list processing as if the +search option were given.

+[no]search
Use [do not use] the search list defined by the search list or domain directive in resolv.conf (if any). The search list is not used by default.

+[no]defname
Deprecated, treated as a synonym for +[no]search

+[no]aaonly
This option does nothing. It is provided for compatibility with old versions of dig where it sets an unimplemented resolver flag.

+[no]adflag
Set [do not set] the AD (authentic data) bit in the query. The AD bit currently has a standard meaning only in responses, not in queries, but the ability to set the bit in the query is provided for completeness.

+[no]cdflag
Set [do not set] the CD (checking disabled) bit in the query. This requests the server to not perform DNSSEC validation of responses.

+[no]recursive
Toggle the setting of the RD (recursion desired) bit in the query. This bit is set by default, which means dig normally sends recursive queries. Recursion is automatically disabled when the +nssearch or +trace query options are used.

+[no]nssearch
When this option is set, dig attempts to find the authoritative name servers for the zone containing the name being looked up and display the SOA record that each name server has for the zone.

+[no]trace
Toggle tracing of the delegation path from the root name servers for the name being looked up. Tracing is disabled by default. When tracing is enabled, dig makes iterative queries to resolve the name being looked up. It will follow referrals from the root servers, showing the answer from each server that was used to resolve the lookup.

+[no]cmd
Toggles the printing of the initial comment in the output identifying the version of dig and the query options that have been applied. This comment is printed by default.

+[no]short
Provide a terse answer. The default is to print the answer in a verbose form.

+[no]identify
Show [or do not show] the IP address and port number that supplied the answer when the +short option is enabled. If short form answers are requested, the default is not to show the source address and port number of the server that provided the answer.
+[no]comments
   Toggle the display of comment lines in the output. The default is to print comments.

+[no]stats
   This query option toggles the printing of statistics: when the query was made, the size of the reply
   and so on. The default behavior is to print the query statistics.

+[no]qr
   Print [do not print] the query as it is sent. By default, the query is not printed.

+[no]question
   Print [do not print] the question section of a query when an answer is returned. The default is to
   print the question section as a comment.

+[no]answer
   Display [do not display] the answer section of a reply. The default is to display it.

+[no]authority
   Display [do not display] the authority section of a reply. The default is to display it.

+[no]additional
   Display [do not display] the additional section of a reply. The default is to display it.

+[no]all
   Set or clear all display flags.

+time=T
   Sets the timeout for a query to T seconds. The default time out is 5 seconds. An attempt to set T
   to less than 1 will result in a query timeout of 1 second being applied.

+tries=A
   Sets the number of times to retry UDP queries to server to A instead of the default, 3. If A is less
   than or equal to zero, the number of retries is silently rounded up to 1.

+ndots=D
   Set the number of dots that have to appear in name to D for it to be considered absolute. The
   default value is that defined using the ndots statement in /etc/resolv.conf, or 1 if no ndots
   statement is present. Names with fewer dots are interpreted as relative names and will be
   searched for in the domains listed in the search or domain directive in /etc/resolv.conf.

+bufsize=B
   Set the UDP message buffer size advertised using EDNS0 to B bytes. The maximum and
   minimum sizes of this buffer are 65535 and 0 respectively. Values outside this range are rounded
   up or down appropriately.

+[no]multiline
   Print records like the SOA records in a verbose multi-line format with human-readable comments.
   The default is to print each record on a single line, to facilitate machine parsing of the dig output.

Multiple Queries
The BIND 9 implementation of dig supports specifying multiple queries on the command line (in addition to
supporting the -f batch file option). Each of those queries can be supplied with its own set of flags, options
and query options.

In this case, each query argument represent an individual query in the command-line syntax described
above. Each consists of any of the standard options and flags, the name to be looked up, an optional
query type and class and any query options that should be applied to that query.
A global set of query options, which should be applied to all queries, can also be supplied. These global query options must precede the first tuple of name, class, type, options, flags, and query options supplied on the command line. Any global query options (except the \texttt{+[no]cmd} option) can be overridden by a query-specific set of query options. For example:

\texttt{dig +qr www.isc.org any -x 127.0.0.1 isc.org ns +noqr}

shows how \texttt{dig} could be used from the command line to make three lookups: an ANY query for \texttt{www.isc.org}, a reverse lookup of 127.0.0.1 and a query for the NS records of \texttt{isc.org}. A global query option of \texttt{+qr} is applied, so that \texttt{dig} shows the initial query it made for each lookup. The final query has a local query option of \texttt{+noqr} which means that \texttt{dig} will not print the initial query when it looks up the NS records for \texttt{isc.org}.

**Examples**

A typical invocation of \texttt{dig} looks like:

\texttt{dig @server name type}

where:

- **server**: The name or IP address of the name server to query. This can be an IPv4 address in dotted-decimal notation or an IPv6 address in colon-delimited notation. When the supplied server argument is a hostname, \texttt{dig} resolves that name before querying that name server. If no server argument is provided, \texttt{dig} consults \texttt{/etc/resolv.conf} and queries the name servers listed there. The reply from the name server that responds is displayed.

- **name**: The name of the resource record that is to be looked up.

- **type**: Indicates what type of query is required — ANY, A, MX, SIG, etc. type can be any valid query type. If no type argument is supplied, \texttt{dig} will perform a lookup for an A record.

**Files**

\texttt{/etc/resolv.conf}

**Related Information**

The \texttt{host} and \texttt{dnssec-keygen} commands.

The \texttt{named8} daemon.

RFC1035

---

**digest Command**

**Purpose**

Converts the ASCII form of the \texttt{/etc/qconfig} file into the \texttt{/etc/qconfig.bin} file, a binary version of the queue configuration used by the \texttt{qdaemon} command. This command should not be entered on the command line; it is called by the \texttt{qdaemon} command.

**Syntax**

\texttt{/usr/lib/lpd/digest ASCIIFile BinaryFile}
Description
The `digest` command accepts an input file of ASCII characters and converts it into a binary file. This command is only used by the `qdaemon` command to translate the `/etc/qconfig` file into the binary version of the file, the `/etc/qconfig.bin` file.

Files

- `/etc/qconfig`
  Contains the queue configuration file.
- `/usr/sbin/qdaemon`
  Contains the queuing daemon.
- `/etc/qconfig.bin`
  Contains the digested, binary version of the `/etc/qconfig` file.

Related Information
The `qdaemon` command.

dircmp Command

Purpose
Compares two directories and the contents of their common files.

Syntax
```
dircmp [ -d ] [ -s ] [ -w num ] Directory1 Directory2
```

Description
The `dircmp` command compares the two directories specified by the `Directory1` and `Directory2` parameters and writes information about their contents to standard output. First, the `dircmp` command compares the file names in each directory. If the same file name appears in both, the `dircmp` command compares the contents of both files.

In the output, the `dircmp` command lists the files unique to each directory. It then lists the files with identical names in both directories, but with different contents. If no flag is specified, it also lists files that have identical contents as well as identical names in both directories.

The `diff` `-r` command offers a function similar to the `dircmp` command.

Flags

- `-d`
  Displays for each common file name both versions of the differing file contents. The display format is the same as that for the `diff` command.
- `-s`
  Does not list the names of identical files.
- `-w num`
  Change the width of the output to `num` number of characters.

Exit Status
This command returns the following exit values:

- `0`
  Successful completion.
- `>0`
  An error occurred.

**Note:** Differences in directory contents are not considered errors.
Examples

1. To summarize the differences between the files in two directories, type the following:
   
dircmp proj.ver1 proj.ver2

   This displays a summary of the differences between the directories proj.ver1 and proj.ver2. The summary lists separately the files found only in one directory or the other, and those found in both. If a file is found in both directories, the dircmp command notes whether the two copies are identical.

2. To show the details of the differences between files, type the following:
   
dircmp -d -s proj.ver1 proj.ver2

   The -s flag suppresses information about identical files. The -d flag displays a diff listing for each of the differing files found in both directories.

3. To show the details of the differences between files with the width of the output line set to 90 characters, type the following:
   
   $dircmp -w 90 dir1 dir2

Files

/usr/bin/dircmp Contains the dircmp command.

Related Information

The cmp command, diff command.


Input and Output Redirection Overview in AIX 5L Version 5.2 System User’s Guide: Operating System and Devices describes how the operating system processes input and output.

dirname Command

Purpose

 Writes to standard output all but the last part of a specified path.

Syntax

dirname Path

Description

The dirname command reads the specified path name, deletes all but the last / (slash) and the characters following it, and writes the result to standard output. If no characters follow the last /, the dirname command uses the next to last / and ignores all characters following it. The dirname command applies the following rules in creating the path name:

1. If the Path parameter is a // (double slash), or if the Path parameter consists entirely of slash characters, change the string to a single / (slash). Skip steps 2 through 7.
2. Remove any trailing / characters from the specified path.
3. If there are no / characters remaining in the Path parameter, change the path to a single . (period). Skip steps 4 through 7.
4. Remove any trailing, non-slash characters from the path.
5. If the remaining path is // (double slash), go to step 6.
6. Remove any trailing slash characters from the path.
7. If the remaining path is empty, change the path to a single /.

For example, entering:

dirname //

results in a single / (slash). Entering:

dirname /a/b/

results in /a. Entering:

dirname a

results in a single . (period). Entering:

dirname a/b

results in the path name a.

The **dirname** and **basename** commands are generally used inside command substitutions within a shell procedure 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**

To construct the name of a file located in the same directory as another, enter:

```bash
AOUTFILE=`dirname $TEXTFILE`/a.out
```

This sets the shell variable AOUTFILE to the name of an **a.out** file that is in the same directory as TEXTFILE. If TEXTFILE is `/home/fran/prog.c`, the value of `dirname $TEXTFILE` is `/home/fran` and AOUTFILE becomes `/home/fran/a.out`.

**Files**

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

**Related Information**

The **basename** command. **sh** command.

---

**dis Command**

**Purpose**

 Produces an assembly language listing of files.

**Syntax**

```bash
```
Description

The **dis** command produces an assembly language listing of files, which may be object files or archives of object files. The listing includes assembly statements and an octal or hexadecimal representation of the binary that produced those statements.

On output, a number enclosed in brackets at the beginning of a line, such as [5], indicates that the break-pointable line number starts with the following instruction. These line numbers are printed only if the file is compiled with additional debugging information (for example, the **-g** flag of the **cc** command).

An expression, such as &lt;0x1560&gt; after the operand in the symbolic disassembly (**-s** flag) of control transfer instructions, is the computed address to which control is transferred.

If the object file contains a symbol table, the first column will contain a function name followed by () or a label name followed by a : (colon character). If the file is compiled with additional DWARF2 debugging information, a function name appears in the following format: *func_name()@dir_name/file_name*.

The **-d**, **-D**, **-F**, **-l**, and **-t** flags may be specified multiple times.

The self-explanatory diagnostics indicate errors in the command line or problems encountered with the specified files.

Flags

**Notes:**

1. If the **-A**, **-d**, **-D**, **-F**, or **-t** flags are specified, only those named sections (or functions) from each user-supplied file name is disassembled. Otherwise, all sections containing executable machine instructions are disassembled.

2. If the **-A**, **-c**, or **-w** flags are specified multiple times on the command line, only the last value is processed.

- **-a** Prints the assembly code in compact form.
- **-A address** Starts dump or disassembly at the specified address.
- **-b** Displays the instruction binary code in hexadecimal (or octal if the **-o** flag is present) format.
- **-c count** Limits disassembly to the **count** instructions or data bytes.
- **-d section** Disassembles the named **section** as data, printing the offset of the data from the beginning of the section.
- **-D section** Disassembles the named **section** as data, printing the actual address of the data.
- **-F function** Disassembles only the named **function** in each object file specified on the command line.
- **-I string** Disassembles the archive file specified by string. For example, one would issue the command **dis -I x -I z** to disassemble *libx.a* and *libz.a*, which are assumed to be in **LIBDIR**.
- **-L** Specifies lookup source labels for subsequent printing. This flag works only if the file is compiled with additional debugging information (for example, the **-g** flag of the **cc** command).

**Note:** Currently unimplemented.

- **-o** Prints numbers in octal. The default is hexadecimal.
- **-s** Performs symbolic disassembly where possible.
- **-t section** Disassembles the named **section** as text.
- **-V** Prints, on standard error, the version number of the **dis** command being executed.
- **-w size** Specifies the **size** of word in bytes for raw dumps, such as with **-d** or **-D** flags. Valid values of **size** are 1, 2, 4, and 8. The default size is 2.

Files

**LIBDIR** usually /usr/ccs/lib
Related Information
The `as` command, `id` command.
The `XCOFF` object file format.

**disable Command**

The `disable` command includes information for the AIX Print Subsystem `disable` and the System V Print Subsystem `disable`.

**AIX Print Subsystem disable Command on POWER-based Platform**

**Purpose**
Disables printer queue devices.

**Syntax**
```
disable [ -c ] [ -r Reason ] [ -W ] PrinterName ...
```

**Description**
The `disable` command disables or brings offline the printer queue devices specified by the `PrinterName` parameter.

**Note:** You must have root user authority or belong to the `printq` group to run this command.

By default, any requests that are currently printing on the designated printers are reprinted in their entirety either on the same printer or on another member of the same class of printers. If the printer is remote, this command only stops the transmission of jobs to the remote system. The `disable` command must be run on the remote system to disable the printer. The `lpstat-p` command provides status of the printers.

**Flags**
- `-c` Cancels all job requests. Using this flag is the same as entering the `enq -K` command. This flag cannot be used with the `-W` flag. If the printer is remote, the `-c` flag is ignored.
- `-r Reason` Specifies the reason for disabling the printer queue device with the `Reason` variable. This flag is a "no operation" flag, which means that the system ignores this flag. This `Reason` is reported by `lpstat -p`. If the `Reason` contains blanks, it must be enclosed in quotes. The default reason is `unknown reason for existing printers`, and `new printer` for printers just added to the system but not yet enabled.
- `-W` Waits until the request currently being printed is finished before disabling the specified printer. This flag cannot be used with the `-c` flag. If the printer is remote, the `-W` flag is ignored.

**Examples**
1. To bring printer queue `lp0` offline without waiting for the current print jobs to finish, type:
   ```
   disable -c lp0
   ```
2. To bring printer queue `lp0` offline after all print jobs are finished, type:
   ```
   disable lp0
   ```

**Files**
- `#/usr/sbin/qdaemon` Queuing daemon
- `#/etc/qconfig` Queue configuration file
**Related Information**
The `cancel` command, `enable` command, `enq` command, `lp` command, `lpstat` command.

Starting and Stopping a Print Queue in *AIX 5L Version 5.2 Guide to Printers and Printing*.

**System V Print Subsystem disable Command**

**Purpose**
Disable LP printers

**Syntax**
disable [flags] printers

**Description**
The *disable* command deactivates the named printers, disabling them from printing requests submitted by *lp*. By default, any requests that are currently printing on the designated printers will be reprinted in their entirety either on the same printer or on another member of the same class of printers. If the printer is remote, this command will only stop the transmission of jobs to the remote system. The *disable* command must be run on the remote system to disable the printer. (Run *lpstat -p* to get the status of printers.)

Printer names are *system-defined words* and as such should be restricted to uppercase and lowercase ASCII characters.

**Flags**
- `c` Cancel any requests that are currently printing on any of the designated printers. This flag cannot be used with the `-W` flag. If the printer is remote, the `-c` flag is ignored.

- `r reason`
  Assign a *reason* for the disabling of the printers. This *reason* applies to all printers specified. This *reason* is reported by *lpstat -p*. *reason* must be enclosed in quotes if it contains blanks. The default reason is *unknown reason* for existing printers, and *new printer* for printers just added to the system but not yet enabled.

- `W` Wait until the request currently being printed is finished before disabling the specified printer.
  This flag cannot be used with the `-c` flag. If the printer is remote, the `-W` flag will be silently ignored.

**Files**
/var/spool/lp/*

**References**
The *lp* command, *lpstat* command.
diskusg Command

Purpose
Generates disk accounting data by user ID.

Syntax
```
diskusg [ -U MaxUsers ] [ -I FileListName ] [ -p File ] [ -u File ] [ -v ] { -s [ File ... ] | FileSystem ... }
```

Description
The `diskusg` command generates intermediate disk-accounting information from data in the files specified with the `File` or `FileSystem` parameters or from standard input. The `diskusg` command writes one record per user to standard output. This command is called by the `dodisk` command, which can be run under the `cron` daemon. The output is in the following format:

- **UID**: Contains the numerical user ID of the user.
- **Login**: Contains the login name of the user.
- **Blocks**: Contains the total number of 512-byte disk blocks allocated to the user.

The output of this command becomes the input of the `acctdisk` command, which converts the information to a total accounting record. The total accounting record is merged with other total accounting records to produce the daily report.

If you specify the `FileSystem` parameter, the `diskusg` command reads the i-nodes of the specified file systems to generate the usage data. The `FileSystem` parameters must be the special file names of the file system devices. For example, use the `/dev/hd4` device instead of `/ (root)` directory to generate usage data for the root file system.

If you specify the `File` parameter, the input must be in a `diskusg` output format.

For more information on disk usage, see the `acctdusg` command.

Note: This command is for local devices only.

Flags
- `--i FileListName` Ignores the data in the `FileListName` file system. The `FileListName` variable specifies a list of file system names separated by commas or enclosed within quotation marks.
- `--p File` Uses the password file specified by the `File` variable to generate login names. The default is the `/etc/passwd` file.
- `--s [File]` Combines all records from the input file(s) or from standard input into a single record. The input data is already in a `diskusg` output format.
- `--U MaxUsers` Sets the maximum number of users that can be processed by the `diskusg` command. You need to use this flag only if the number of users is greater than the default of 5000.
- `--u File` Writes a record to the specified `File` variable for each file that is charged to a user ID of no one. Each record consists of the special file name, the i-node number, and the user ID.
- `--v` Writes a list of all files that are charged to no one to the standard error output.

Security
Access Control: This command should grant execute (x) access only to members of the `adm` group.
Examples
To generate daily disk-accounting information, add a line similar to the following to the /var/spool/cron/crontab/root file:
0 2 * * 4 /usr/sbin/acct/dodisk

This command tells the cron daemon to run the dodisk command at 2 a.m. (02) each Thursday (4). The dodisk command calls both the diskusg and acctdisk commands.

Note: To perform this example, you must have root authority.

Files
/usr/sbin/acct/diskusg Contains the diskusg command.
/etc/passwd Contains the basic attributes of users.

Related Information
The acctdisk command, acctmerge command, dodisk command, runacct command.

The acct subroutine.

The acct file format and utmp file format.

Accounting Commands, Accounting Overview, Setting Up an Accounting System in AIX 5L Version 5.2 System Management Guide: Operating System and Devices

dispgid Command

Purpose
Displays a list of all valid group names.

Syntax
dispgid

Description
The dispgid command can be used to display a list of all group names on the system (one name per line). There are no parameters for this command. The following files are accessed in read-only mode to retrieve the data:

- /etc/passwd
- /etc/group
- /etc/security/user
- /etc/security/limits
- /etc/security/group
- /etc/security/environ

Exit Status
0 The command completed successfully.
>0 An error occurred.
Examples
1. To list all the valid groups in the machine enter the `dispgid` command as follows:
   
   ```
   dispgid
   ```
   
   The output looks similar to the following:
   
   ```
   system
   staff
   bin
   sys
   adm
   uucp
   mail
   security
   cron
   printq
   audit
   ecs
   nobody
   usr
   perf
   ```

Files

- `/usr/sbin/dispgid` Contains the `dispgid` command
- `/etc/group` Contains group information

Related Information

The `dispuid` command, `lsgroup` command

---

### dispuid Command

#### Purpose
Displays a list of all valid user names.

#### Syntax

```
dispuid
```

#### Description
This command can be used to display a list of all user names on the system (one line per name). There are no parameters for this command. The following files are accessed in read-only mode to retrieve the user data:

- `/etc/passwd`
- `/etc/security/user`
- `/etc/security/user.roles`
- `/etc/security/limits`
- `/etc/security/environ`
- `/etc/group`
- `/etc/group`

#### Exit Status

<table>
<thead>
<tr>
<th>Status</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>The command completed successfully.</td>
</tr>
</tbody>
</table>
Examples
1. To list all the valid users in your machine enter the dispuid command as follows:
   
   dispuid

   The output looks similar to the following:
   
   root
daemon
bin
sys
adm
uucp
guest
nobody
lpd
invscout
imnadm
user1

Files

/usr/sbin/dispuid Contains the dispuid command.
/etc/passwd Contains password information.

Related Information

the dispgid command, lsuser command.

dist Command

Purpose

Redistributes a message to additional addresses.

Syntax

```
```

Description

The dist command provides an interface for redistributing existing messages to a new list of addresses. By default, the dist command copies the current message in the current folder to the UserMHDirectory/draft file and starts an editor. To specify a message in the current folder other than the default, use the Message parameter.

Once started, the editor prompts you to enter values for each header field. The dist command uses the header format defined in the UserMHDirectory/distcomps file. (If this file does not exist, the system uses the /etc/mh/distcomps file.) Since the body of the message is the message you are redistributing, do not fill in the body. To define a format file other than UserMHDirectory/distcomps file, use the -form flag.

To change the default editor, use the -editor flag or define the Editor: entry in your $HOME/.mh_profile file.
Press the Ctrl-D key sequence to exit the editor. Upon exiting the editor, the dist command starts the Message Handler (MH) whatnow prompt. Press the Enter key to see a list of the available whatnow subcommands. These subcommands enable you to continue editing the message header, list the message header, direct the disposition of the message, or end the processing of the dist 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.

Redistributed messages consist of the original header and body appended to a new header. The draft file you edit using the dist command consists of header fields only. A copy of the original message with the new draft message is not automatically stored.

To annotate the original message with redistribution information, use the -annotate flag. This flag appends the original message with the Resent: field, and the current date and time.

Flags

-annotate
Annotates the message being redistributed with the lines:
Resent: date
Resent: address

Since the -annotate flag is not preserved over multiple executions of the command, annotation is completed only if the message is sent directly from the dist command. The -inplace flag forces annotation to be done in place in order to preserve links to the annotated message.

-draftfolder +Folder
Places the draft message in the specified folder. If -draftfolder +Folder flag is followed by a Message variable, it is the same as using the -draftmessage flag. If +Folder is not specified, the draft message is placed in Current-Folder.

-draftmessage Message
Specifies a draft message. By default, the system creates a new draft message in the current folder. The draft message becomes the current message.

-editor Editor +Folder
Specifies the initial editor for preparing the message for distribution. Identifies the folder that contains the message to redistribute. If a folder is not specified, then Current-Folder is assumed.

-form FormFile
Determines the message form. The dist command treats each line in the specified form 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.

-inplace
Forces annotation to be done in place in order to preserve links to the annotated message.

Message
Identifies the message to redistribute. Use the following references to specify messages:

Number
Number of the message.

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.

-noannotate
Suppresses annotation. This flag is the default.

-nodraftfolder
Places the draft in the UserMHDirectory/draft file.
-noedit suppresses the initial edit.
-noinplace prevents annotation in place. This flag is the default.
-nowhatnowproc suppresses interactive processing of the dist command. The -nowhatnowproc flag prevents any edit from occurring.

-whatnowproc Program

Starts the specified program to guide you through the distribution tasks. If you specify the whatnow command as the Program variable, the dist 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:

Current-Folder: sets the default current folder.
Draft-Folder: sets the default folder for drafts.
Editor: sets the default editor.
fileproc: specifies the program used to refile messages.
Path: specifies the user's MH directory.
whatnowproc: specifies the program used to prompt what now? questions.

Examples
1. To redistribute the current message from the current folder, enter:

```bash
dist
```

The system prompts you for the header field values. After entering a value, press the Enter key. To skip an entry, press the Enter key without entering a value. You must fill in the Resent-to: field. After completing the headers, do not modify the body of the text. Press the Ctrl-D key sequence to exit the editor. The system prompts you with:

What now?

Press the Enter key to see a list of available options. If you want to redistribute this message, enter send. Your message is redistributed to the new list of addresses.

2. To redistribute a message to a new list of addresses when a message draft exists, enter:

```bash
dist
```

The system responds with a message similar to the following:

```
Draft "$HOME/Mail/draft" exists (43 bytes).
Disposition? _
```

To redistribute this draft, enter:

```bash
replace
```

The system prompts you for the header field values. After entering a value, press the Enter key. To skip an entry, press the Enter key without entering a value. You must fill in the Resent-to: field. After completing the headers, do not modify the body of the text. Press the Ctrl-D key sequence to exit the editor. The system prompts you with:

What now?

Press the Enter key to see a list of available options. If you want to redistribute the draft, enter send. Your message is redistributed to the new list of addresses.

3. To redistribute message 15 from the schedules folder, enter:

```bash
dist schedules 15
```
The system prompts you for the header field values. After entering a value, press the Enter key. To skip an entry, press the Enter key without entering a value. You must fill in the Resent-to: field. After completing the headers, do not modify the body of the text. Press the Ctrl-D key sequence to exit the editor. The system prompts you with:

what now?

Press the Enter key to see a list of available options. To redistribute the message, type send and press the Enter key.

Files

/etc/mh/distcomps Contains the system default message format.
UserMHDirectory/distcomps Contains the user’s default message format.
UserMHDirectory/draft Contains the current draft file.
/usr/bin/dist Contains the executable form of the dist command.

Related Information

The ali command, anno command, comp command, forw command, promptr command, refile command, repl command, send command, whatnow command.

The mh_alias file, mh_profile file.

Mail Overview in AIX 5L Version 5.2 System User’s Guide: Communications and Networks.

dnssec-keygen Command

Purpose

DNSSEC key generation tool.

Syntax

```
```

Description

The dnssec-keygen command generates keys for DNSSEC (Secure DNS), as defined in RFC 2535. It can also generate keys for use with TSIG (Transaction Signatures), as defined in RFC 2845.

Flags

- **-a algorithm**: Selects the cryptographic algorithm. The value of algorithm must be one of RSAMD5 or RSA, DSA, DH (Diffie Hellman), or HMAC-MD5. These values are case insensitive. Note that for DNSSEC, DSA is a mandatory to implement algorithm, and RSA is recommended. For TSIG, HMAC-MD5 is mandatory.

- **-b keysize**: Specifies the number of bits in the key. The choice of key size depends on the algorithm used. RSA keys must be between 512 and 2048 bits. Diffie Hellman keys must be between 128 and 4096 bits. DSA keys must be between 512 and 1024 bits and an exact multiple of 64. HMAC-MD5 keys must be between 1 and 512 bits.

- **-n nametype**: Specifies the owner type of the key. The value of nametype must either be ZONE (for a DNSSEC zone key), HOST or ENTITY (for a key associated with a host), or USER (for a key associated with a user). These values are case insensitive.

- **-c class**: Indicates that the DNS record containing the key should have the specified class. If not specified, class IN is used.

- **-e**: If generating an RSA key, use a large exponent.
-g generator  If generating a Diffie Hellman key, use this generator. Allowed values are 2 and 5. If no generator
is specified, a known prime from RFC 2539 will be used if possible; otherwise the default is 2.
-h          Prints a short summary of the options and arguments to dnssec-keygen.
-p protocol  Sets the protocol value for the generated key. The protocol is a number between 0 and 255. The
default is 2 (email) for keys of type USER and 3 (DNSSEC) for all other key types. Other
possible values for this argument are listed in RFC 2535 and its successors.
-r randomdev  Specifies the source of randomness. If the operating system does not provide a /dev/random
or equivalent device, the default source of randomness is keyboard input. randomdev specifies the
name of a character device or file containing random data to be used instead of the default. The
special value keyboard indicates that keyboard input should be used.
-s strength    Specifies the strength value of the key. The strength is a number between 0 and 15, and
currently has no defined purpose in DNSSEC.
-t type        Indicates the use of the key. type must be one of AUTHCONF, NOAUTHCONF, NOAUTH, or
NOCONF. The default is AUTHCONF. AUTH refers to the ability to authenticate data, and CONF
the ability to encrypt data.
-v level       Sets the debugging level.

Generated Keys
When dnssec-keygen completes successfully, it prints a string of the form Knnnn.+aaa+iiiii to the
standard output. This is an identification string for the key it has generated. These strings can be used as
arguments to dnssec-makekeyset.
- nnnn is the key name.
- aaa is the numeric representation of the algorithm.
- iiii is the key identifier (or footprint).
dnssec-keygen creates two files with names based on the printed string. Knnnn.+aaa+iiiii.key contains
the public key, and Knnnn.+aaa+iiiii.private contains the private key. The .key file contains a DNS KEY
record that can be inserted into a zone file (directly or with a $INCLUDE statement). The .private file
contains algorithm specific fields. For obvious security reasons, this file does not have general read
permission. Both .key and .private files are generated for symmetric encryption algorithm such as
HMAC-MD5, even though the public and private key are equivalent.

Examples
To generate a 768-bit DSA key for the domain example.com, the following command would be issued:
dnssec-keygen -a DSA -b 768 -n ZONE example.com
The command would print a string of the form:
Kexample.com.+003+26160
In this example, dnssec-keygen creates the files Kexample.com.+003+26160.key and
Kexample.com.+003+26160.private.

Related Information
The dnssec-makekeyset, dnssec-signkey and dnssec-signzone commands
RFC 2535, RFC 2845, and RFC 2539.
dnssec-makekeyset command

Purpose
DNSSEC zone signing tool.

Syntax
dnssec-makekeyset [ -a ] [ -s start-time ] [ -e end-time ] [ -h ] [ -p ] [ -r randomdev ] [ -t ttl ] [ -v level ] { key... }

Description
The dnssec-makekeyset command generates a key set from one or more keys created by dnssec-keygen. It creates a file containing a KEY record for each key, and self-signs the key set with each zone key. The output file is of the form keyset-\(nnnn\), where \(nnnn\) is the zone name.

Flags
- `-a` Verify all generated signatures.
- `-s start-time` Specify the date and time when the generated SIG records become valid. This can be either an absolute or relative time. An absolute start time is indicated by a number in YYYYMMDDHHMMSS notation; 20000530144500 denotes 14:45:00 UTC on May 30th, 2000. A relative start time is indicated by +\(N\), which is \(N\) seconds from the current time. If no start-time is specified, the current time is used.
- `-e end-time` Specify the date and time when the generated SIG records expire. As with start-time, an absolute time is indicated in YYYYMMDDHHMMSS notation. A time relative to the start time is indicated with +\(N\), which is \(N\) seconds from the start time. A time relative to the current time is indicated with now+\(N\). If no end-time is specified, 30 days from the start time is used as a default.
- `-h` Prints a short summary of the options and arguments to dnssec-makekeyset.
- `-p` Use pseudo-random data when signing the zone. This is faster, but less secure, than using real random data. This option may be useful when signing large zones or when the entropy source is limited.
- `-r randomdev` Specifies the source of randomness. If the operating system does not provide a /dev/random or equivalent device, the default source of randomness is keyboard input. randomdev specifies the name of a character device or file containing random data to be used instead of the default. The special value keyboard indicates that keyboard input should be used.
- `-t ttl` Specify the TTL (time to live) of the KEY and SIG records. The default is 3600 seconds.
- `-v level` Sets the debugging level.

Parameters
`key` The list of keys to be included in the keyset file. These keys are expressed in the form K\(nnnn\).+aaa+iiiii as generated by dnssec-keygen.

Examples
The following command generates a keyset containing the DSA key for example.com generated in the dnssec-keygen man page.

dnssec-makekeyset -t 86400 -s 20000701120000 -e +2592000 Kexample.com.+003+26160

In this example, dnssec-makekeyset creates the file keyset-example.com.. This file contains the specified key and a self-generated signature. The DNS administrator for example.com could send keyset-example.com. to the DNS administrator for .com for signing, if the .com zone is DNSSEC-aware and the administrators of the two zones have some mechanism for authenticating each other and exchanging the keys and signatures securely.
Related Information

The `dnssec-keygen` and `dnssec-signkey` commands.

BIND 9 Administrator Reference Manual,

RFC 2535.

dnssec-signkey Command

Purpose

DNSSEC key set signing tool.

Syntax

```
```

Description

The `dnssec-signkey` command signs a keyset. Typically the keyset will be for a child zone, and will have been generated by `dnssec-makekeyset`. The child zone’s keyset is signed with the zone keys for its parent zone. The output file is of the form `signedkey-nnnn`, where `nnnn` is the zone name.

Flags

- `-a` Verify all generated signatures.
- `-c class` Specifies the DNS class of the key sets.
- `-s start-time` Specify the date and time when the generated SIG records become valid. This can be either an absolute or relative time. An absolute start time is indicated by a number in `YYYYMMDDHHMMSS` notation; `20000530144500` denotes 14:45:00 UTC on May 30th, 2000. A relative start time is indicated by `+N`, which is N seconds from the current time. If no start-time is specified, the current time is used.
- `-e end-time` Specify the date and time when the generated SIG records expire. As with start-time, an absolute time is indicated in `YYYYMMDDHHMMSS` notation. A time relative to the start time is indicated with `+N`, which is N seconds from the start time. A time relative to the current time is indicated with `now+N`. If no end-time is specified, 30 days from the start time is used as a default.
- `-h` Prints a short summary of the options and arguments to `dnssec-signkey`.
- `-p` Use pseudo-random data when signing the zone. This is faster, but less secure, than using real random data. This option may be useful when signing large zones or when the entropy source is limited.
- `-r randomdev` Specifies the source of randomness. If the operating system does not provide `/dev/random` or equivalent device, the default source of randomness is keyboard input. `randomdev` specifies the name of a character device or file containing random data to be used instead of the default. The special value `keyboard` indicates that keyboard input should be used.
- `-v level` Sets the debugging level.

Parameters

- `keyset` The file containing the child’s keyset.
- `key` The keys used to sign the child’s keyset.

Examples

The DNS administrator for a DNSSEC-aware `.com` zone would use the following command to sign the keyset file for `example.com` created by `dnssec-makekeyset` with a key generated by `dnssec-keygen`:
In this example, `dnssec-signkey` creates the file `signedkey-example.com`, which contains the `example.com` keys and the signatures by the `.com` keys.

**Related Information**

The `dnssec-keygen`, `dnssec-makekeyset` and `dnssec-signzone` commands.

---

**dnssec-signzone Command**

**Purpose**

DNSSEC zone signing tool.

**Syntax**

```bash
```

**Description**

The `dnssec-signzone` command signs a zone. It generates NXT and SIG records and produces a signed version of the zone. If there is a `signedkey` file from the zone’s parent, the parent’s signatures will be incorporated into the generated signed zone file. The security status of delegations from the the signed zone (that is, whether the child zones are secure or not) is determined by the presence or absence of a `signedkey` file for each child zone.

**Flags**

- `-a` Verify all generated signatures.
- `-c class` Specifies the DNS class of the zone.
- `-d directory` Look for `signedkey` files in directory as the directory.
- `-s start-time` Specify the date and time when the generated SIG records become valid. This can be either an absolute or relative time. An absolute start time is indicated by a number in `YYYYMMDDHHMMSS` notation; 20000530144500 denotes 14:45:00 UTC on May 30th, 2000. A relative start time is indicated by `+N`, which is N seconds from the current time. If no `start-time` is specified, the current time is used.
- `-e end-time` Specify the date and time when the generated SIG records expire. As with `start-time`, an absolute time is indicated in `YYYYMMDDHHMMSS` notation. A time relative to the start time is indicated with `+N`, which is N seconds from the start time. A time relative to the current time is indicated with `now+N`. If no `end-time` is specified, 30 days from the start time is used as a default.
- `-f output-file` The name of the output file containing the signed zone. The default is to append `.signed` to the input file.
- `-h` Prints a short summary of the options and arguments to `dnssec-signzone`.
- `-i interval` When a previously signed zone is passed as input, records may be resigned. The interval option specifies the cycle interval as an offset from the current time (in seconds). If a SIG record expires after the cycle interval, it is retained. Otherwise, it is considered to be expiring soon, and it will be replaced. The default cycle interval is one quarter of the difference between the signature end and start times. So if neither `end-time` or `start-time` are specified, `dnssec-signzone` generates signatures that are valid for 30 days, with a cycle interval of 7.5 days. Therefore, if any existing SIG records are due to expire in less than 7.5 days, they would be replaced.
- `-n ncpus` Specifies the number of threads to use. By default, one thread is started for each detected CPU.
- `-o origin` The zone origin. If not specified, the name of the zone file is assumed to be the origin.
- `-p` Use pseudo-random data when signing the zone. This is faster, but less secure, than using real random data. This option may be useful when signing large zones or when the entropy source is limited.
-r randomdev  Specifies the source of randomness. If the operating system does not provide a /dev/random or equivalent device, the default source of randomness is keyboard input. randomdev specifies the name of a character device or file containing random data to be used instead of the default. The special value keyboard indicates that keyboard input should be used.

-t  Print statistics at completion.

-v level  Sets the debugging level.

Parameters

zonefile  The file containing the zone to be signed. Sets the debugging level.

key  The keys used to sign the child’s keyset.

Examples

The following command signs the example.com zone with the DSA key generated in the dnssec-keygen man page. The zone’s keys must be in the zone. If there are signedkey files associated with this zone or any child zones, they must be in the current directory, example.com, the following command would be issued:

dnssec-signzone -o example.com db.example.com Kexample.com.+003+26160

In this example, dnssec-signzone creates the file db.example.com.signed. This file should be referenced in a zone statement in a named.conf file.

Related Information

The dnssec-keygen, dnssec-makekeyset and dnssec-signkey commands.

BIND 9 Administrator Reference Manual

RFC 2535.

docsearch Command

Purpose

Launches the Documentation Library Service library function.

Syntax

docsearch [ -lang locale ]

Description

The docsearch command launches the Documentation Library Service library application into a web browser window. This global library shows all document volumes/collections that are registered with the service on the documentation server. You can read documents by selecting their links or select the volumes you want to search and then type in the words you want to search for. The search service then returns a list of the documents that contain the query words. Each document is shown as a hyperlink that opens the document for reading. The client or server portion of the Documentation Search Service package must be installed to enable this command.

The docsearch command reads the environment variables DOCUMENT_SERVER_MACHINE_NAME and DOCUMENT_SERVER_PORT to determine the hostname of the machine where the documents are located and the port of the webserver on that machine.
Flags

-`lang locale`

Uses the language specified in `locale` to create the library application. Use the standard locale names to specify `locale`. This specifies the language for the library application buttons and labels. The form will only offer for search those document (indexes) that are written in that language and the search will be conducted in the same language.

Examples

To open the global library in German (locale=de_DE) and only show all German documents installed on the system, enter:

docsearch -lang de_DE

Files

```
/usr/bin/docsearch
/usr/lib/nls/msg/$LANG/docsearch.cat
/usr/bin/defaultbrowser
```

The docsearch command

The docsearch message catalog

The defaultbrowser command

Related Information

The `defaultbrowser` command.


Documentation Library Service in the AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

dodisk Command

Purpose

Initiates disk-usage accounting.

Syntax

```
/usr/sbin/acct/dodisk [ -o ] [ File ... ]
```

Description

The `dodisk` command initiates disk-usage accounting by calling the `diskusg` command and the `acctdisk` command. If you specify the `-o` flag with the `dodisk` command, a more thorough but slower version of disk accounting by login directory is initiated using the `acctdusg` command. Normally, the `cron` daemon runs the `dodisk` command.

By default, the `dodisk` command does disk accounting only on designated files with stanzas in the `/etc/filesystems` file and that contain the attribute `account=true`. If you specify file names with the `File` parameter, disk accounting is done on only those files.

If you do not specify the `-o` flag, the `File` parameter should contain the special file names of mountable file systems. If you specify both the `-o` flag and the `File` parameter, the files should be mount points of mounted file systems.
**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.

**Flags**

- **-o** Calls the `acctdusg` command, instead of the `diskusg` command, to initiate disk accounting by login directory.

**Security**

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

**Examples**

To start automatic disk-usage accounting, add the following to the `/var/spool/cron/crontabs/root` file:

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

This example shows the instructions that the `cron` daemon will read and act upon. The `dodisk` command will run at 2 a.m. (0 2) each Thursday (4). 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 5.2 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

`/etc/filesystems` Contains information about file system.

**Related Information**

The `acctdisk` or `acctdusg` command, `diskusg` command.

The `cron` daemon.

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 5.2 System Management Concepts: Operating System and Devices.*

---

**domainname Command**

**Purpose**

Displays or sets the name of the current Network Information Service (NIS) domain.

**Syntax**

```
/usr/bin/domainname [ DomainName ]
```

**Description**

The `domainname` command displays or sets the name of the current NIS domain. If you do not specify a parameter, the `domainname` command displays the name of the current NIS domain. A domain typically encompasses a group of hosts under the same administration.
Only the root user can set the name of the domain by giving the `domainname` command an argument.

**Examples**

1. To join a new domain, enter:
   
   ```bash
domainname caesar
   ```

   In this example, the `domainname` command sets the NIS domain name to caesar.

2. To find out the name of the domain your machine belongs to, enter:

   ```bash
domainname
   ```

**Related Information**

The `ypinit` command.

The `ypbind` daemon, `ypserv` daemon.


---

### dosdel Command

**Purpose**

Deletes DOS files.

**Syntax**

```bash
dosdel [\-v] [\-D Device] File ...
```

**Description**

The `dosdel` command deletes the DOS file specified by the `File` parameter. Use the `\-v` flag to obtain format information about the disk.

DOS file-naming conventions are used with one exception. Since the \ (backslash) character can have special meaning to the operating system, use a / (slash) character as the delimiter to specify subdirectory names in a DOS path name. The `dosdel` command converts lowercase characters in the file or directory name to uppercase before it checks the disk. Because all file names are assumed to be full (not relative) path names, you need not add the initial / (slash).

**Flags**

- `-D Device` Specifies the name of the DOS device as `/dev/fd0` or `/dev/fd1`. The default device is `/dev/fd0`.
- `-v` Writes information to standard output about the format of the disk. Use this flag to verify that a device is a DOS disk.

**Examples**

To delete a DOS file on the default device, enter:

```bash
dosdel file.ext
```
Files
/usr/bin/dosdel
Contains the **dosdel** command.

Related Information
The **dosdir** command, **dosformat** command, **dosread** command, **doswrite** command.

Files Overview in *AIX 5L Version 5.2 System User’s Guide: Operating System and Devices* describes files, file types, and how to name files.

**dosdir Command**

**Purpose**
Lists the directory for DOS files.

**Syntax**
dosdir [ -l | -e ] [ -a ] [ -d ] [ -t | -v ] [ -D Device ] [  File ... |  Directory ... ]

**Description**
The **dosdir** command displays information about the specified DOS files or directories. If you specify a directory without also specifying the **-d** flag, the **dosdir** command displays information about the files in that directory.

DOS file-naming conventions are used with one exception. Since the \ (backslash) character can have special meaning to the operating system, use a / (slash) character as the delimiter to specify subdirectory names in a DOS path name. The **dosdir** command converts lowercase characters in the file or directory name to uppercase before it checks the disk. Because all file names are assumed to be full (not relative) path names, you need not add the initial / (slash).

**Flags**

- **-a**
  Writes information about all files. This includes hidden and system files as well as the . (dot) and .. (dot-dot) files.

- **-d**
  Treats the **File** value as a file, even if a directory is specified. When a directory is specified with the **Directory** parameter, information about the directory itself is listed instead of information about the files it contains.

- **-D Device**
  Specifies the name of the DOS device as /dev/fd0 or /dev/fd1. The default device is /dev/fd0.

- **-e**
  Uses the **-l** flag to write the list of clusters allocated to the file.

- **-t**
  Lists the entire directory tree starting at the named directory.

A (Archive)
The file has not been backed up since it was last modified.

D (Directory)
The file is a subdirectory and not included in the normal DOS directory search.

H (Hidden)
The file is not included in the normal DOS directory search.

R (Read-only)
The file cannot be modified.

S (System)
The file is a system file and not included in the normal DOS directory search.
-v

 Writes information to standard output about the format of the disk. Use this flag to verify that a device is a DOS disk.

Examples
To read a directory of the DOS files on /dev/fd0, enter:

dosdir

The command returns the names of the files and disk-space information.

PG3-25.TXT
PG4-25.TXT
PG5-25.TXT
PG6-25.TXT
Free space: 312320 bytes

To read a directory of the DOS files on /dev/fd1, enter:

dosdir -D/dev/fd1

The command returns the names of the files and disk-space information.

PG7-25.TXT
PG8-25.TXT
PG9-25.TXT
PG10-25.TXT
Free space: 312320 bytes

Files

/usr/bin/dosdir

Contains the dosdir command.

Related Information

The dosdel command, dosformat command, dosread command, doswrite command.


dosformat Command

Purpose

Formats a DOS diskette.

Syntax

dosformat [ [-v] Label ] [-D Device | -4 ]

Description

The dosformat command formats a diskette with the DOS format.

The default device and DOS diskette drive format is /dev/fd0 for a 3.5-inch diskette. The density is usually either 1.44M-byte or 2.88M-byte, depending on the density that the drive supports. Other DOS diskette drive formats are implemented by using the -D or -4 flags.

To include a volume label, use the -V flag.
Note: The purpose of this command is to facilitate file transfer between this operating system and DOS systems. Using this command to format a diskette that needs to have the DOS system startup files on it is not recommended.

Flags

-V Write the Label parameter to the diskette as the DOS volume label.
-D Device Specifies the diskette drive type and size. The Device parameter can be specified as:

For a 3.5-inch, 1.44M drive:
/dev/fd0
1.44MB (default)
/dev/fd0h
1.44MB
/dev/fd0l
720KB
/dev/fd0.18
1.44MB
/dev/fd0.9
720KB

For a 3.5-inch, 2.88M drive:
/dev/fd0
2.88MB (default)
/dev/fd0h
2.88MB
/dev/fdol
720KB
/dev/fd0.36
2.88MB
/dev/fd0.18
1.44MB
/dev/fd0.9
720KB

For a 5.25-inch, 1.2M drive:
/dev/fd0
1.2MB (default)
/dev/fd0.15
1.2MB
/dev/fd0.9
360KB

-4 Specifies the lower density for the diskette size.

Examples

1. To format a 3.5-inch, 1.44M-byte diskette with the volume label "homework," type the following:
   dosformat -V homework
2. To format a 5.25-inch, 360K-byte diskette, type the following:
   dosformat -D /dev/fd1.9
Files

/usr/bin/dosformat Contains the dosformat command.

Related Information
The dosdel command, dosdir command, dosread command, doswrite command.

dosread Command

Purpose
Copies DOS files.

Syntax
dosread [ -a ] [ -v ] [ -D Device ] File1 [ File2 ]

Description
The dosread command copies the DOS file specified by the File1 variable to standard output or to the file specified by the File2 variable. If no pathname is specified for the File2 variable, the DOS file is copied to the root directory.

Unless otherwise specified, the dosread command copies the number of bytes specified in the directory entry for the file specified by the File1 variable. This means, in particular, that you cannot copy directories because, by convention, directories have a record size of 0.

You can use DOS file-naming conventions with one exception: the \ (backslash). Because the \ character can have special meaning in DOS, use a / (slash) character as the delimiter to specify subdirectory names in a DOS path name. The dosdir command converts lowercase characters in the file or directory name to uppercase before it checks the disk. Because all file names are assumed to be full (not relative) path names, you need not add the initial / (slash).

Notes:
1. The dosread command does not interpret the * and ? (asterisk and question mark) wildcard characters as having special meaning. If you do not specify a file-name extension, the file name is matched as if you had specified a blank extension.
2. You cannot customize the name of this command. The command must be named dosread.
3. The dosread command reads files from the default drive containing the DOS diskette. The dosread command then copies the files to the current directory as a file recognized by this operating system. If the DOS diskette contains subdirectories, the dosread command does not create corresponding new subdirectories in this operating system. You must create the subdirectory and specify each DOS file you want to copy into the new subdirectory.

Flags

-a Replaces each CR-LF (carriage return, line-feed) key sequence with a new-line character and interprets a Ctrl-Z (ASCII SUB) key sequence as the end-of-line character.
-D Device Specifies the name of the DOS device as /dev/fd0 or /dev/fd1. The default value of the Device variable is /dev/fd0. This device must have the DOS disk format.
-v Writes file information to standard output about the format of the disk. Use this flag to verify that a device is a DOS disk.

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Examples

1. To copy a text file from a DOS, type:
   
   `dosread -a chap1.doc chap1`
   
   This command sequence copies the DOS text file `\CHAP1.DOC` on default device `/dev/fd0` to `chap1` in the current directory.

2. To copy a binary file from a DOS diskette, type:
   
   `dosread -D/dev/fd1 /survey/test.dta /home/fran/testdata`
   
   This command sequence copies the DOS data file `\SURVEY\TEST.DTA` on `/dev/fd1` to `/home/fran/testdata`.

3. To copy every DOS file on a diskette, type:
   
   `dosdir | awk '!/There are/ {print $1}'|xargs -t -i dosread {} {}`
   
   This command sequence takes files from the default drive containing the DOS disk and copies them to the current directory.

Files

`/usr/bin/dosread` Contains the `dosread` command.
`/dev/fd0` Contains the device name for a diskette drive.

Related Information

The `awk` command, `dosdel` command, `dosdir` command, `dosformat` command, `doswrite` command, `xargs` command.


"Types of Files" in AIX 5L Version 5.2 System User’s Guide: Operating System and Devices describes files, file types, and how to name files.

 doswrite Command

Purpose

Copies files to DOS files.

Syntax


Description

The `doswrite` command copies the file specified by the `File1` parameter to the DOS file specified by the `File2` parameter. The `doswrite` command copies files to a single DOS diskette. The `doswrite` command cannot copy files across multiple DOS diskettes.
The `doswrite` command writes the file specified by the `File2` parameter to the DOS device using standard DOS naming conventions. Because the DOS `\` (backslash) character can have a special meaning for the DOS operating system, do not use a `\` (backslash) when specifying subdirectory names in the `File2` parameter. Use the `/` (slash) character instead.

The `doswrite` command converts lowercase characters specified in the `File1` parameter to uppercase before it checks the DOS device. Because all file names are assumed to be full (not relative) path names, you do not need to add the initial `/` (slash).

If the file specified in the `File2` parameter contains a `/` (slash), each intervening component must exist as a directory and the last component (the named file) must not exist. Any existing file with the same name is overwritten.

**Notes:**
1. The wildcard characters `*` and `?` (asterisk and question mark) are not treated in a special way by this command (although they are by the shell). If you do not specify a file-name extension, the file name is matched as if you had specified a blank extension.
2. This command must be named `doswrite`.
3. A DOS directory holds up to 244 files.

**Flags**
- `-a` Replaces NL (new-line) characters with the CR-LF (carriage return, line-feed) sequence. Ctrl-Z is added to the output at the end of file.
- `-D Device` Specifies the name of the DOS device as `/dev/fd0` or `/dev/fd1`. The default device is `/dev/fd0`. This device must have the DOS disk format.
- `-v` Writes information to standard output about the format of the disk. Use this flag to verify that a device is a DOS disk.

**Examples**
1. To copy a text file to a DOS diskette, enter:

   ```
   doswrite -a chap1 chap1.doc
   ```

   This copies the file `chap1` in the current directory to the DOS text file `\CHAP1.DOC` on default device `/dev/fd0`.

2. To copy a binary file to a DOS diskette, enter:

   ```
   doswrite -D/dev/fd1 /home/fran/testdata /survey/test.dta
   ```

   This copies the data file `/home/fran/testdata` to the DOS file `\SURVEY\TEST.DTA` on `/dev/fd1`.

3. To copy every file in the current directory to a DOS diskette in your default drive, enter:

   ```
   for i in *
   do
   doswrite $i $i
   done
   ```

**Files**
- `/usr/bin/doswrite` Contains the `doswrite` command.
- `/dev/fd0` Contains the device name for diskette drive.
Related Information


The `dosdel` command, `dosdir` command, `dosformat` command, `dosread` command.

---

**dp Command**

**Purpose**

Parses and reformats dates.

**Syntax**

```
dp [ -form File | -format String ] [ -width Number ] Date
```

**Description**

The `dp` command parses and reformats dates. The `dp` command is not started by the user. The `dp` command is called by other programs, typically by its full path name, `/usr/lib/mh/dp`.

The `dp` command parses each mail header string specified as a date and attempts to reformat the string. The default output format for the `dp` command is the ARPA RFC 822 standard. For each string it is unable to parse, the `dp` command displays an error message.

**Parameter**

`Date`  Specifies the date to be parsed.

**Flags**

- `-form File`  Reformats the date specified in the `Date` parameter to the alternate format described by the `File` variable.
- `-format String`  Reformats the date specified in the `Date` parameter to the alternate format specified by the `String` variable. The default format string follows:
  ```
  {%<%(nодate{text})error:%{text}%|%(putstr(pretty{text}))%>
  ```
- `-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.
- `-width Number`  Sets the maximum number of columns the `dp` command uses to display dates and error messages. The default is the width of the display.

**Files**

- `$HOME/.mh_profile`  Contains the MH user profile.
- `/etc/mh/mtstailor`  Contains MH command definitions.

**Related Information**

The `ap` command.

[Mail Overview in AIX 5L Version 5.2 System User's Guide: Communications and Networks.]
dpid2 Daemon

Purpose
Starts the dpid2 DPI-SMUX converter daemon as a background process.

Syntax
dpid2 [ -d [ Level ] ]

Description
The dpid2 command starts the dpid2 DPI-SMUX converter daemon. This command may only be issued by a user with root privileges or by a member of the system group.

The dpid2 DPI-SMUX converter daemon complies with the standard Simple Network Management Protocol Distributed Protocol Interface Version 2.0 defined by RFC 1592 and SNMP MUX Protocol and MIB defined by RFC 1227.

dpid2 acts as a DPI 2.0 to SMUX converter. It is used to allow DPI sub-agents, such as /usr/sbin/hostmibd, to talk with the AIX SNMP version 1 agent. The converter changes DPI2 messages into SMUX protocol messages and vice-versa. dpid2 itself is implemented as SMUX peer. It will connect with the TCP port 199 of the SMUX server which is part of snmpd agent. To a DPI2 sub-agent (e.g. /usr/sbin/hostmibd), dpid2 behaves as a DPI2 agent. It listens on an arbitrary TCP port for a connection request from a DPI2 sub-agent. This is port number is registered by dpid2 daemon with the snmpd agent through MIB variable dpiPortForTCP (1.3.6.1.4.1.2.2.1.1.1). The DPI2 sub-agent learns this port number from the snmpd agent by sending a get-request query for the dpiPortForTCP.0 (1.3.6.1.4.1.2.2.1.1.1.0) instance to the snmpd agent. After the DPI2 sub-agent knows the TCP port number which the DPI2 agent is listening on, it will then try to connect to it.

The dpid2 daemon is normally executed during system startup when the /etc/rc.tcpip shell script is called.

The dpid2 daemon should be controlled using the System Resource Controller (SRC). Entering dpid2 at the command line is not recommended.

Use the following SRC commands to manipulate the dpid2 daemon:

starts
Starts a subsystem, group of subsystems, or a subserver.

stops
Stops a subsystem, group of subsystems, or a subserver.

refresh
Causes a subsystem or group of subsystems to reread the appropriate configuration file.

lssrc
Gets the status of a subsystem, group of subsystems, or a subserver.

Note: On AIX release 5.2.0 and after, the snmpdv3 agent itself acts as a DPI2 agent and listens on the dpiPortForTCP.0 TCP port. Therefore, dpid2 is not needed when using the snmpdv3 agent. Therefore, the dpid2 daemon won’t be executed in the system startup and the dpid2 line in /etc/rc.tcpip will be commented out.
### Flags

**-d Level**

Specifies tracing/debug level.

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>DPI level 1</td>
</tr>
<tr>
<td>16</td>
<td>DPI level 2</td>
</tr>
<tr>
<td>32</td>
<td>Internal level 1</td>
</tr>
<tr>
<td>64</td>
<td>Internal level 2</td>
</tr>
<tr>
<td>128</td>
<td>Internal level 3</td>
</tr>
</tbody>
</table>

Add the numbers for multiple trace levels.

**Note:** If the `-d` flag is specified, by the level number is not specified, the default level will be 56. If `-d` flag is not specified, the default level is 0.

### Examples

1. To start the `dpid2` daemon, enter a command similar to the following:
   ```
   startsrc -s dpid2 -a "-f /tmp/dpid2.log"
   ```
   This command starts the `dpid2` daemon and logs information to the `/tmp/dpid2.log` file at debug level 0.

2. To stop the `dpid2` daemon, normally enter:
   ```
   stopsrc -s dpid2
   ```
   This command stops the `dpid2` daemon. The `-s` flag specified the subsystem that follows to be stopped.

3. To get the short status from the `hostmbid`, enter:
   ```
   lssrc -s dpid2
   ```
   This command returns the name of the daemon, the process ID of the daemon, and the state of the daemon (active or inactive).

### Files

- `/etc/snmpd.conf` Specify smux peer entry in snmpd v1 agent configuration file.
- `/etc/snmpd.peers` Specify the configuration for smux peer.
- `/etc/mib.defs` Defines the Management Information Base (MIB) variables the SNMP agent and manager should recognize and handle.

### Related Information

The `snmpdv1` daemon, `hostmbid` command.

The `/etc/snmpd.peers` file.
drm_admin Command

Purpose
Administers servers based on the Data Replication Manager (DRM), such as glbd, the replicated version of the global location broker (GLB).

Syntax

drm_admin [-version]

Description
The drm_admin tool administers servers based on the Data Replication Manager (DRM) such as glbd, the replicated version of the global location broker (GLB).

With drm_admin, you can inspect or modify replica lists, merge databases to force convergence among replicas, stop servers, and delete replicas.

The role of drm_admin is to administer the replication of databases, not to change the data they contain. For instance, you can use drm_admin to merge two replicas of the GLB database, but you must use lb_admin to add a new entry to the database. Also, although drm_admin can stop or delete a GLB replica, you must invoke glbd directly if you want to start or create a replica.

Once invoked, drm_admin enters an interactive mode, in which it accepts the commands described below.

Flags
- version          Displays the version of NCS that this glbd belongs to, but does not start the daemon.

Subcommands
Most drm_admin commands operate on a default object (DefaultObj) at a default host (DefaultHost). Together, DefaultObj and DefaultHost specify a default replica. Defaults are established by the set command and are remembered until changed by another set.

Currently, the only known object is GLB.

Some drm_admin commands operate on a host other than the default. We identify this host as OtherHost.

The host name you supply as a DefaultHost or an OtherHost takes the form Family:Host, where the host can be specified either by its name or by its network address. For example, ip:jeeves, ip:bertie, and ip:#192.5.5.5 are acceptable host names.

addrep OtherHost      Adds OtherHost to the replica list at DefaultHost. The replica at DefaultHost will propagate OtherHost to all other replica lists for DefaultObj.
chrep -from OtherHost -to NewOtherHost

Changes the network address for OtherHost in the replica list at DefaultHost to NewOtherHost. The replica at DefaultHost will propagate this change to all other replica lists for DefaultObj. The chrep command will fail if a replica of DefaultObj is running at OtherHost or if OtherHost is not on the replica list at DefaultHost.

delrep OtherHost

Deletes the replica of DefaultObj at OtherHost. The delrep command tells the replica at OtherHost to:

1. Propagate all of the entries in its propagation queue.
2. Propagate a delete request to all other replicas, causing OtherHost to be deleted from all other replica lists for DefaultObj.
3. Delete its copy of DefaultObj.
4. Stop running.

The delrep command returns you immediately to the drm_admin prompt, but the actual deletion of the replica can take a long time in configurations that are not stable and intact. You can check whether the daemon for the deleted replica has stopped by listing the processes running on its host.

info

Gets status information about the replica for DefaultObj at DefaultHost.

lrep [-d] [-clocks] [-na]

Lists replicas for DefaultObj as stored in the replica list at DefaultHost.

- **d** Lists deleted as well as existing replicas.

- **clocks** Shows the current time on each host and indicates clock skew among the replicas.

- **na** Lists the network address of each host.
merge {-from | -to} OtherHost

Copies entries in the DefaultObj database and replica list from one replica to another. It copies an entry if no corresponding entry exists in the destination database or if the corresponding entry in the destination database bears an earlier timestamp.

A merge does not cause entries to be propagated. The database and replica list at the origination are not changed.

The -from option copies entries from the DefaultObj database and replica list at OtherHost to the DefaultObj database and replica list at DefaultHost.

The -to option copies entries from the database and replica list at DefaultHost to the database and replica list at OtherHost.

A merge -from followed by a merge -to causes the replicas at the two hosts to converge.

merge_all

Uses DefaultHost as the hub for a global merge of all replicas for DefaultObj. For each host on the replica list at DefaultHost, a merge_all first does a merge -from, then does a merge -to. All replicas of DefaultObj are thereby forced into a consistent state. The merge_all operation does not cause any entries to be propagated.

You should do a merge_all when:

A replica is purged.

A replica is reset.

A replica has been inaccessible for two weeks or more.

A replica has become physically inaccessible (for example, when its database is destroyed by a disk failure)

monitor [-r n]

This command causes drm_admin to read the clock of each replica of DefaultObj every n minutes and to report any clock skews or nonanswering replicas. If you do not specify -r, the period is 15 minutes.
purgerep OtherHost

Purges OtherHost from the replica list at DefaultHost. The replica at DefaultHost then propagates a delete request to the replicas at the hosts remaining on its list, thereby removing OtherHost from all other replica lists for DefaultObj. The delete request is not sent to OtherHost.

A purgerep can cause data to be lost and should only be used when a replica has become physically inaccessible. You should do a merge_all operation after the purgerep to prevent the remaining replicas of the DefaultObj database from becoming inconsistent. If the purged replica is still running, it should be reset.

We recommend that you use chrep (rather than addrep and purgerep) to change entries on the replica list.

quit

Quits the drm_admin session.

reset OtherHost

The reset command tells the replica at OtherHost to delete its copy of DefaultObj and to stop running. It does not cause OtherHost to be deleted from any other replica lists. This command can cause data to be lost unless a successful merge_all is done first.

set [-o ObjName] -h HostName

Sets the default object and host. All subsequent commands will operate on ObjName. Subsequent commands that do not specify a host will be sent to HostName. If you do not specify the -o option, drm_admin keeps the current DefaultObj.

If you use set with the -o option, drm_admin checks the clocks at all hosts with replicas of the specified object.

stop

Example

The following example starts drm_admin, sets the default object to GLB, and sets the default host to mars:

/etc/ncs/drm_admin drm_admin: set -o glb -h dds:mars
Default object: glb default host: dds:mars
state: in service
Checking clocks of glb replicas
dds:mars 1987/04/09.17:09
dds:pluto 1987/04/09.17:09
dds:mercury 1987/04/09.17:07
Related Information
The `lb_admin` command.

The `glbd` (NCS) daemon

**drmgr Command**

**Purpose**
The `drmgr` command can be used to install and configure dynamic logical partitioning (DLPAR) scripts.

**Syntax**

```bash
drmgr { -i script_name [-w minutes ] [-f ] [-u script_name ] [-D hostname ]

drmgr [-b]

drmgr [-R script_install_root_directory ]

drmgr [-S syslog_ID ]

drmgr [-l]
```

**Description**

DLPAR scripts are provided by system administrators and vendors to coordinate the consumption of resources (for example, specific processors and large amounts of pinned memory) by applications and/or middleware with the addition or removal of those resources with respect to the operating system. DLPAR scripts are invoked both before and after DLPAR operations. DLPAR scripts are provided so that applications can be cleanly quiesed and restarted.

When installing scripts, the `drmgr` copies the script to a private repository. The default location, of which is `/usr/lib/dr/scripts/all`. The user may specify an alternate location for this repository through the `-R base_script_directory` option. In addition, a user may also install scripts to be executed only on selected host machines by specifying the `-D hostname` option. The `hostname` parameter serves as an extension to the base path and is compared to the current hostname using the `uname -n` command. If the `-D` parameter is used to install a script, then it has to be used to uninstall it.

Note that the various action flags specified above cannot be combined. That is, a user cannot combine `-R` and `-S` flags, `-I` and `-R` flags and so on.

**Flags**

- `-b`
  This option will rebuild the scripts information file managed by `drmgr`. In general, this option should only be used when restoring scripts from another systems.

- `-D hostname`
  This flag specifies the hostname of the machine on which the script can be invoked.

- `-f`
  Forces the replacement of an existing script.

- `-i script_name`
  This flag is used to install a script. The `script_name` is the script to be installed with complete path. If the path is not specified, the current directory is assumed. In case of any name conflicts, `drmgr` will issue a warning and will not install the script. Any existing script can be overwritten by specifying `-f` flag.

- `-l`
  This option will display the details regarding the DLPAR scripts that are currently installed.
Exit Status

0 Successfully completed the requested operation

>0 The command failed. The cause of failure may be one of the following:
  • File/Directory does not exist.
  • The length of the parameter exceeds the system limit (PATH_MAX).
  • Too many arguments were specified.
  • You must have root authority to run this command.

Related Information

[Dynamic Logical Partitioning](Dynamic Logical Partitioning) in *AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.*

drslot Command

Purpose
Manages a dynamically reconfigurable slot, such as, a hot plug slot.

Syntax
To Identify a Hot Plug Slot

```
drs [-s Slot | -l DeviceName] -c ConnectorType
```

To Prepare a Hot Plug Slot for Configuring Devices

```
drs -a -s slot -c ConnectorType [-I]
```

To Prepare a Hot Plug Slot for Removal of a Device

```
drs -r { -s slot | -l DeviceName } -c ConnectorType [-I]
```

To Prepare a Hot Plug Slot for Removal and Replacement of a Device

```
drs -R { -s slot | -l DeviceName } -c ConnectorType [-I]
```

Description
The *drslot* command manages dynamically reconfigurable slots, that is, hot plug slots. Hot plug slots are the plug-in points for connecting entities which can be configured without turning the system power off or rebooting the operating system. For the add (-a) operation, the slot must be specified directly by using the
-s flag, giving the unique identifier for the slot. For the identify (-i), the remove (-r), and the replace (-R) operations, the slot may be specified directly with the -s flag, or indirectly. The slot may be specified indirectly by using the -l flag giving the logical name for a device connected to the slot. The **drslot** command determines to which slot the specified device is connected and manages that slot.

**Notes:**
1. The remove and replace operations fail unless the device connected to the identified slot has been unconfigured. For more information on how to successfully unconfigure a device, see [Managing Hot Plug Connectors](AIX 5L Version 5.2 System Management Guide: Operating System and Devices).
2. After an add or replace operation, you must run the **cfgmgr** command in order to make the new device active and ready for use by the operating system.

**Flags**

**Note:** Do not use the -a, -i, -r, -R flags together.

- **-a**
  Prepares a hot plug slot for configuring the device(s) connected to it. The slot is first identified to you and you are prompted for confirmation of the slot. Next, you are prompted for confirmation that the device has been connected to the slot. Upon confirmation that the device has been connected, the slot is prepared and the device is made ready for configuration.

- **-c ConnectorType**
  Specifies the ConnectorType of the Slot on which you are operating. For example, the ConnectorType for a hot plug PCI slot is pci. This flag must be specified with the -a, -i, -r, and -R flags.

- **-i**
  Identifies a hot plug slot. The identification of the slot is hardware dependent. For example, if a slot has an LED associated with it, issuing the **drslot** -i command may cause the LED to flash.

- **-I DeviceName**
  Specifies the DeviceName, which is the logical device name of the device connected to the slot to be managed. This flag must be used for the -i (identify), -r (remove) or -R (replace) flags if the -a flag is not used.

- **-r**
  Prepares a hot plug slot for removal of a device that has been previously unconfigured with the **rmdev** command, or the SMIT, or Web-based System Manager equivalent. The slot is identified and you are prompted for confirmation of the slot. If a visual indicator is associated with the slot, it is turned off. Finally, the slot is prepared for device removal and you are prompted for confirmation that the device has been removed from the slot.

- **-R**
  Prepares a hot plug slot for the replacement of a device that has been previously unconfigured and the replacement with an identical device. The device must be unconfigured with the **rmdev** command, or the SMIT or Web-based System Manager equivalent. **drslot** identifies the slot and you are prompted for confirmation of the slot. Next, the slot is prepared for the replacement of the device. You are then prompted to confirm that the device has been replaced. Upon confirmation that the device has been replaced in the hot plug slot, the slot is prepared and the device is made ready for configuration.
-s Slot

Specifies the Slot on which drslot should operate. This flag is required for the add (-a) operation. This flag must be used for the identify (-i), remove (-r) or replace (-R) operations if the -I flag is not used. The format of Slot is Platform/ConnectorType dependent.

Examples

1. To identify a specific PCI hot plug slot, enter:

   drslot -i -c pci -s U0.1-P1-I3

   In this example, there is an LED associated with this slot. The system may display a message similar to the following:

   The visual indicator of the specified PCI slot has been set to the identify state. Press Enter to continue or enter x to exit.

   The LED for the slot specified by U0.1-P1-I3 flashes until you press the Enter key.

2. To add a hot pluggable Ethernet adapter to a hot plug slot without confirmation of the slot, enter:

   drslot -a -I -c pci -s U0.1-P1-I3

   No confirmation prompt is given for identifying the slot. There will be a confirmation prompt displayed when it is time to put the new adapter into the slot, and a message similar to the following displays:

   The visual indicator for the specified PCI slot has been set to the action state. Insert the PCI card into the identified slot, connect any devices to be configured, and press Enter to continue. Enter x to exit.

   After connecting the adapter, press Enter, and the slot is prepared.

3. To identify a particular PCI slot before replacing the scsi card in it, enter the following:

   drslot -R -c pci -s U0.2-P1-I3

   The system displays messages similar to the following:

   The visual indicator of the specified PCI slot has been set to the identify state. Press Enter to continue or enter x to exit.

   The LED for the PCI slot blinks to identify the slot. Pressing any key but the Enter key exits the command. Pressing Enter continues with this slot. If continuing, the LED for the PCI slot is changed to the action state and the system displays a message similar to the following:

   The visual indicator for the specified PCI slot has been set to the action state. Replace the PCI card in the identified slot, reconnect any devices to be configured, and press Enter to continue. Enter x to exit. Exiting now leaves the PCI slot in the removed state.

Files

/usr/sbin/drslot

Related Information

The lsslot command, rmdev command, the cfgmgr command.
For information about Hot Plug Management and PCI Hot Plug Support for PCI Adapters, see [PCI Hot Plug Management](#) in *AIX 5L Version 5.2 System Management Concepts: Operating System and Devices*.

For information about using PCI Hot Plug Support for PCI Adapters, see [Managing Hot Plug Connectors](#) in *AIX 5L Version 5.2 System Management Guide: Operating System and Devices*.

---

**ds_reg Command**

**Purpose**

Documentation Library Service registration tool.

**Syntax**

```
    ds_reg [-q] [-l] Locale ViewSet View
    ds_reg [-q] [-d] Locale ViewSet View ViewDefinitionFile
```

**Description**

By default, the `ds_reg` command registers the contents of a view definition file with the specified view in the given view set for the specified locale.

With the `-d` flag, the `ds_reg` command removes previously registered contents of a view definition file from the specified view in the given view set for the specified locale.

With the `-l` flag, the `ds_reg` command lists the specified view in the given view set for the specified locale.

**Flags**

- **-d**
  
  Unregisters the contents of the view definition file from the specified view in the given view set for the specified locale.

- **-l**
  
  Lists the contents of the specified view in the given view set and locale. No view definition file need be specified.

- **-q**
  
  Specifies the quiet option, causing the `ds_reg` to suppress the display of messages.

**Examples**

To register the contents of the view definition file `MyBook.vdf` into the view 'Books' of the 'Global' view set in the English (en_US) locale, enter:

```
ds_reg en_US Global Books MyBook.vdf
```

To remove the contents of the view definition file `MyBook.vdf` from the view 'Books' of the 'Global' view set in the English (en_US) locale, enter:

```
ds_reg -d en_US Global Books MyBook.vdf
```

To list the contents of the 'Books' view of the 'Global' view set in the English (en_US) locale, enter:

```
ds_reg -l en_US Global Books
```

**Files**

- `/usr/sbin/ds_reg`
- `/usr/docsearch/views/<locale>/<view set>/<view>.vdf`
- `/usr/lib/nls/msg/$LANG/docsearch.cat`

The `ds_reg` command

The view set registries

The Documentation Library message catalog
dscreen Command

Purpose
Starts the Dynamic Screen utility.

Syntax
dsreen [ -i InfoFile ] [ -t TermType ]

Description
The `dscreen` command starts the Dynamic Screen utility, which allows a single physical terminal to be connected to several virtual sessions, or screens, at one time.

If no flags are specified, the `dscreen` command reads the description for the terminal specified in the `TERM` environment variable from the file specified in the `DSINFO` environment variable. If the `DSINFO` environment variable is not specified, the terminal description is read from the `/etc/dsinfo` file. A terminal description typically contains the following configuration information:

- Keys used with the Dynamic Screen utility and their function
- Number of pages of screen memory the terminal has available
- Code sequences that must be sent or received to access and use Dynamic Screen features

Flags

- `-i InfoFile` Specifies the file that contains alternate key mappings for use with the Dynamic Screen utility. This option is useful when the originally defined Dynamic Screen keys conflict with one of your applications.

  If this flag is not specified, terminal configuration information is read from the file specified in the `DSINFO` environment variable, if set. Otherwise, information is read from the `/etc/dsinfo` file.

- `-t TermType` Identifies the terminal description to be read from the file containing the key mappings. This option is useful when the desired terminal type does not match the setting of the `TERM` environment variable.

Examples

1. To start the Dynamic Screen utility using key mapping defaults, enter:
   ```
   dscreen
   ```
   This sets the `DSINFO` and `TERM` environment variables as designated in the default `/etc/dsinfo` file.

2. To start the Dynamic Screen utility and specify a file that contains alternate key mappings and also identifies a terminal description to be read from the file, enter:
   ```
   dscreen -i myfile -t myterm
   ```
   This uses information from a user-created `dsinfo`-type file named `myinfo` to handle unusual key mapping needs. The `myinfo` file also contains a terminal definition named `myterm`.

3. To start the Dynamic Screen utility and specify an alternate terminal setup, enter:
   ```
   dscreen -t wy60-wp
   ```
This terminal definition (maintained in the `/etc/dsinfo` file) sets `dscreen` assigned key actions so they do not conflict with control key command sequences in the word processing application being used.

**Files**

`/etc/dsinfo` Contains the terminal descriptions for the Dynamic Screen utility.

**Related Information**


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**dsh Command**

**Purpose**

Concurrently issues remote shell commands to multiple hosts and formats results.

**Syntax**

```
dsh [−a][−c] [−i ] [−h][−m] [−q] [−v] [−s] [−z] [−S {csh|ksh}] [−L][−l login_name] [−n {[hostname[,hostname]] |−}] [−w {[hostname[,hostname]] |−}] [−N node_group [,node_group...]] [−o "remote_shell_options"] [−r remote_shell_path] [−f fanout_value] [−t timeout][command]
```

**Description**

The `dsh` command invokes commands on a set of nodes concurrently. It issues a remote shell command concurrently for each node that is specified and returns the output from all the nodes, formatted so command results from all nodes can be managed. `/bin/rsh` is the model for syntax and security.

The set of nodes to which commands are sent can be determined in two ways:

The preferred method is the **node list**. The node list is obtained from the first existence of one of the following:

1. A list of host names is specified on the command line when the `−n` flag is used. A list of node groups is specified on the command line when the `−N` flag is used.
2. The contents of a file named by the `DSH_LIST` environment variable. The node list file format is one host name per line. Blank lines and comment lines beginning with `#` are ignored.

Another method is called the **working collective**. The working collective is obtained from the first instance of one of the following:

1. A list of host names is specified on the command line when the `−w` flag is used. A list of node groups is specified on the command line when the `−N` flag is used.
2. The contents of a file named by the `WCOLL` environment variable. The working collective file format is one host name per line. Blank lines and comment lines beginning with `#` are ignored.

An error occurs if neither a node list or a working collective exists when this method is used, and no commands are issued.

If nodes are specified in more than one way, only the highest priority specification is used, as follows:

1. `−n` flag
2. `−w` flag
3. `DSH_LIST`
4. WCOLL

If the command parameter is not specified, dsh reads lines from the command line or standard input and issues each input as a command on each host in the node list or working collective. The commands use the syntax of the remote shell command.

To exit the dsh command line mode, enter exit on the command line or press the Enter key at the dsh prompt.

When commands are resolved on the remote node, the path used is determined by the DSH_PATH environment variable specified by the user. If DSH_PATH is not set, the path used is the remote shell default path. (For example, to set DSH_PATH to the path set on the source node, use DSH_PATH=$PATH).

dsh runs commands directly on the local host rather than using the remote shell unless the –l flag is used.

The maximum number of concurrent remote shell commands can be specified with the fanout –f flag or using the DSH_FANOUT environment variable. If desired, sequential invocation can be obtained by specifying a fanout value of 1. The fanout is kept at the fanout number that is specified. When one command is completed on a node, another command is started. If fanout is not specified by the DSH_FANOUT environment variable or by the –f flag, then a default fanout of 64 is used. Each remote shell command that dsh runs requires a reserved TCP/IP port, and only 512 such ports are available per node.

If the streaming mode is specified by the –s flag instead of the fanout mode, then output is returned from each node as the command is completed on that node, instead of waiting for the command to be completed on all nodes before the results are returned. This can improve performance but causes the output to be unsorted.

Exit values for the remote shell commands are displayed in messages from the dsh command if the exit values are nonzero. A nonzero return code from a remote shell indicates that the remote shell has encountered a problem. This is unrelated to the exit code of the remotely issued command. If a remote shell encounters a problem, that node is removed from the current node list. Use the –z flag to obtain the return code from the last command issued on the remote node. Note that OpenSSH behaves differently; it returns the exit status of the remote command as its exit status. This affects the behavior of dsh and may require the use of the –c flag.

The dsh exit value is 0 if no errors occurred in the dsh command and all remote shell commands finished with exit codes of 0. If internal errors occur or the remote shell commands do not complete successfully, the dsh exit value is greater than 0. The exit value is increased by 1 for each successive instance of an unsuccessful run.

No particular error recovery for command errors on remote hosts is provided. The application or user can examine the command results in the standard error and standard output of the dsh command and take appropriate action.

The dsh command waits until results are in for each command for all hosts and displays those results before reading more input commands. This is true only if the –s flag is not specified on the dsh command line.

The dsh command does not work with interactive commands, including those read from standard input.

The dsh command output consists of the output (standard error and standard output) of the remotely issued commands. The dsh standard output is the standard output of the remote shell command. The dsh
standard error is the standard error of the remote shell command. Each line is prefixed with the host name of the node which produced the output. The host name is followed by ":" and a line of the command output.

For example, a command was issued to a node list of host1, host2, and host3. When the command was issued on each of the hosts, the following lines were written by the remote commands:

For host1 stdout:
- h1out1
- h1out2

For host2 stdout:
- h2out1
- h2out2

For host3 stdout:
- h3out1

For host3 stderr:
- h3err1
- h3err2

dsh stdout will be
- host1: h1out1
- host1: h1out2
- host2: h2out1
- host2: h2out2
- host3: h3out1

dsh stderr will be
- host3: h3err1
- host3: h3err2

A filter to display identical outputs grouped by node is provided separately. See the dshbak command.

If a node is detected as being down (for example, a remote shell command issues a nonzero return code), subsequent commands are not sent to this node on this invocation of the dsh command unless the −c flag is specified.

An exclamation point (!) at the beginning of a command line causes the command to be passed directly to the local host in the current environment. The command is not sent to the node list.

Signal 2 (INT), Signal 3 (QUIT), and Signal 15 (TERM) are propagated to the remote commands.

Signal 19 (CONT), Signal 17 (STOP), and Signal 18 (TSTP) are defaulted. This means that the dsh command responds normally to these signals, but the signals do not have an effect on the remotely running commands. Other signals are caught by dsh and have their default effects on the dsh command. In the case of these other signals, all current child processes, and, by means of propagation, their remotely running commands, are terminated (SIGTERM).

Note: The DSH_REMOTE_CMD environment variable can be used to specify a remote shell other than the default rsh. For example, a secure remote command that conforms to the IETF (Internet Engineering Task Force) secure remote command protocol. Be aware, however of the following limitations:

1. The dsh itself has no security configuration or obligations. All security issues are related to the remote environment enabled by the user and the security configuration level that the user has implemented. For example, if the remote shell requires public keys, it is the responsibility of the user to implement this.

2. Use the fully qualified host name when you define a node for the remote shell. If the remote shell requires a list of nodes in its configuration, then the nodes must be defined by their fully

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qualified host names. This allows the dsh command to recognize the node. You can also use an alias to define a node. Aliases are permitted provided the fully qualified host name is also provided.

You can specify the remote shell you wish to use in the following ways. The order shown here is the order of precedence.

- `−r` flag
- `DSHREMOTE_CMD` environment variable
- CSM RemoteShell attribute.

If none of the above are specified, dsh defaults to rsh.

**Flags**

−a Adds all nodes defined to CSM to the node list.

−c Specifies that commands that were unsuccessful should continue to be sent to the remote nodes.

−f `fanout_value`
  Specifies a fanout value. The default value is 64. It indicates the maximum number of concurrent remote shell commands to issue. Sequential runs can be specified by indicating a fanout value of 1. The fanout value is taken from the `DSH_FANOUT` environment variable if the `-f` flag is not specified.

−h Writes the command's usage statement to standard output.

−i Informs the user that a node is not responding and prompts the user as to whether the node should be included in the node list.

−l `login_name`
  Specifies a remote user name under which to invoke the commands. If `-l` is not used, the remote user name is the same as the local user name. Use this flag as you would with the remote shell command.

−m Prints the results of monitoring for each node in the form of the starting and completion messages for each node.

−n `{ [hostname [,hostname...] ] | − }`
  Specifies a list of host names, separated by commas, to include in the node list. If `-n` is specified, you enter standard input mode. Standard input mode is indicated by a new line with no dsh prompt. Enter the host names one line at a time. When you are finished, press `<Ctrl+d>` to exit standard input mode and return to the dsh prompt. If `-n` is used, commands cannot be read from standard input.

  **Note:** Duplicate host names are included only once in the node list.

−N `node_group[, node_group...]`
  Resolves one or more CSM node groups, separated by commas, and adds the nodes to the node list or working collective.

−L Specifies to not export locale environment.

−o "remote_shell_options"
  Forwards options for the remote shell. The information within the quotation marks is forwarded and included in the remote shell.

−q Displays the current environment variable settings. For example, the list of nodes in the current node list or working collective file and the value of the `DSH_FANOUT` environment variable are displayed.
Note: This flag must exist on the dsh command line alone. It cannot be used in conjunction with any other dsh flag or with the command parameter.

−r remote_shell_path
   Provides the full path of the remote shell that is used to access the remote systems. The default remote shell is rsh.

−s
   Specifies the shell syntax to be used on the remote system.

−S { csh | ksh }
   Specifies the shell being used on the remote system. The default is the shell from which dsh is issued.

−t timeout
   Specifies the time, in seconds, to wait for response from the remote shell. Overrides the value of the DSH_TIMEOUT environment variable.

−v
   Verifies a node before adding it to the node list. If a node is not responding, it is not included in the node list. If the /opt/csm/bin/lsnode command is installed, then it can be used to check the ping status of the node. If the lsnode command is not installed or if the status returned is not zero, then the command /bin/ping can be used to check the node. The /bin/ping command takes a few seconds to check the node that is not responding, rather than the minute typically taken for the remote shell command to time out.

−w { [hostname [,hostname...]] | − }  
   Specifies a list of host names, separated by commas, to include in the working collective. If − is specified, you enter standard input mode. Standard input mode is indicated by a new line with no dsh prompt. Enter the host names one line at a time. When you are finished, press <Ctrl+d> to exit standard input mode and return to the dsh prompt. If −w − is used, commands cannot be read from standard input.

   Note: Duplicate host names are included only once in the working collective.

−z
   Prints the return code of the last command that was run remotely. The return code is appended at the end of the output for each node.

Parameters

command
   Specifies a command to invoke on the node list. It is passed to remote shell. This command is specified by using the remote shell command syntax.

Security

Security considerations are the same as for the rsh command.

Exit Status

0  The command has run successfully.
1  An error has occurred.

Environment Variables

DSH_PATH
   Sets the path that is used on the remote nodes. If DSH_PATH is not set, the default path for the remote shell is used. For example, DSH_PATH=$PATH sets the path on the remote node to the same path that is used on the source node.

DSH_REMOTE_CMD
   Specifies the path of the remote shell executable to use instead of the default.
**DSHREMOTE_OPTS**
Includes the options specified in the remote command when the command is forwarded to the remote nodes.

**DSHFANOUT**
Sets the maximum number of concurrent remote shell commands. This can also be set by the \ `-f` flag.

**DSH_LIST**
Specifies a file that contains definitions of the set of nodes that comprise the node list.

**DSH_TIMEOUT**
Specifies the time, in seconds, to wait for response from the remote shell. This can also be set with the \ `-t` flag.

**WCOLL**
Specifies a file that contains definitions of the set of nodes that comprise the working collective.

### Examples

1. To run the **ps** command on each host listed in the **dshhosts** file, enter:
   
   ```
   DSHLIST=./dshhosts dsh ps
   ```

2. To list the current node list file as specified by the **DSH_LIST** environment variable, enter:
   
   ```
   dsh -q
   ```

3. To set the node list to three nodes and start reading commands from standard input, enter:
   
   ```
   dsh -n otherhost1,otherhost2,otherhost3
   ```

4. To set the current node list to three nodes and issue a command on those nodes while formatting the output, enter:
   
   ```
   dsh -n host1,host2,host3 -a cat /etc/passwd | dshbak
   ```

5. To append the file **remotefile** on the node named **otherhost** to the file named **otherremotefile**, which is located on **otherhost**, enter:
   
   ```
   dsh -n otherhost cat remotefile '>>' otherremotefile
   ```

6. To run a file of commands sequentially on all the members of the current working collective and save the results in a file, including the collective and the working collective for each command, enter:
   
   ```
   dsh -if 1 <commands_file >results 2>&1
   ```

7. To run the **ps** command on the node list and filter results locally, enter:
   
   ```
   dsh ps -ef | grep root
   ```

8. To run the **ps** command and filter results on the node list hosts (this can improve performance considerably), enter:
   
   ```
   dsh 'ps -ef | grep root'
   ```
   
   or
   
   ```
   dsh ps -ef "|" grep root
   ```

9. To **cat** a file from **host1** to the local system, stripping off the preceding host name to preserve the file, enter:
   
   ```
   dsh -n host1 cat /etc/passwd | cut -d: -f2- | cut -c2- >myetcpasswd
   ```

10. To run the **needs_auth_program** with the \ `-D` flag specified on the remote shell on all of the nodes in the cluster, enter:
   
   ```
   ```
11. To enter a list of host names in standard input mode by specifying \texttt{-n} and then request the date from the specified nodes, enter:

\texttt{dsh -n -}

When you complete the list of host names, press \texttt{<Ctrl+d>} to return to the \texttt{dsh} prompt. At the \texttt{dsh} prompt, specify:

\texttt{date}

Output will be similar to the following:

\texttt{# dsh -n -}
\texttt{host1}
\texttt{host2}
\texttt{host3}
\texttt{dsh> date}
\texttt{host1: Fri Mar 23 08:46:59 EST 2001}
\texttt{host2: Fri Mar 23 08:46:59 EST 2001}
\texttt{host3: Fri Mar 23 08:46:59 EST 2001}
\texttt{dsh> exit}
\texttt{#}

\textbf{Files}

\texttt{/opt/csm/bin/definenode} \hspace{1cm} Location of the \texttt{definenode} command.

\texttt{/opt/csm/install/nodedef.sample} \hspace{1cm} Location of the sample node definition file.

\textbf{Prerequisite Information}

\texttt{/opt/csm/bin/dshbak} \hspace{1cm} Location of the command that is supplied as the back-end formatting filter.

\textbf{node list file} \hspace{1cm} File that contains host names, one per line, that defines a set of nodes which comprise the node list. This file is specified by the \texttt{DSH\_LIST} environment variable.

\textbf{working collective file} \hspace{1cm} File that contains host names, one per line, that defines a working collective. This file is specified by the \texttt{WCOLL} environment variable.

\textbf{Related Information}

- The \texttt{rsh} command.
- The \textit{IBM CSM for AIX 5L: Administration Guide}.

\textbf{dslpaccept Command}

\textbf{Purpose}

Accept print queue requests for directory-enabled System V print systems.

\textbf{Syntax}

\texttt{dslpaccept PrintQueueName}
Description

The `dslpaccept` and `dslpreject` commands are used to set a print queue so that it will accept or reject print requests being queued for it. Unlike the `accept` and `reject` commands, the directory-enabled commands can control remote print systems, so long as they are directory-enabled. This is because they write directly to the print queue object on the directory server.

The user of this command must be directory-enabled and have permissions set for write, modify, search and read on the directory, in the directory context in which the user is administrator.

Parameters

`PrintQueueName`  
The `PrintQueueName` parameter is the RDN of the print queue object. Multiple print queue names may be specified in a comma-separated list.

Exit Status

0  Indicates success.
1  Indicates invalid options.
2  Indicates that the specified print queue is unknown.
3  Indicates that this user does not have modify permissions.
4  Indicates that an invalid RDN was supplied.
5  Indicates that the value is already set.
6  Indicates that the command is unable to contact the directory service.
7  Indicates any other error.

Examples

1. To set the print queue “hpcolor” to accept requests:

   ```
   dslpaccept hpcolor
   ```

Related Information

The `dlsipaccess` command, `dlsipadmin` command, `dlsipdisable` command, `dlsipenable` command, `dlsipprotocol` command, `dlsireject` command, `dlsipsearch` command, `lpstat` command.

`dlsipaccess` Command

Purpose

Allow or deny non-directory enabled users and systems access to a print queue for a System V print subsystem.

Syntax

```
 dlsipaccess [-a] QueueName [-d] AllowList [-d] DenyList
```

Description

The `dlsipaccess` command either allows or denies users and systems access to a directory-enabled print queue. It is modeled on the `lpadmin` command's `-u` option.
Allow and deny lists consist of a comma-separated list of entries, each of which may specify a login ID, or a system name and login ID, as follows:

\[[\text{LoginID}|\text{System!LoginID}], [\text{LoginID}|\text{System!Login-ID}]], ...\]

*LoginID* or *System*, or both, can be set to the wildcard *all*, allowing or denying all appropriate entries. Use *all* with care. When the *all* entry is added to one list, all non-*all* entries are removed from the other list, for the appropriate value of *LoginID* or *System*. The default for *System* is the local host.

The user of this command must be directory-enabled and have permissions set for write, modify, search and read on the directory, in the directory context in which they are administrator.

### Flags

- **-a AllowList**
  - Specifies a list of users to add to the allow list. If present, these are deleted from the deny list. This option can not be used with the **-d** option.

- **-d DenyList**
  - Specifies a list of users to add to the deny list. If present, these are deleted from the allow list. This option can not be used with the **-a** option.

- **-q QueueName**
  - The queue-name parameter is the RDN of the print queue. If the print queue name does not exist in the directory context, the command fails.

### Exit Status

- **0** Indicates success.
- **1** Indicates invalid options.
- **2** Indicates that the specified print queue is unknown.
- **3** Indicates that the user does not have appropriate access control permissions.
- **4** Indicates that an invalid RDN was supplied.
- **5** Indicates that the value is already set.
- **6** Indicates any other error.

### Examples

1. The following grants user fredb access to print queue printq1 on host systemX:
   
   ```bash
dslpaccess -q printq1 -a systemX!fredb
   ```

2. The following denies access to print queue printq1 to user tomt for all hosts:
   
   ```bash
dslpaccess -q printq1 -d all!tomt
   ```

### Related Information

The [dslpaccept](#) command, [dslpadmin](#) command, [dslpdisable](#) command, [dslpenable](#) command, [dslpprotocol](#) command, [dsreject](#) command, [dslpsearch](#) command, [lpstat](#) command.

### dslpadmin Command

#### Purpose

Configure directory-enabled print service for a System V print subsystem.
Syntax

dslpadmin [-q PrintQueueName [-D QueueDescription] [-n LocalQueueName]] [-o banner | nobanner] [-A mail | none] [-F FaultRecovery] [[-P PhysicalPrinterName]] [[-s NetworkEntityName]]

PhysicalPrinterName [-T PrinterType] [-l Location] [-L PDLList] [-q PrintQueueName] [-P PhysicalPrinterName] [-I ContentType] [-i InterfaceScript] [-m [Standard | PS]] [-o PrintOptions] [-q PrintQueueName] [-s NetworkEntityName] [-a PrintSystemDNSName] [-t BSD | HPNP]

dslpadmin [-q PrintQueueName] [-u PhysicalPrinterName] [-U ObjectRDN]

dslpadmin [-x PrintQueueName] [-X PhysicalPrinterName] [-r NetworkEntityName]

dslpadmin [-h]

Description

The dslpadmin command is used to perform the following functions in order to configure a directory-enabled print service:

- Add print queues and physical printers to the system.
- Modify print queues and physical printers.
- Remove print queues and physical printers from the system.
- Add and delete network entity objects for networked printers.

The dslpadmin command provides directory-aware versions of the functionality supplied by lpadmin (which is not directory-aware), and continues to use the traditional "flat file" configuration system. Note that where both systems are in use, the printer subsystem employs information found in the directory first. It is the responsibility of the administrator to ensure that naming conflicts do not arise between the two configuration systems.

The directory-enabled commands use Relative Distinguished Names (RDNs), rather than Distinguished Names (DNs). For example, to create a directory-enabled queue with a DN of "cn=test,ou=printq,ou=print,cn=aixdata", only the RDN "test" is to be used for the PrintQueueName.

When configuring a print queue where the administrator is not on the system that is to host the print queue, the InterfaceScript parameter of -i and the PrinterType parameter of -T are not checked. This is because the remote system cannot be accessed in order to do the checks. It is therefore the administrator's responsibility to ensure that the specified InterfaceScript and PrinterType exist on the remote hosting system.

A command line can contain any combinations of the -q , -P and -s flags, or any combination of the -x, -X and -r flags, but only one of each flag. When multiple directory objects are simultaneously created or modified, appropriate links are set up between the three object types (printers, print queues and network entities).
Flags

-a PrinterSystemDNSName | PrinterSystemAddress

Associates a DNS name or network address with the system. If the argument given can be interpreted as an IPv4 or IPv6 address, it is an address, if not it is assumed to be a DNS name. The -a flag causes the network entity object specified by -s to be modified, or else created if it does not already exist. The administrator should ensure that network entity objects are given unique names, so as to avoid modifying existing UNIX system objects instead of adding new print system objects. This flag requires the -s flag.

-A [ mail | none ]

Instructs the print system to generate a mail message if a print request fails. The mail is sent to the owner of the physical printer, or to the root user of the system hosting the print queue, if the printer has no owner or the user has no mail address. The default is none. This flag requires the -q flag.

-D QueueDescription

Defines a description comment for the print queue object specified with the -q flag. This description is displayed whenever a user asks for a full description of a print queue using the lpstat command. Strings containing whitespace should be double quoted. This flag requires the -q flag.

-F FaultRecovery

Defines the print queue’s fault recovery mode. This flag specifies the recovery to be used if the printer on a print queue fails while printing a print request. The value of FaultRecovery can be any of the following:

  continue
  Continue printing on the top of the page where printing stopped. This requires a filter to wait for the fault to clear before automatically continuing.

  beginning
  Start printing the request again from the beginning.

  wait
  Disable printing on PhysicalPrinterName and wait for the administrator or a user to enable printing again.

  During the wait the administrator or the user who submitted the stopped print request can issue a change request that specifies where printing should resume. If no change request is made before printing is enabled, printing resumes at the top of the page where it stopped, if the filter allows; otherwise, the request is printed from the beginning.

The default value of FaultRecovery is beginning. This flag requires the -q flag.

-h

Displays a brief help screen.

-i InterfaceScript

Pathname for the printer’s InterfaceScript when accessed through the specified print queue. This flag is not valid if the -P flag has not been specified. The interface scripts are usually supplied by the user. This flag cannot be used when -m has also been specified. This flag requires both the -q and the -P flags.
-I ContentType[, ContentType, ...] Specifies the print queue’s content types. Allows the print queue to handle print requests with the content types in the list. If the list contains more than one ContentType, the ContentType parameters must be separated by commas. See the lpadmin manual page for a full description of the format. This also requires the -P flag and the -q flag.

-1 Location Defines the printer’s location. This is a string identifying where a printer is physically located, for example “Building X, Room 6”. It can be searched on by the dslpsearch command. Once set, this value can only be overwritten, not removed. This flag requires the -P flag.

-L PDL[, PDL, ...] Specifies the list of Page Description Languages (PDLs) supported by the printer. This is used to advertise any PDL the printer supports, and can be searched on, using the dslpsearch command. The AUTOSW, PCL, PCLXL, POSTSCRIPT, TEXT, ESCP, PJL, SIMPLE, and OTHER PDLs are supported. If the -L flag is used to modify an existing physical printer object, the list replaces the existing list. This flag requires the -P flag.

-m [ standard | PS ] Model interface program for the printer when accessed through the specified print queue. It selects the model interface script to be used by the print queue. When a physical printer object is being created, and neither the -m nor the -i flag has been specified, the default is standard. This flag cannot be used when -i has also been specified. This flag requires both the -q and the -P flags.

-n LocalQueueName Defines the local name of a print queue. This name normally only differs from the queue’s RDN when the queue is on a non-directory-enabled host. It is used by incoming remote network connections to identify the print queue on the receiving system. The default value is the print queue’s RDN. This flag requires the -q flag.

-o [ banner | nobanner ] Defines if a banner page will always be produced by this print queue. The default value, banner, forces a banner page to be printed for all print requests, whereas nobanner allows the user to submit a print job specifying that no banner page is to be printed. This flag requires the -q flag.

-o PrintOption=Value[, ...] Specifies values for print options. See the lpadmin documentation for a detailed description of the print options available with the -o flag. This flag requires both the -q and the -P flags.

-P PhysicalPrinterName Create or modify a physical printer object. The PhysicalPrinterName argument specifies the RDN of a printer object. If the object does not already exist, dslpadmin creates it.

-q PrintQueueName dslpadmin Creates or modifies a print queue object. The PrintQueueName argument specifies the RDN of a print queue object. When adding a new print queue, you must specify the -s and -P flags so the command knows the NetworkEntityName and PhysicalPrinterName for the print queue being added. If the print queue object does not exist, dslpadmin creates it.

A command line can contain any combinations of the -q, -P and -s flags, or any combination of the -x, -X and -r flags, but only one of each flag. When multiple directory objects are simultaneously created or modified, appropriate links are set up between the three object types (printers, print queues and network entities).
-r NetworkEntityName
Delete the network entity system object. Care needs to be taken not to delete a non-printer system object. It is the responsibility of the administrator to ensure that the correct object is deleted.

-s NetworkEntityName
Specifies the network entity system object that hosts the print queue. If -a is also given, the object is created or modified. The NetworkEntityName argument specifies the RDN of an object in the current directory context. The network entity object defines the network address that remote clients need to use to access the print queue.

-t [ BSD | HPNP ]
Defines the print protocol used by this “networked printer” print queue. Retry and timeout values are set to their default values for a networked printer. To change these values, the dslpprotocol command should be used. Note that this flag should only be used for networked printers supporting the BSD or HPNP protocol. This flag requires the -q flag.

-T PrinterType[, PrinterType, ...]
List of printer types. It identifies the printer as being one of one or more printer types, for example “hplaserjet”. See the lpadmin manual page for details. This flag requires the -P flag.

-u PhysicalPrinterName
Unlinks the named physical printer from the print queue (specified with the -q flag) without deleting its object. This flag requires the -q flag.

-U ObjectRDN
Unlinks either the physical printer or the print queue object (specified by ObjectRDN) from the print queue (specified with the -q flag), without deleting its object. This flag requires the -q flag.

-x PrintQueueName
Delete a print queue object.

-X PhysicalPrinterName
Delete a physical printer object.

Exit Status
0 Indicates success
255 (or -1) Indicates an error in configuration. Error messages are displayed to explain the error or failure.

Examples
The following examples illustrate use of the dslpadmin command, when the user is logged on to a directory-enabled UNIX system.

1. The following adds an HP LaserJet network printer that uses the BSD remote print protocol, with a print queue RDN of "denlj5n", and a physical printer RDN of "denplj5n". It gives the print queue a description of “HP JetDirect (PostScript)”, the printer type “PS-b”, and the model interface script as “PS”. The printer has a network address of "p_hplj.ibm.com":

```
dslpadmin -q denlj5n -P denplj5n -T PS-b -D "HP JetDirect (Postscript)" -I PS -m PS -A mail -o nobanner -s denslj5n -a p_hplj.ibm.com -t BSD
```

The print system will allow print requests of content type PS for this print queue, and allow disabling of banner pages.

2. The following adds an HP LaserJet PostScript network printer, using the HPNP remote print protocol, with a print queue RDN of "dehpnp", and a physical printer RDN of "dephpnp". It gives the print queue a description of “HPNP (PCL)”, the printer type “hplaserjet”, and the model interface script as “standard”. The printer has a network address of "p_hplj.ibm.com":

```
dslpadmin -q dehpnp -P dephpnp -T hplaserjet -D "HPNP (PCL)" -I pcl -m standard -A mail -s deshpnp -a p_hplj.ibm.com -t HPNP
```

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The print system will allow print requests of content type PCL for this print queue, and reject requests if no banner page is requested. If a printer fault occurs, the print system will mail the owner of the printer.

3. The following deletes an HP LaserJet PostScript printer:
   
ds1padmin -x delj5n  -X deplj5n
4. The following deletes an HPNP printer:
   
ds1padmin -x dehpnp  -X dephpnp  -r deshpnp

Related Information

The cancel command, dslpaccept command, dslpaccess command, dslpenable command, dslpprotocol command, dslpssearch command, ip command, ipadmin command, lpstat command.

dslpdisable Command

Purpose
Disable print queue requests for a System V print subsystem.

Syntax

dslpdisable [ -r Reason ] PrintQueueName

Description

The dslpenable and dslpdisable commands are used to enable or disable a print queue from processing print requests that have been queued for it. Unlike the enable and disable commands, the directory-enabled commands can control remote print systems, so long as they are directory-enabled. This is because they write directly to the print queue object on the directory server.

Flags

- Assign the reason for disabling the print queue. Strings containing whitespace should be double quoted.

  - Reason is a string that is displayed by the lpstat command. No default reason is set when one is not specified.

Parameters

PrintQueueName

  The PrintQueueName parameter is the RDN of the print queue. This could be a list of print queues. If the print queue name does not exist in the directory context, the command fails.

Exit Status

0    Indicates success.
1    Indicates invalid options.
2    Indicates that the specified print queue is unknown.
3    Indicates that this user does not have modify permissions.
4    Indicates that an invalid RDN was supplied.
Indicates that the value is already set.
Indicates that the command is unable to contact the directory service
Indicates any other error.

Examples
1. To disable print queue "printer1", specifying the reason "routine maintenance", enter the following:
   `dslpddisable -r "routine maintenance" printer1`

Related Information
The `dslpaccept` command, `dslpaccess` command, `dslpadmin` command, `dslpenable` command, `dslpprotocol` command, `dsreject` command, `dslpsearch` command, `lpstat` command.

**dslpenable Command**

**Purpose**
Enable print queue requests for a System V print subsystem.

**Syntax**
`dslpenable PrintQueueName`

**Description**
The `dslpenable` and `dslpdisable` commands are used to enable or disable a print queue from processing print requests that have been queued for it. Unlike the `enable` and `disable` commands, the directory-enabled commands can control remote print systems, so long as they are directory-enabled. This is because they write directly to the print queue object on the directory server.

**Parameters**

`PrintQueueName`

The `PrintQueueName` parameter is the RDN of the print queue. This could be a list of print queues. If the print queue name does not exist in the directory context, the command fails.

**Subcommands**

**Exit Status**
0 Indicates success.
1 Indicates invalid options.
2 Indicates that the specified print queue is unknown.
3 Indicates that this user does not have modify permissions.
4 Indicates that an invalid RDN was supplied.
5 Indicates that the value is already set.
6 Indicates that the command is unable to contact the directory service
7 Indicates any other error.
Examples

1. To enable print queue "hpcolor", enter the following:
   
   dslpenable hpcolor

Related Information

The dslpaccept command, dslpaccess command, dslpadmin command, dslpdisable command, dslpprotocol command, dslreject command, dslpsearch command, lpstat command.

.dslpprotocol Command

Purpose

Configure the remote print protocol of print queue for a System V print subsystem.

Syntax

.dslpprotocol [-t RemoteProtocol [-T TimeOut] [-R Retry] [-r] PrintQueueName]

.dslpprotocol [-l] [-S PrintQueueName]

Description

The dslpprotocol command is used to configure the "remote print protocol" that a remote print client can use when sending print requests to a print queue.

In directory-enabled printing, to print to a remote print queue, the client must first get the remote print protocol it can use. This is obtained from the print queue object in the directory. This can be one or both of BSD and HPNP. Where more than one protocol is configured for a print queue, the UNIX print system uses the first value it reads, so a queue will normally only have a single protocol configured.

The PrintQueueName parameter is the Relative Distinguished Name (RDN) of the print queue. If the value assigned to PrintQueueName does not exist, the command fails.

The user of this command must be directory-enabled and have permissions set for write, modify, search and read on the directory, in the directory context in which they are administrator.

Flags

-1

Print out a description of the remote print protocol parameters associated with the print queue.

-t RemoteProtocol

Specifies the remote print protocol that can be used when sending print requests to this print queue. The protocol type values supported are bsd and hpnp. The default value is bsd.

-T TimeOut

Set the network connection timeout value for the specified protocol, that is, the time a network connection should stay alive in an idle condition before disconnection. The value n can also be specified in order to disable timing out. The value 0 causes the connection to be dropped as soon as it becomes idle. The default value is 10 minutes, and there is no practical upper limit. See the lpsystem manual page for a full definition of the -T option.

-r

This option is used to remove a specified protocol from the print queue object. This option requires that the -t option also be specified.
-R Retry

Set the network connection retry time for the specified protocol, that is, the time in minutes to wait before trying to re-establish the network connection after a failure. The default value is 2 minutes. A value of 0 causes the connection to be retried immediately. Note that this value must be shorter than the timeout value specified using the -T option. The value n can also be specified in order to prevent dropped connections being retried when no work is available. There is no practical upper limit on the value. For "networked printers", the retry time should be set to 0. See the lpsystem manual page for a full definition of the -R option.

-S

Used with the -I option to display the print queue’s protocol setup in a simple format.

Parameters

PrintQueueName

The PrintQueueName parameter is the Relative Distinguished Name (RDN) of the print queue. If the value assigned to PrintQueueName does not exist, the command fails.

Exit Status

0 Indicates success.
1 Indicates invalid options.
2 Indicates that the specified print queue is unknown.
3 Indicates that this user does not have modify permissions.
4 Indicates that an invalid RDN was supplied.
5 Indicates that the value is already set.
6 Indicates any other error.

Examples

1. To set print queue "printq1" to allow the BSD remote print protocol, enter the following:
   dslpprotocol -t BSD printq1
2. To remove the BSD protocol from print queue "hpcolor", enter the following:
   dslpprotocol -r -t BSD hpcolor

Related Information

The dslpaccept command, dslpaccess command, dslpadmin command, dslpenable command, dslpdisble command, dslpreject command, dslpscan command, lpsystem command.

dslpreject Command

Purpose

Reject print queue requests for directory-enabled System V print systems.

Syntax

dslpreject [-R Reason ] PrintQueueName
The `dslpaccept` and `dslpreject` commands are used to set a print queue so that it will accept or reject print requests being queued for it. Unlike the `accept` and `reject` commands, the directory-enabled commands can control remote print systems, so long as they are directory-enabled. This is because they write directly to the print queue object on the directory server. Print requests that are already queued are not affected by the `dslpreject` command.

The user of this command must be directory-enabled and have permissions set for write, modify, search and read on the directory, in the directory context in which the user is administrator.

### Flags

- `-r Reason`
  Assigns a reason for the rejection. Strings containing whitespace should be within double quotes. `Reason` is a string that is displayed by the `lpstat` command. No default reason is set when one is not specified.

### Parameters

- `PrintQueueName`
  The `PrintQueueName` parameter is the RDN of the print queue object. Multiple print queue names may be specified in a comma-separated list.

### Exit Status

- **0** Indicates success.
- **1** Indicates invalid options.
- **2** Indicates that the specified print queue is unknown.
- **3** Indicates that this user does not have modify permissions.
- **4** Indicates that an invalid RDN was supplied.
- **5** Indicates that the value is already set.
- **6** Indicates that the command is unable to contact the directory service.
- **7** Indicates any other error.

### Examples

1. To set a print queue to reject requests and specify the reason that there is no toner, enter the following:
   
   ```
   dslpreject -r "no toner" printer1
   ```

### Related Information

- The `dslpaccept` command
- `dslpaccess` command
- `dslpadmin` command
- `dslpdisable` command
- `dlspendable` command
- `dslpprotocol` command
- `dslpsearch` command
- `lpstat` command

---

### dslpsearch Command

**Purpose**

Search directory for print system objects on a System V print subsystem.
Syntax

dslpsearch [ ] [ -P ] [ -o SearchOptions ]

Description

The dslpsearch command allows users and administrators to search the directory for print system objects. For example, a user could search for any printer that can print color PostScript files. The main use of this command will be to search for print queues that match the search string.

The dslpsearch command returns the Distinguished Name (DN) of any objects that match the search string. However, the Relative Distinguished Name (RDN) is required for use in the other directory-enabled commands. For example, if the DN "cn=testqueue,ou=printq,ou=print,cn=aixdata" is returned by the dslpsearch command, only the RDN "testqueue" is used to refer to the print queue.

Flags

- q
  Search for print queues that match the search options. The search is done on the physical printer objects but the print queues that service those printers are displayed. This is the default search type. The -q option cannot be specified with -P.

- p
  This option is used with the -q option, and causes a list of physical printers servicing the print queue also to be displayed.

- P
  Search for physical printers that match the search string. The -P option cannot be specified with -q.

- o SearchOptions

Flags may form a comma-separated list. Each option may be constructed from the following:

- one or more of the following Page Description Languages (PDLs): AUTOSW, PCL, PCLXL, POSTSCRIPT, TEXT, ESCP, PJL, SIMPLE, OTHER
- any of the following printer facilities: COLOR, DUPLEX, TRAYS, FINISH
- one or more physical printer locations, specified by location=xxxxxxxx or location='aaaa bbbbb'
- The string value defined by location= is searched on with wildcards placed at both ends of the string, so location=Room1 would find any printer with "Room1" in its location, such as "Building X, Room1, Bay6". The string value can also have wildcards (*) embedded in it, for example location="Building X*Bay6". Multiple location values are OR'd in the search.
- The following are valid command lines containing search strings:
  dslpsearch -q -o PCL,ESCP,location=room2,COLOR
  dslpsearch -q -p -o "PS, location='Building 1, Room1', DUPLEX"

Exit Status

0 Indicates success.
1 Indicates invalid options.
2 Indicates that the search on the directory tree failed.
Indicates invalid directory context.
Indicates the command is unable to contact the directory service.

Examples
1. The following command line searches for any print queues that match the search options:
   dslpsearch -q -o search-options
2. The following searches for any physical printers that match the search options:
   dslpsearch -P -o search-options

Related Information
The `dsqlaccept` command, `dsqlaccess` command, `dsqladmin` command, `dsqldisable` command, `dsqlenable` command, `dsqlprotocol` command, `dsqlreject` command, `lpstat` command.

dspcat Command

Purpose
Displays all or part of a message catalog.

Syntax

To Display Messages in a Catalog

dspcat CatalogName [ SetNumber [ MessageNumber ] ]

To Format Output for the gencat Command

dspcat -g CatalogName [ SetNumber ]

Description
The `dspcat` command displays a particular message, all the messages in a set, or all the messages in a catalog. The `dspcat` command directs the messages to standard output.

Note: The `dspcat` command looks for the catalog files under the `NLSPATH` if the `LC_FASTMSG` is set to False in C or POSIX locale environment.

`LC_FASTMSG` specifies that default messages are used for the C and POSIX locales and that `NLSPATH` is ignored when `LC_FASTMSG` is set to True.

The default value for `LC_FASTMSG` will be True in `/etc/environment`.

The `CatalogName` parameter specifies a message catalog. The `SetNumber` parameter specifies a set in the catalog specified by the `CatalogName` parameter. The `MessageNumber` parameter specifies a particular message in the set specified by the `SetNumber` parameter. If you include all three parameters, the `dspcat` command displays the specified message. If you do not include the `MessageNumber` parameter, the `dspcat` command displays all the messages in the set. If you specify a nonexistent value for the `SetNumber` or `MessageNumber` parameter, the `dspcat` command displays an error message and returns a nonzero return value. If you specify only the `CatalogName` parameter, the `dspcat` command displays all the messages in the catalog. You must include the `SetNumber` parameter if you include the `MessageNumber` parameter.

The `dspcat` command uses the `NLSPATH` environment variable and the `LC_MESSAGES` category to find the specified message catalog if you do not use / (slash) characters in the value of the `CatalogName` parameter.
Flags

-g  Formats output to be used as input to the gencat command. The MessageNumber parameter is not valid when you use the -g flag.

Examples

To display message number 2 in set number 1 of the test.cat file, enter:

dspcat test.cat 1 2

Files

/usr/bin/dspcat  Contains the dspcat command.

Related Information

The dspmsg command, gencat command, mkcatdefs command, runcat command.

The catclose subroutine, catgets subroutine, catopen subroutine.

For more information about the Message Facility, see Message Facility in AIX 5L Version 5.2 National Language Support Guide and Reference.

dspmsg Command

Purpose

Displays a selected message from a message catalog.

Syntax

dspmsg [ -s SetNumber ] CatalogName MessageNumber [ 'DefaultMessage' [ Arguments ] ]

Description

The dspmsg command displays either the text of a particular message from a message catalog generated with the gencat command or, if the message cannot be retrieved, a default message supplied as a parameter to the command. The dspmsg command directs the message to standard output. This command is intended for use in shell scripts as a replacement for the echo command.

Note:  The dspmsg command looks for the catalog files under the NLSPATH if the LC_FASTMSG is set to False in C or POSIX locale environment.

  LC_FASTMSG specifies that default messages are used for the C and POSIX locales and that NLSPATH is ignored when LC_FASTMSG is set to True.

  The default value for LC_FASTMSG will be True in /etc/environment.

The NLSPATH environment variable and the LC_MESSAGES category are used to find the specified message catalog if no / (slash) characters are used in the value of the CatalogName parameter. If the catalog named by the CatalogName parameter is not found or if the message named by the MessageNumber parameter (and optional SetNumber value) is not found, then the supplied DefaultMessage value is displayed. If a DefaultMessage value is not specified, a system-generated error message is displayed.
The `dspmsg` command allows up to ten string arguments to be substituted into the message if it contains the `%s`, `%n$s`, `%ld`, or `%n$ld` printf subroutine conversion specification. Missing arguments for conversion specifications result in a `dspmsg` error message. Normal printf subroutine control character escapes (for example, \n) are recognized.

The use of printf subroutine format strings is recommended in the catalog. This format provides for correct insertion of arguments even if the format strings in the message are in a different order than the default message. You must enclose the default message in single quotation marks if using the `%n$s` notation for message inserts.

**Flags**

- `-s SetNumber` Specifies an optional set number. The default value for the `SetNumber` variable is 1.

**Examples**

To display set number 1, message number 2 of the `test.cat` catalog, enter:

```
dspmsg -s 1 test.cat 2 'message %s not found' 2
```

If the message is not found, message 2 not found is displayed.

**Files**

`/usr/bin/dspmsg` Contains the `dspmsg` command.

**Related Information**

The `dspcat` command, `gencat` command, `mkcatdefs` command, `runcat` command.

The `catclose` subroutine, `catgets` subroutine, `catopen` subroutine.

For more information about the Message Facility, see `Message Facility` in *AIX 5L Version 5.2 National Language Support Guide and Reference*.

---

**dtappintegrate Command**

**Purpose**

The Common Desktop Environment application integration tool.

**Syntax**

```
dtappintegrate -s ApplicationRoot [ -t TargetPath ] [-l Language ] [ -u ]
```

**Description**

The `dtappintegrate` command links the application CDE configuration files from application-specific locations to system locations and updates the system’s Browser help volumes for the languages affected. The `dtappintegrate` command is used during the installation process of an application. The application installation script should invoke the `dtappintegrate` command at the end.

There are four key subdirectories under the application root (referred to as `SAPP_ROOT`) dictated by CDE policy. The directories are:

```
$SAPP_ROOT/dt/appconfig/types/Language For filetype, Front Panel, and action files.
$SAPP_ROOT/dt/appconfig/appmanager/Language For application group files.
```
For icons used by the CDE managers.

For application help. For example, the default-language application `SpreadSheet` would load its desktop icons under: `/opt/SpreadSheet/dt/appconfig/icons/C/*.bm` and `/opt/SpreadSheet/dt/appconfig/icons/C/*.pm`, where `/opt/SpreadSheet` is the value of `$APP_ROOT`.

**Note:** `$APP_ROOT` is a syntactical convention of this document and is not used by the runtime environment.) All of these CDE configuration files and subdirectories are placed under a common top and should always include the default language subdirectory C.

In the simplest case, the command takes as input the application root, for example, `/opt/thisapp`. The outputs from this operation are corresponding subdirectories and files on the application server that contain relative symbolic links to the applications CDE configuration files described above, under the following system locations:

```
/etc/dt/appconfig
```

Top-level application configuration subdirectory, consists of following subdirectories:

```
/etc/dt/appconfig/types/Language
```

Contains the `*.dt` and any `*.fp` links.

```
/etc/dt/appconfig/appmanager/Language
```

Contains links to the application group subdirectory and the action script files to appear as actions under the Application Manager.

```
/etc/dt/appconfig/help/Language
```

Contains symbolic links to the help files installed under the application's root.

```
/etc/dt/appconfig/icons/Language
```

Contains symbolic links to the CDE icons for the application.

### Flags

- `-s ApplicationRoot`
  
  Integrates the application located at `ApplicationRoot`. This flag is required.

- `-t TargetPath`
  
  Links the application CDE configuration files from the application-specific location to `TargetPath` rather than to the system locations. This flag is optional.

  If the `-t` flag is supplied, the files are linked under the specified subdirectory. For example, specifying `-t /etc/dt/private` would cause the application help files to be symbolically linked under `/etc/dt/private/help/Language`. This flag is typically used only by system administrators who want to create separate applications and not by the application post-installation script. By default (with no `-t` specified), the application subdirectory root is global to the application host. All applications installed on the host will have their configuration files copied to the same place for merging with other application configuration files.

- `-l Language`

  Specifies the language to integrate. Basically, this flag indicates the directories under which to find the application CDE configuration files. If this parameter is not specified, all languages will be integrated. This parameter is optional.

- `-u`

  Integration of application is canceled. This flag is optional.

### dtscript Command

#### Purpose

Builds simple dialogs used in the X Window System environment.
Syntax

dtscript [-xrm options] [-dir Path] [-file FileName] [-workspace WorkspaceName]

Note: The -xrm options must be specified, if used, before any other flag.

Description

Desktop Script supports a subset of Motif widgets you drag and drop from the palette into your dialog. You can move or resize any widget in a dialog. You can also edit widget properties using the specialized editors provided.

You can enter callbacks to give widgets desired behavior. When a dialog is complete, Desktop Script generates dtksh code for it.

Flags

- **-dir Path**
  Sets Desktop Script's current directory shown in the File Select dialog to Path.

- **-file FileName**
  Loads an existing dialog called: FileName. The FileName argument can be an absolute path name, a path name relative to the current directory, or a path name relative to the -dir value.

- **-workspace WorkspaceName**
  Loads Desktop Script into the corresponding CDE workspace.

- **-xrm options**
  Enables you to enter any of the specifications (options) that you would otherwise put into a resource file.

Examples

To invoke the Desktop Script from a window, enter:

dtscript

Files

/usr/dt/bin/dtscript

Contains the dtscript command.

---

**dtterm Command**

**Purpose**

Provides runtime support of legacy applications.

**Syntax**

dtterm [Flags...]

**Description**

The dtterm client provides runtime support of legacy applications written for ANSI X3.64-1979 and ISO 6429:1992(E) conformant character terminals.

**Flags**

Note: The dtterm terminal emulator accepts all of the standard X Toolkit command line flags along with additional flags, all of which are listed below (if the flag begins with a + instead of a -, the flag is restored to its default value):
Causes the DECCOLM escape sequence to be recognized, and the dtterm window will resize appropriately. Normally the DECCOLM escape sequence that switches between 80 and 132 column mode is ignored. Associated resource: \texttt{-c132}.

\texttt{+132} causes the DECCOLM escape sequence to be ignored. This is the default behavior. Associated resource: \texttt{+c132}.

\texttt{-aw} indicates that auto-wraparound should be allowed. This allows the cursor to automatically wrap to the beginning of the next line when it is at the right-most position of a line and text is output. This is the default behavior. Associated resource: \texttt{autoWrap}.

\texttt{+aw} indicates that auto-wraparound should not be allowed. Associated resource: \texttt{autoWrap}.

\texttt{-background \textit{background\_color}} specifies the background of the terminal window as well as the default background used for the scroll bar and the X11 pointer cursor. Under CDE, this flag defaults to the primary colorset select pixel or background pixel, see \texttt{-bs}. Without CDE, this flag defaults to "background/*Background with an ultimate fallback color of black. \textit{background\_color} describes the background color to use. Associated resource: \texttt{background}.

\texttt{-bd \textit{border\_color}} specifies the border color for all windows. The shell widget's border may not be visible when reparenting window managers such as \texttt{dtwm} and \texttt{mwm} are used. The default color is black. \textit{border\_color} describes the border color to use. Associated resource: \texttt{borderColor}.

\texttt{-bg \textit{background\_color}} identical to \texttt{-background}. \textit{background\_color} describes the background color to use. Associated resource: \texttt{background}.

\texttt{-bordercolor \textit{border\_color}} identical to \texttt{-bd} above. \textit{border\_color} describes the border color to use. Associated resource: \texttt{borderColor}.

\texttt{-borderwidth \textit{border\_width}} specifies the border width of the shell widget's window. This value may be overridden by reparenting window managers such as \texttt{dtwm} and \texttt{mwm}. The default is 0. \textit{border\_width} specifies the width of the window border in pixels. Associated resource: \texttt{borderWidth}.

\texttt{-bs} specifies that the terminal window should use the Motif select color instead of the background color for the terminal window's background color. This is the default behavior. Associated resource: \texttt{backgroundColorSelect}.

\texttt{+bs} specifies that the terminal window should not use the Motif select color instead of the background color for the terminal window's background color. Associated resource: \texttt{backgroundColor}.

\texttt{-bw \textit{border\_width}} identical to \texttt{-borderwidth}. Associated resource: \texttt{borderWidth}.

\texttt{-C} specifies that output directed at \texttt{/dev/console} should be directed instead to the terminal window. It is provided as a way to prevent output that would normally be displayed on the ITE from overwriting the X server's display. It is not provided as a general mechanism to direct the output from an arbitrary system's \texttt{/dev/console} to an arbitrary X server.

\textbf{Note:} You must have ownership of and read/write access to \texttt{/dev/console} for this flag to work.

\texttt{-display \textit{display\_name}} specifies the X11 display server to be used by dtterm. This defaults to the value in the \texttt{$DISPLAY} environment variable. \textit{display\_name} specifies the X11 server to connect to.
-e program_argument...

Specifies an executable program to be invoked as a subprocess when dtterm is started. This flag must be the last flag on the command line. program_argument specifies the program and command line arguments to run.

-fb fontset

Specifies an XFontSet to be used when displaying bold terminal text. It should be specified as a Motif XmFontList. Only character or mono spaced fonts are supported. The behavior when using proportional fonts is undefined. A default bold font will be generated based on the XLFD name of the userFont. If that font is not available, bold text will be generated by overstriking (with a one pixel offset) the userFont. fontset specifies the bold terminal XFontSet to use. Associated resource: userFont

-fg foreground_color

Specifies the foreground color of the terminal window as well as the default foreground color used for the scroll bar and for the X11 pointer cursor. Under CDE, this resource will default to the primary color set foreground pixel. Without CDE, this resource will default to *foreground or *Foreground with an ultimate fallback color of white. foreground_color specifies the foreground color to use. Associated resource: userFont

-fn fontset

Specifies an XFontSet to be used when displaying terminal text. It should be specified as a Motif XmFontList. Only character or mono spaced fonts are supported. The behavior when using proportional fonts is undefined. This font will not be used to display non-terminal text (menu bar, popup menus, dialogs, etc.). The default is to use the XmNtextFontList value of the parent bulletin board (see XmBulletinBoard) in the same manner as the XmText widget. fontset specifies the terminal XFontSet to use. Associated resource: userFont

-font fontset

Identical to -fn fontset specifies the terminal XFontSet to use. Associated resource: userFont

-foreground foreground

Identical to -fg foreground specifies the foreground color to use. Associated resource: userFont

-geometry geometry_string

Specifies the preferred size and position of the terminal window. The default size is 24 lines of 80 characters each. There is no default position. geometry_string specifies the terminal geometry to use. Associated resource: geometry

-help

Displays a message summarizing the usage of dtterm.

-iconic

Specifies that the terminal emulator should initially be placed on the display iconified. Associated resource: iconic

+iconic

Specifies that the terminal emulator should initially be placed on the display as a normal window. This is the default behavior. Associated resource: iconic

-j

Specifies that jump scrolling should be used. Under jump scrolling, the screen may be scrolled more than one line at a time. This provides for faster screen updates when multiple lines of text are being sent to the terminal. The maximum number of lines that may be jump scrolled is limited to the number of lines in the terminal window. All lines are displayed. This is the default behavior. Associated resource: jumpScroll

+j

Specifies that jump scrolling should not be used. For a description of jump scrolling, see . Associated resource: jumpScroll

-kshMode

Specifies that ksh mode should be enabled. Under ksh mode, a key pressed with the extend modifier bit set will generate an escape character followed by the character generated by the un-extended keystroke. This flag is provided for use with emacs and the emacs command line editor mode of ksh or ied. It conflicts with \ the normal use of the meta key for generating extended single byte characters, and for generating multi-byte Asian characters. Associated resource: kshMode
+kshMode
Specifies that the ksh mode should not be enabled. This is the default behavior. Associated resource: kshMode.

-l
Enables output logging. When logging is enabled, all output received from the subprocess is logged either to a file or to a command pipeline (as specified via the -lf flag). Since the data is being logged directly from the subprocess, it includes all escape characters and carriage return/newline pairs sent by the terminal line discipline. Output may be enabled and disabled via escape sequences. Associated resource: logging.

+I
Disables output logging. For a description of output logging, see -l. This flag is the default. Associated resource: logging.

-if file_name
Specifies the name of the file to which the output log described in the -I flag is written. If file_name begins with a pipe symbol (|), the rest of the string is assumed to be a command to be used as the endpoint of a pipe. The default filename is DttermLogXXXXX (where XXXXX is the process id of dtterm) and is created in the directory from which dtterm was started. If the last five characters are XXXXX, they are replaced by the process ID. file_name specifies the log file name to use. Associated resource: logFile.

-Is
Indicates that the shell that is started should be a login shell (i.e. the first character of argv[0] will be a dash, indicating to the shell that it should read the system’s profile and the user’s $HOME/.profile (for ksh and sh) or the system’s csh.login and the user’s $HOME.login (for csh). Associated resource: loginShell.

+Is
Specifies that a normal (non-login) shell should be started. This is the default behavior. Associated resource: loginShell.

-map
Indicates that dtterm should map (de-iconify) itself upon subprocess output if it is unmapped (iconified). An initial period of time during which dtterm will not map itself upon subprocess output may be specified via the mapOnOutputDelay resource. Associated resource: mapOnOutput.

+map
Indicates that there should be no special mapping behavior. This is the default behavior. Associated resource: mapOnOutput.

-mb
Indicates that dtterm should ring a margin bell when the user types near the right margin. The actual distance involved is specified by the -nb flag. Associated resource: marginBell.

+mb
Indicates that margin bell should not be rung when the user types near the right margin. This is the default. Associated resource: marginBell.

-ms pointer_color
Specifies the foreground color to use for the terminal window’s (X11) pointer cursor. The default is to use the terminal window’s foreground color. See foreground, pointer_color specifies the pointer foreground color to use. Associated resource: pointerColor.

-name prog_name
Specifies the X11 name of the dtterm window. prog_name the name to use.

-nb number
Specifies the number of characters from the right margin at which the margin bell will ring, if enabled. The default is 10. Associated resource: MarginBell.

-r
Causes the dtterm window to be displayed with the foreground and background colors reversed. This is identical to the -rv and reverse flags.

+R
Causes the dtterm window to be displayed with the normal foreground and background colors. This is the default, and is also identical to the -rv flag.

-reverse
Causes the dtterm window to be displayed with the foreground and background colors reversed. This is identical to the -r and -R flag.
-rv  Causes the dtterm window to be displayed with the foreground and background colors reversed. This is identical to choosing Options | Global Options, and then changing the `Window Background` options menu to `Inverse`. A dtterm window started with this flag has the `Window Background` options menu set to `Inverse`. See `Global Options`.

+rv  Causes the dtterm window to be displayed with the normal foreground and background colors. This is the default.

-rw  Specifies that reverse-wraparound should be enabled. Associated resource: `reverseWrap`.

+rw  Indicates that reverse-wraparound should not be enabled. This is the default. Associated resource: `reverseWrap`.

-Sccn  Specifies that the terminal emulator should be run against a pre-opened pty or STREAMS device. This flag is provided for use where the pty or STREAMS device's slave name is of the form tty?? (i.e., exactly two characters following the tty). This flag is intended for use when dtterm is invoked programmatically from another application. cc specifies the last two characters of the pty or STREAMS device's slave name, where the slave name is of the form tty???. This value is ignored, but must be exactly two characters in length. n specifies the number of the file descriptor that corresponds to the pty or STREAMS device's already-opened master side.

-Sc.n  This flag is identical to -Sccn above, but is provided for systems with a larger pty name space. c specifies the last component of the pty slave name. This values is ignored and may be empty. n specifies the number of the file descriptor that corresponds to the pty's already-opened master side.

-sb  Indicates that a scrollbar should be displayed. This is the default. Associated resource: `scrollBar`.

+sb  Indicates that a scrollbar should not be displayed. Associated resource: `scrollBar`.

-sf  Indicates that Sun Function Key escape codes should be generated for function keys instead of standard VT220 escape sequences. Associated resource: `sunFunctionKeys`.

+sf  Indicates that the standard escape sequences should be generated for function keys instead of the Sun Function Key escape codes. This is the default behavior. Associated resource: `sunFunctionKeys`.

-sl screens[ss]  Specifies the number of lines in the terminal buffer beyond the length of the window. The flag value consists of a number followed by an optional suffix. If no suffix is included, or the suffix is l (ell), the total length of the terminal buffer will be screens plus the length of the terminal window. If the suffix is s (ess), the total length of the terminal buffer will be (screens plus one) times the length of the terminal window. dtterm will try to maintain the same buffer-to-window ratio when the window is resized larger. The default is 4s. screens specifies the number of screens or lines to save. Associated resource: `saveLines`.

-ti term_id  Supplies the name used to select the correct response to terminal ID queries. Valid values are vt100, vt101, vt102, and vt220. The default is vt220. term_id specifies the terminal ID to use.

-title title_string  Specifies the window title. If the [-e] flag is used, the default will be the last component of the program's path. If the [-e] flag is not used, the default will be the last component of the name used to run dtterm (i.e., argv[0]). title_string specifies the title to use. Associated resource: `title`.

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-tm term_modes

Specifies a string containing terminal-setting keywords and the characters to which they may be bound. Allowable keywords include intr, quit, erase, kill, eof, eol, switch, start, stop, brk, susp, dsusp, rprnt, flush, was, and inset. Keywords that do not apply to a specific architecture will be correctly parsed and ignored. Control characters may be specified as ^ followed by char (e.g. ^c or ^u), and ^? may be used to indicate delete. This is useful for overriding the default terminal settings without having to do an stty every time a terminal process is started. The default is NULL. term_modes specifies the terminal mode string. Associated resource: ttyModes.

-tn term_name

Specifies a name to set the $TERM environment variable to. The default is vt220. term_name specifies the terminal name to use. Associated resource: termName.

-usage

Prints a usage message on the screen.

-vb

Indicates that a visual bell is preferred over an audible one. Instead of ringing the terminal bell whenever a Control-G is received, the window will be flashed. Associated resource: visualBell.

+vb

Indicates that an audio bell is preferred over a visual one. This is the default behavior. Associated resource: visualBell.

-w border_width

Identical to -borderwidth. border_width specifies the width of the window border in pixels.

-xrm resource_string

Allows X11 Resource Manager-style resources to be specified on the command line. resource_string specifies an X11 resource string.

Resources

allowSendEvents

Specifies that the terminal emulator should allow synthetic events (generated and sent by another application). Enabling this resource opens up a possible security risk. The default is False.

appCursorDefault

If True, the cursor keys are initially in application mode. If False, they are initially in cursor mode. The default is False.

appKeypadDefault

If True, the keypad keys are initially in application mode. If False, they are initially in numeric mode. The default is False.

autoWrap

Specifies whether or not auto-wraparound is initially enabled. The default is True.

background

Specifies the background color of the terminal window as well as the default background color used for the scrollbar. Under CDE, this resource defaults to either the primary color set select pixel or the primary color set background pixel, see backgroundIsSelect. The default is the primary color set background pixel. Without CDE, this resource defaults to black.

backgroundIsSelect

When True, this resource specifies that the terminal window should use the Motif select color instead of the background color for the terminal window’s background color. The default is False.

blinkRate

Specifies the number of milliseconds the cursor is in the on and off states while blinking. A value of 250 will blink the cursor two times per second. A value of 0 will turn blinking off. The default is 250.

borderColor

Defines the border color for the window. The window border may not be visible when reparenting window managers such as dtwm and mwm are used. The default is `black`.

borderWidth

Specifies the border width of the shell widget’s window. This value may be overridden by reparenting window managers such as dtwm and mwm. The default is 0.

c132

Specifies whether or not the DECCOLM escape sequence that switches to window with between 80 and 132 columns should be honored. The default is False.
**charCursorStyle**

Specifies the shape of the text cursor. A value of char_cursor_box specifies a cursor with the width and height of the base font’s bounding box. A value of char_cursor_bar specifies a cursor with the width of the base font’s bounding box, a height of two pixels, and drawn with it’s top on the baseline. The default is char_cursor_box.

**consoleMode**

Specifies that output directed at /dev/console should be directed instead to the terminal window. It is provided as a way to prevent output that would normally be displayed on the ITE from overwriting the X server’s display. It is not provided as a general mechanism to direct the output from an arbitrary system’s /dev/console to an arbitrary X server. Note that you must have ownership of and read/write access to /dev/console for this flag to work. The default is False.

**foreground**

Specifies the foreground color of the terminal window as well as the default foreground color used for the scrollbar and the color used for the pointer cursor. Under CDE, this resource will default to the primary colorset foreground. Otherwise, it defaults to ``white”.

**geometry**

Specifies the preferred size and position of the terminal window. The default size is 24 lines of 80 characters each. There is no default position.

**iconGeometry**

Specifies the preferred position of the terminal emulator’s icon. Window managers may ignore this value. There is no default.

**iconic**

If true, specifies that the terminal emulator should initially be placed on the display iconified. Window managers (including dtwm and mwm) may ignore this value. The default is False.

**iconicName**

Specifies the name for the icon. If the `-e` flag is used, the default will be the last component of the program’s path. If the `-e` flag is not used, the default will be the base name of the name used to run dtterm (i.e., argv[0]).

**jumpScroll**

Specifies that jump scrolling should be used. Under jump scrolling, the screen may be scrolled more than one line at a time. This provides for faster screen updates when multiple lines of text are being sent to the terminal. The maximum number of lines that may be jump scrolled is limited to the number of lines in the display. It is guaranteed that all lines will be displayed. The default is True.

**kshMode**

Specifies that ksh mode should be enabled. Under ksh mode, a key pressed with the extend modifier bit set will generate an escape character followed by the character generated by the un- extended keystroke. This flag is provided for use with emacs and emacs command line editor mode of ksh or ied. It conflicts with the normal use of the meta key for generating extended single byte characters and for generating multi-byte Asian characters. The default is False.

**logFile**

Specifies the name of the file to which the output log described below is written. If the filename begins with a pipe symbol (|), the rest of the string is assumed to be a command to be used as the endpoint of a pipe. The default filename is DttermLogXXXXX (where XXXXX is a unique character string) and is created in the directory from which the subprocess was started. If the last five characters are XXXXX, they are replaced by a unique character string.

**logging**

Enables output logging. When logging is enabled, all output received from the subprocess is logged either to a file or to a command pipeline (as specified via the logFile flag). Since the data is being logged directly from the subprocess, it includes all escape characters and carriage return/newline pairs sent by the terminal line discipline. Output may be enabled and disabled via escape sequences. The default is False.

**logInhibit**

Specifies that device and file logging should be inhibited. The default is False.
**loginShell**
Specifies that the shell that is started should be a login shell (i.e. the first character of argv[0] will be a dash, indicating to the shell that it should read the system's profile and the user's `~/.profile` (for ksh and sh) or the system's `~/.login` and the user's `~/.profile` (for csh). The default is False.

**mapOnOutput**
Indicates that the terminal emulator should map (de-iconify) itself upon subprocess output if it is unmapped (iconified). An initial period of time during which it will not map itself upon subprocess output may be specified via the `mapOnOutputDelay` resource. The default is False.

**mapOnOutputDelay**
Specifies the number of seconds after start-up that `dtterm` will not honor the `mapOnOutput` resource. This allows for initial output (e.g., shell prompts) to be sent to the terminal without auto mapping the window. The default is 0 (no delay).

**marginBell**
Specifies whether or not the bell should be run when the user types near the right margin. The default is False.

**menuBar**
Specifies that a pulldown menu should be displayed. The default is True.

**menuPopup**
Specifies that a popup menu should be enabled. The default is True.

**nMarginBell**
Specifies the number of characters from the right margin at which the margin bell should be rung, when enabled. The default is 10.

**pointerBlank**
Specifies that the pointer cursor should be put into blanking mode. In this mode, the cursor will turn on when the pointer is moved, and will be blanked either after a selectable number of seconds or after keyboard input has occurred. The delay is set via the `pointerBlankDelay` resource. The default is False.

**pointerBlankDelay**
Defines the number of seconds to wait before blanking the pointer cursor after the pointer has been moved. A value of 0 invokes pointer blanking only on keyboard input. The default is 2 seconds.

**pointerColor**
Specifies the foreground color to use for the terminal window's cursor. The default is to use the terminal window's foreground color. See `foreground`.

**pointerColorBackground**
Specifies the background color to use for the terminal window's cursor. The default is to use the terminal window's background color. See `background`.

**pointerShape**
Specifies the X cursor font character to use as the pointer cursor. It should be specified as a string from the include file with the leading XC_ removed. The default is `xterm`.

**reverseVideo**
Specifies whether or not reverse video should be used. The default is False.

**reverseWrap**
Specifies whether or not reverse-wraparound should be enabled. The default is False.

**saveLines**
Specifies the number of lines in the terminal buffer beyond length of the window. The value consists of a number followed by an optional suffix. If no suffix is included, or the suffix is l (ell), the total length of the terminal buffer will be screens plus the length of the terminal window. If the suffix is s (ess), the total length of the terminal buffer will be (screens plus one) times the length of the terminal window. `dtterm` will try to maintain the same buffer-to-window ratio when the window is resized larger. The default is 4s.

**scrollBar**
Specifies whether or not the scrollbar should be visible. The default is True.

**sunFunctionKeys**
Specifies whether or not Sun Function Key escape codes should be generated for function keys instead of standard VT220 escape sequences. The default is False.

**termId**
Supplies the name used to select the correct response to terminal ID queries. Valid values are vt100, vt110, vt102, and vt220. The default is vt220.

**termName**
Defines the name for the $TERM environment variable. The default is vt220.
title Specifies the window title. If the -e flag is used, the default will be the last component of the program's path. If the -e flag is not used, the default will be the last component of the name used to run dtterm (i.e., argv[0]).

ttyModes Specifies a string containing terminal-setting keywords and the characters to which they may be bound. Allowable keywords include: intr, quit, erase, kill, eof, eol, swtch, start, stop, brk, susp, dsusp, rprnt, flush, weras, and lnex. Keywords that do not apply to a specific architecture will be correctly parsed and ignored. Control characters may be specified as ^ followed by char (e.g. \textasciicircum c or \textasciicircum u), and ^? may be used to indicate delete. This is very useful for overriding the default terminal settings without having to do an \texttt{stty} every time a terminal process is started. The default is NULL.

userBoldFont Specifies an XFontSet to be used when displaying bold terminal text. It should be specified as a Motif XmFontList. Only character or mono spaced fonts are supported. The behavior when using proportional fonts is undefined. A default bold font will be generated based on the XLFD name of the userFont. If that font is not available, bold text will be generated by overstriking (with a one pixel offset) the userFont.

userFont Specifies an XFontSet to be used when displaying terminal text. It should be specified as a Motif XmFontList. Only character or mono spaced fonts are supported. The behavior when using proportional fonts is undefined. This font will not be used to display non-terminal text (menu bar, popup menu, dialog, etc.). The default is to use the XmNtextFontList value of the parent bulletin board (see XmBulletinBoard(3X)) in the same manner as the XmText widget.

visualBell Specifies that a visual bell is preferred over an audible one. Instead of ringing the terminal bell whenever a CTRL-G is received, the windows will be flashed. The default is False.

**Pointer Usage**

**Note:** dtterm allows you to select regions of text. Selection is based on the model specified in the Inter-Client Communication Conventions Manual (ICCCM). dtterm supports primary selection only. You can copy or paste selected text using primary transfer. Input is treated as keyboard input, and is inserted at the cursor. The select/insert operations and their default assignments are described below.

**select** The left button is used to select the text to be copied. Move the pointer to the beginning of the text to copy, press and hold the left button, move the cursor to the end of the text to copy, and release the button. Any currently selected text can be deselected by clicking the left button once without moving the mouse.

**insert** The middle button pastes the text from the primary selection, treating it as keyboard input.

**Actions**

**bell** \((\text{[Percentage]})\)

This action rings the keyboard bell at the specified percentage above or below the base volume.

**break** \((\ )\)

This action send a break signal to the child process.

**cancel** \((\ )\)

This action sends a CAN (cancel) character to the child process.

**do** \((\ )\)

This action sends the escape sequence associated with the Do key to the child process.
edit-key (string)

This action sends the escape sequence associated with the corresponding edit key to the child process. The interpretation of these keys is application specific. Valid values for string are find, insert, next, prior, remove, and select.

extend-start ()

Start the extension of the currently selected text. extend-end ()

Note: Extends the current selection. The amount of text selected depends on the number of mouse clicks.

function-key-execute (num [,type])

This action sends the escape sequence associated with the corresponding function key num to the child process. Valid values for num are 1 through 35. If type is set to function (or not set at all), the escape sequence associated with function key num is sent to the child process. If type is set to UDK, then the string associated with user defined key num is sent to the child process.

grab-focus ()

This action performs one of the following depending on the number of multiple mouse clicks. One click will deselect any selected text and set the selection anchor at the pointer position, two clicks will select a word, three clicks will select a line of text, and four clicks will select all text.

hard-reset ()

This action will perform a hard reset on the terminal emulator.

help ()

This action sends the escape sequence associated with the DEC VT220 Help key to the child process. The interpretation of this key is application specific.

keymap (name)

This action dynamically defines a new translation table whose resource name is name with the suffix Keymap (case is significant). The name "None" restores the original translation table.

keypad-key-execute (string)

This action sends the escape sequence associated with the corresponding keypad key to the child process. The interpretation of these keys are application specific. Valid values for string include: f1-f4, space, tab, enter, equal, multiply, add, separator, subtract, decimal, divide, and 0 - 9.

move-cursor (direction)

This action sends the escape sequence associated with the corresponding cursor motion to the child process. The interpretation of these keys are application specific. Valid values for direction include: up, down, backward, and forward.

redraw-display ()

This action redraws the contents of the text window.
scroll (count [,units])

This action will scroll the display memory down if count is less than zero, or up if count is greater than zero. The number of lines scrolled is based on count and units. Valid values for units are page, halfpage, or line. The default for units is line.

select-adjust ( )

This action extends the selection. The amount of text selected depends on the number of mouse clicks:

- 1 click = char
- 2 clicks = word
- 3 clicks = line
- 4 clicks = buffer

select-all ( )

This action selects all text.

select-page ( )

This action selects all text on the screen.

self-insert ( )

This action sends the character associated with the key pressed to the child process.

soft-reset ( )

This action perform a soft reset of the terminal.

stop (state)

This action either toggles, starts, or stops the process of reading data from the child process. Valid values for state are toggle, on, and off.

string (string)

This action inserts the specified text string as if it had been typed. The string must be quoted if it contains whitespace or non-alphanumeric characters. The string is interpreted as a hex character constant if it begins with the characters 0x.

tab ( )

visual-bell ( )

Virtual Bindings

Files

/files/bin/diff Contains the diff command.

Related Information

Files Overview in AIX 5L Version 5.2 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 5.2 System User's Guide: Operating System and Devices describes how the operating system processes input and output.

du Command

Purpose

Summarizes disk usage.
Syntax

```
du [-a | -s | -k | -m | -g | -l | -r | -x] [ File ... ]
```

Description

The `du` command displays the number of blocks used for files. If the `File` parameter specified is actually a directory, all files within the directory are reported on. If no `File` parameter is provided, the `du` command uses the files in the current directory.

If the `File` parameter is a directory, then the number of blocks reported is the sum of blocks allocated for the files in the directory and the blocks allocated for the directory itself.

Specifying the `-a` flag reports the number of blocks in individual files. Whether the `-a` flag is used or not, individual files specified by the `File` parameter are always listed.

Specifying the `-s` flag reports the total blocks for all specified files or all files in a directory.

The block count includes indirect blocks of each file. Block count is calculated in 512-byte units independent of the cluster size used by the system. Specifying the `-k` flag calculates the block count in 1024-byte units.

Notes:

1. Files with multiple links are counted and written for only one entry.
2. Block counts are based only on file size; therefore, unallocated blocks are not accounted for in the reported block counts.
3. If `du` cannot obtain the file attributes or cannot read directories, it reports an error and the exit status of the command is affected.

Flags

- `-a` Displays disk usage for each file specified, or displays the individual disk usage for each file in a directory. Contrast this flag with the `-s` flag.
- `-g` Calculates the block count in GB units rather than the default 512-byte units. The output values for the disk usage would be in floating point numbers as value of each unit in bytes is significantly high.
- `-k` Calculates the block count in 1024-byte units rather than the default 512-byte units.
- `-l` Allocates blocks evenly among the links for files with multiple links. By default, a file with two or more links is counted only once.
- `-m` Calculates the block count in MB units rather than the default 512-byte units. The output values for the disk usage would be in floating point numbers as value of each unit in bytes is significantly high.
- `-r` Reports names of inaccessible files and directories. This is the default.
- `-s` Displays the total disk usage for all specified files, or displays the total disk usage for all files in a directory. Contrast this flag with the `-a` flag.
- `-x` When evaluating file sizes, evaluates only those files that reside on the same device as the file or directory specified by the `File` parameter. For example, you may specify a directory that contains files on several devices. In this case, the `-x` flag displays block sizes for all files that reside on the same device as the directory.

If all or any two of the `-k`, `-m` and `-g` flags are specified, the last one specified takes effect. The output of the disk usage with the flags `-m` and `-g` would be rounded off to the nearest second decimal digit.

Exit Status

This command returns the following exit values:

- `0` Successful completion.
- `>0` An error occurred.
Examples

1. To summarize the disk usage of a directory tree and each of its subtrees, enter:
   
   ```bash
du /home/fran
   ```
   
   This displays the number of disk blocks in the /home/fran directory and each of its subdirectories.

2. To summarize the disk usage of a directory tree and each of its subtrees in 1024-byte blocks, enter:
   
   ```bash
du -k /home/fran
   ```
   
   This displays the number of 1024-byte disk blocks in the /home/fran directory and each of its subdirectories.

3. To summarize the disk usage of a directory tree and each of its subtrees in MB blocks, enter:
   
   ```bash
du -m /home/fran
   ```
   
   This displays the number of MB disk blocks rounded off to nearest 2nd decimal digit in the /home/fran directory and each of its subdirectories.

4. To summarize the disk usage of a directory tree and each of its subtrees in GB blocks, enter:
   
   ```bash
du -g /home/fran
   ```
   
   This displays the number of GB disk blocks rounded off to nearest 2nd decimal digit in the /home/fran directory and each of its subdirectories.

5. To display the disk usage of each file, enter:
   
   ```bash
du -a /home/fran
   ```
   
   This displays the number of disk blocks contained in each file and subdirectory of the /home/fran directory. The number beside a directory is the disk usage of that directory tree. The number beside a regular file is the disk usage of that file alone.

6. To display only the total disk usage of a directory tree, enter:
   
   ```bash
du -s /home/fran
   ```
   
   The -s flag instructs the du command to display only the sum total disk usage of the /home/fran directory and the files it contains. By default, the du command displays an error message if it cannot read a file or directory.

Files

/usr/bin/du

Contains the du command.

Related Information

The df command.


The Files Overview in AIX 5L Version 5.2 System User’s Guide: Operating System and Devices provides information on working with files.

dump Command

Purpose

Dumps selected parts of an object file.
Syntax

dump { -a -c -d -g -h -i -n -o -p -r -s -t -u -v -H -R -T } [ -z Name [ , Number ] [ +z Number ] ] [ -t Index [ +t Index ] ] [ -X { 32|64|32_64 } ] File ...

Note: Do not put a space between the -z Name flag and the , Number parameter.

Description

The dump command dumps selected parts of the specified File parameter. The dump command accepts object files, archive object files, and executable files.

Flags

- **-a** Dumps the archive header of each member of each specified archive.
- **-c** Dumps the string table.
- **-d** Dumps the raw data for each section.
- **-g** Dumps the global symbols in the archive symbol table.
- **-h** Dumps section headers.
- **-i** Dumps line number information.
- **-n** Dumps all loader section information.
- **-o** Dumps each optional header.
- **-p** Suppresses header printing.
- **-r** Dumps relocation information.
- **-s** Dumps the raw data for each selection.
- **-t** Dumps symbol table entries.
- **-t Index** Dumps the raw data for each selection.
- **-u** Underlines the name of the File parameter.
- **-v** Dumps the information in symbolic representation rather than numeric. Any flag except the -o flag and -s flag can be used with the -v flag.
- **-z Name[ , Number]** Dumps line number entries for the Name parameter or a range of line number entries that starts at the specified number.
- **+z Number** Dumps all line numbers up to the Number parameter.
- **-H** Dumps the header of the loader section. The -H flag applies only to executable files.
- **-R** Dumps the relocation entries for the loader section. The -R flag applies only to executable files.
- **-T** Dumps the symbol table entries for the loader section. The -T flag applies only to executable files.
- **-X mode** Specifies the type of object file dump 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 dump to process any 64-bit objects and ignore 32-bit objects. The -X flag overrides the OBJECT_MODE variable.

Examples

1. To dump the string table of the a.out file, enter:

dump -c a.out
2. To dump the contents of an XCOFF data section to standard output, enter:
   
   ```bash
dump -d a.out
   ```

3. To dump the object file headers, enter:
   
   ```bash
dump -o a.out
   ```

4. To dump line number information for the a.out file, enter:
   
   ```bash
dump -l a.out
   ```

5. To dump relocation information for the a.out file, enter:
   
   ```bash
dump -r a.out
   ```

6. To dump the contents of the a.out object file text section, enter:
   
   ```bash
dump -s a.out
   ```

7. To dump symbol table information for the a.out object file, enter:
   
   ```bash
dump -t a.out
   ```

8. To print symbol table entries 20 to 31 without header information, enter:
   
   ```bash
dump -p -t20 +t30 a.out
   ```

9. To dump the object file headers from only 64-bit objects in lib.a, enter:
   
   ```bash
dump -X64 -o lib.a
   ```

**Related Information**

The `ar` command, `size` command.

The `a.out` file, `ar` file.

---

**dumpcheck Command**

**Purpose**

Checks to see that the dump device and copy directory are able to receive the system dump. An error is logged by default if there will likely be insufficient resources to accommodate the dump.

**Syntax**

```
/usr/lib/ras/dumpcheck [ [p] [t TimeParameters] [P] ] (r)
```

**Description**

The `/usr/lib/ras/dumpcheck` command is used to check the disk resources used by the system dump. The command logs an error if either the largest dump device is too small to receive the dump or there is insufficient space in the copy directory when the dump is to paging space.

`dumpcheck` is normally run by cron at 3:00 pm local time each day. This can be varied using the `-r` flag to remove it from root’s `crontab` or `-t TimeParameters` to change the time at which dumpcheck is executed. It may also be configured from SMIT. `dumpcheck` is automatically added to root’s `crontab` when the service aids are installed.

For maximum effectiveness, `dumpcheck` should be run when the system is most heavily loaded. At such times, the system dump is most likely to be at its maximum size. Also, even with `dumpcheck` watching the dump size, it may still happen that the dump would not fit on the dump device or in the copy directory at the time it happens. This could occur if there is a peak in system load right at dump time.

The `dumpcheck` function is installed as part of the service aids file set, installed automatically.
Flags

-1 Logs any warnings to the error log. This is the default if no parameters are specified.

-p Prints any warnings produced to stdout.

-P Indicates that the changes are to be made permanently; that is, they apply to subsequent executions of the dumpcheck facility. The -P flag is unnecessary with the -t and -r flags. If the -P flag is specified, dumpcheck simply changes the crontab entry without performing any checks. Removes the crontab entry for this function, effectively unconfiguring it. This command is normally run by cron. The -r flag must be specified alone. It is not valid with any other flags.

-t TimeParameters Changes the time when dumpcheck is executed. The TimeParameters flag must be enclosed within single or double quotes. It specifies the crontab time parameters, the first five parameters of a line in the crontab file. See the crontab command for the format of the time parameters. The -t flag is invalid with the -r flag. If the -t flag is specified, dumpcheck just changes the crontab entry without performing any checks.

Security
This command can only be executed by the root user.

Examples
1. To check dump resources and have the results printed to standard output rather than logged, type:
/usr/lib/ras/dumpcheck -p

   To make this change permanently; that is, to have it made in the crontab entry, type:
/usr/lib/ras/dumpcheck -p -P

2. To have dumpcheck run at 9:00 am and 3:00 pm Monday through Friday, type:
/usr/lib/ras/dumpcheck -t "0 9,15 * * 1-5"

   To return to the default, type:
/usr/lib/ras/dumpcheck -t "0 15 * * *"

   You may also use SMIT to configure the times when dumpcheck executes.

3. To discontinue running this feature, type:
/usr/lib/ras/dumpcheck -r

   You may also use SMIT for this task.

Related Information
The sysdumpdev command.

dumpfs Command

Purpose
Dumps file system information.

Syntax
dumpfs { FileSystem | Device }

Description
The dumpfs command prints out the superblock, i-node map, and disk map information for the file system or special device specified. This listing is used to find out file system information. Primarily, the dumpfs command is for debugging purposes.

The dumpfs command can also run against a JFS2 snapshot. The dumpfs command prints out the superblock, snapshot map, and block map xtree copy for the specified snapshot.

Examples
To print the information for /dev/hd4, enter:
dumpfs /dev/hd4

Related Information
The fsck command, mkfs command.

echo Command

Purpose
Writes character strings to standard output.

Syntax
echo [ String ... ]

Description
The echo command writes character strings to standard output. Strings are separated by spaces, and a new-line character follows the last String parameter specified. If no String parameter is specified, a blank line (new-line character) is displayed.

Normally you could distinguish between a flag and a string that begins with a hyphen by using a — (double hyphen). Since no flags are supported with the echo command, a — (double hyphen) is treated literally.

The echo command recognizes the following escape conventions:

\a Displays an alert character.
\b Displays a backspace character.
\c Suppresses the new-line character that otherwise follows the final argument in the output. All characters following the \c sequence are ignored.
\f Displays a form-feed character.
\n Displays a new-line character.
\r Displays a carriage return character.
\t Displays a tab character.
\v Displays a vertical tab character.
\ Displays a backslash character.
\0Number Displays an 8-bit character whose ASCII value is a 0-, 1-, 2-, or 3-digit octal number.

Note: The bsh, ksh, and csh commands each contain a built-in echo subcommand. The echo command and the bsh and ksh echo subcommands work the same way. The csh echo subcommand does not work the same way as the echo command. For information on the echo subcommands, see "Bourne Shell Built-in Commands," "Regular Built-in Command Descriptons," and "C Shell Built-in Commands" in AIX 5L Version 5.2 System User’s Guide: Operating System and Devices.

The \ (backslash) is a quote character in the shell. This means that unless the \ is used with an escape character or enclosed in quotes, for example "\" or '"', the shell removes the backslashes when the command is expanded.

After shell expansion, the echo command writes the output based on the escape sequences in the input. Refer to the Backslash Reduction table for an example comparison of how backslashes in a command are first reduced by the shell and then by the echo command:

<table>
<thead>
<tr>
<th>Command Entered</th>
<th>After Shell Expansion</th>
<th>After echo Command Processing</th>
</tr>
</thead>
<tbody>
<tr>
<td>echo hi\there</td>
<td>echo hi\there</td>
<td>hi\there</td>
</tr>
<tr>
<td>echo 'hi\there'</td>
<td>echo 'hi\there'</td>
<td>hi\there</td>
</tr>
<tr>
<td>echo &quot;hi\there&quot;</td>
<td>echo &quot;hi\there&quot;</td>
<td>hi\there</td>
</tr>
</tbody>
</table>

Exit Status
This command returns the following exit values:

0 Successful completion.
>0 An error occurred.

Examples
1. To write a message to standard output, enter:
   echo Please insert diskette . . .
2. To display a message containing special characters, enter:
   echo "\n\n\nI'm at lunch.\nI'll be back at 1:00."
   This skips three lines and displays the message:
   I’m at lunch.
   I’ll be back at 1:00.
   Note: You must put the message in quotation marks if it contains escape sequences. Otherwise, the shell interprets the \ (backslash) as a metacharacter and treats the \ differently.
3. To use the echo command with pattern-matching characters, enter:
   echo The back-up files are: *.bak
   This usage displays the message The back-up files are: followed by the file names in the current directory ending with .bak.
4. To add a single line of text to a file, enter:
   echo Remember to set the shell search path to $PATH. >>notes
This usage adds the message to the end of the file notes after the shell substitutes the value of the PATH shell variable.

5. To write a message to the standard error output, enter:
   
ed -2 Error: file already exists. >&2
   
   This command redirects the error message to standard error. If the >&2 is omitted, the message is written to standard output.

File

```
/usr/bin/echo
```

Contains the `echo` command.

Related Information

The `bsh` command, `csh` command, `ksh` command, `printf` command.

Input and Output Redirection Overview in AIX 5L Version 5.2 System User’s Guide: Operating System and Devices describes how the operating system processes input and output and how to use the redirect and pipe symbols.

The Shells Overview in AIX 5L Version 5.2 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.

ed or red Command

Purpose
Edits text by line.

Syntax
```
ed [-p String] [-s] [File]

red [-p String] [-s] [File]
```

Description
The `ed` command starts the ed editor line-editing program. The ed editor works on only one file at a time by copying it into a temporary edit buffer and making changes to that copy. The ed editor is part of a family of editors that also includes the `edit` editor, `ex` editor, and `vi` editor. The ed editor makes the changes you specify in a buffer. It does not alter the file itself until you use the write (`w`) subcommand.

You can specify the name of the file you want to edit when you start the ed editor with the `ed` command, or you can use the `e` subcommand. When the `ed` command reads a new file into the buffer, the contents of that file replace the buffer’s previous contents.

The `red` command is a restricted version of the `ed` command, for use with the restricted shell (`rsh`). With the `red` command, you edit only files that reside in the current directory or in the `/tmp` directory; you cannot use the `w` subcommand.

An ed editor subcommand consists of zero, one, or two addresses, followed by a single-character subcommand, followed by optional parameters to that subcommand. The addresses specify one or more lines in the buffer. Because every subcommand has default addresses, it is frequently unnecessary to specify addresses.
The ed editor allows editing only the current line unless you address another line in the buffer. You can move and copy only complete lines of data. The ed editor is useful for editing large files or for editing within a shell program.

The ed editor operates in one of two modes:

command mode
In command mode, the ed editor recognizes and runs subcommands. When you start the ed editor, it is in command mode. Type a . (period) and press Enter to confirm that you are in command mode.

text input mode
In text input mode, the ed editor allows you to enter text into the file buffer but does not recognize subcommands. You enter text input mode by using the a subcommand, c subcommand, or i subcommand. You exit text input mode and return to the command mode by typing a . (period) alone at the beginning of a line. To place a . (period) into the buffer while in text input mode, enter a character followed by the . (period). Then, exit text input mode and use the s subcommand to remove the character.

The following list provides the maximum limits of the ed editor.

- 64 characters per file name
- LINE_MAX characters per line (although there is currently a system-imposed limit of 255 characters per line entered from the keyboard)
- 256 characters per global subcommand list
- 128,000 character buffer size

Note: The buffer contains the original file as well as editing information.

The maximum number of lines depends on the amount of memory available. The maximum file size depends on the amount of physical data storage (disk or tape drive) available or on the maximum number of lines permitted in user memory.

Flags

-p String
Sets the editor prompt to the String parameter. The default for String is a null value (no prompt).

-s
Suppresses character counts that the editor displays with the e subcommand, r subcommand, and w subcommand. This flag also suppresses diagnostic messages for the e subcommand and the q subcommand, and suppresses the ! (exclamation point) prompt after an ! subcommand.

- Provides the same functions as the -s flag.

Pattern Matching

The ed editor supports a limited form of special pattern-matching characters that you can use as regular expressions (REs) to construct pattern strings. You can use these patterns in addresses to specify lines and in some subcommands to specify portions of a line.

Regular Expressions
The following REs match a single character or a collating element as follows:

Character
- Matches itself and can be any ordinary character (other than one of the special pattern-matching symbols).
- . Matches any single character except the new-line character.
[String] Matches any one character in the string. Certain pattern-matching characters have special meanings within brackets as follows:

^ Matches any character except the characters in the String parameter and the new-line character if the first character of the String parameter is a ^ (circumflex). This condition is true only if the ^ is the first character in the string, [^String].

- Indicates a range of consecutive ASCII characters according to the current collating sequence. For example, [a-f] can be equivalent to [abcdef] or [aAbBcCdDeEfF] or [abcdef] and could even include accented a and e characters. A collating sequence can define equivalence classes for characters.

The minus sign loses its significance if it occurs as the first character in the string, [-String]; if it immediately follows an initial circumflex, [^~String]; or if it appears as the last character in the string, [String-].

] Functions as a part of the string rather than as the string terminator, when the ] (right bracket) is the first character in the string, [String], or when it immediately follows an initial circumflex, [^String].

Forming Patterns
The following rules describe how to form patterns from REs:

- An RE that consists of a single, ordinary character matches that same character in a string.
- An RE followed by an * (asterisk) matches zero or more occurrences of the character that the RE matches. For example, the following pattern:

  \[ab*cd\]

matches each of the following strings:

  acd
  abcd
  abbcdd
  abbcdd

but not the following string:

  abd

If a choice exists, the longest matching leftmost string is chosen. For example, given the following string:

  122333444

the pattern \.* matches 122333444, the pattern \.*3 matches 122333, and the pattern \.*2 matches 122.

- An RE followed by:

  \{m\} Matches exactly m occurrences of the character matched by the RE.
  \{m,\} Matches at least m occurrences of the character matched by the RE.
  \{m,n\} Matches any number of occurrences of the character matched by the RE from m to n inclusive.

The numbers m and n must be integers from 0 to 255, inclusive. Whenever a choice exists, this pattern matches as many occurrences as possible.

- You can combine REs into patterns that match strings containing that same sequence of characters. For example, the pattern AB\*CD matches the string AB*CD, and the pattern [A-Za-z]*[0-9]* matches any string that contains any combination of alphabetic characters (including none), followed by any combination of numerals (including none).

- The character sequence \(Pattern\) marks a subpattern that matches the same string the sequence would match if it were not enclosed.
The characters \Number match the same string of characters that a subpattern matched earlier in the pattern (see the preceding rule). The pattern of the Number parameter represents a digit. The pattern \Number matches the string matched by the occurrence of the subpattern specified by the Number parameter, counting from left to right.

For example, the following pattern:
\(A\backslash(B\backslash C\2)1\)

matches the string ABCBA. You can nest subpatterns.

**Restricting What Patterns Match**

You can restrict a pattern to match only the first segment of a line, the final segment, or the entire line. The null pattern, // (two slashes), duplicates the previous pattern.

**Matching the First Segment of a Line:** The ^Pattern parameter matches only a string that begins in the first character position on a line.

**Matching the Last Segment of a Line:** The Pattern$ parameter matches only a string that ends with the last character (not including the new-line character) on a line.

**Matching the Entire Line:** The ^Pattern$ parameter restricts the pattern to match an entire line.

**Addressing Lines**

The ed editor uses three types of addresses: line number addresses, addresses relative to the current line, and pattern addresses. The current line (usually the last line affected by a subcommand) is the point of reference in the buffer.

You can use line addressing to do the following:

- Designate a new current line
- Display the addressed line or lines
- Cause a command to act on a certain line or lines

Subcommands that do not accept addresses regard the presence of an address as an error. Subcommands that accept addresses can use either given or default addresses. When given more addresses than it accepts, a command uses the last (rightmost) ones.

In most cases, commas (,) separate addresses (for example 2,8). Semicolons (;) also can separate addresses. A semicolon between addresses causes the ed editor to set the current line to the first address and then calculate the second address (for example, to set the starting line for a search). In a pair of addresses, the first address must be numerically smaller than the second.

You can use line numbers and symbolic addresses to perform the following tasks:

- Addressing the current line
- Addressing a line by number
- Addressing the line before the first line
- Addressing the last line
- Addressing a line above an addressed line
- Addressing a line below an addressed line
- Addressing the first line through the last line
- Addressing the current line through the last line
- Addressing a group of lines
- Addressing the next line that contains a specified pattern
- Addressing the previous line that contains a specified pattern
• Addressing a marked line

Addressing the Current Line
A . (period) addresses the current line. The . (period) is the default for most ed editor subcommands and does not need to be specified.

Addressing a Line by Number
To address a specified line of the buffer, type:

\[ \text{Number}\$ \]

where the \textit{Number} parameter represents a line number. For example:

\[ 2253\$ \]

addresses line number 2253 as the current line.

Addressing the Line before the First Line
To address the line before the first line of the buffer, type:

\[ 0 \]

Addressing the Last Line
To address the last line of the buffer, type:

\[ \$ \]

Addressing a Line above an Addressed Line
To specify an address that is a specified number of lines above the current line, type:

\[ -\text{Number} \]

where the \textit{Number} parameter is the specified number of lines above the current line that you want to address. For example:

\[ -5 \]

addresses the line five lines above the current line as the current line.

You also can specify only a - to address the line immediately above the current line. The minus sign has a cumulative effect. For example, the address \(- -\) (two minus signs) addresses the line two lines above the current line.

Addressing a Line below an Addressed Line
To specify an address that is a specified number of lines below the current line, type:

\[ +\text{Number} \]

where the \textit{Number} parameter is the specified number of lines below the current line that you want to address. The + (plus sign) is optional. For example:

\[ +11 \]

addresses the line 11 lines below the current line as the current line.

You also can specify only a + to address the line immediately below the current line. The + has a cumulative effect. For example, the address \(+ +\) (two plus signs) addresses the line two lines below the current line.

Addressing the First Line through the Last Line
To address the first line through the last line, type:

\[ , \]
The , (comma) represents the address pair 1,$ (first line through last line). The first line becomes the current line.

**Addressing the Current Line through the Last Line**
To address the current line through the last line, type:

```
;
```

The ; (semicolon) represents the address pair .,$ (current line through last line).

**Addressing a Group of Lines**
To address a group of lines, type:

```
FirstAddress,LastAddress
```

where the FirstAddress parameter is the line number (or symbolic address) of the first line in the group you want to address, and the LastAddress parameter is the line number (or symbolic address) of the last line in the group. The first line in the group becomes the current line. For example:

```
3421,4456
```

addresses the lines 3421 through 4456. Line 3421 becomes the current line.

**Addressing the Next Line That Contains a Specified Pattern**
To address the next line that contains a matching string, type:

```
/Pattern/
```

where the Pattern parameter is a character string or regular expression. The search begins with the line after the current line and stops when it finds a match for the pattern. If necessary, the search moves to the end of the buffer, wraps around to the beginning of the buffer, and continues until it either finds a match or returns to the current line. For example:

```
/Austin, Texas/
```

addresses the next line that contains Austin, Texas as the current line.

**Addressing the Previous Line That Contains a Specified Pattern**
To address the previous line that contains a match for the pattern, type:

```
?Pattern?
```

where the Pattern parameter is a character string or regular expression. The ?Pattern? construction, like /Pattern/, can search the entire buffer, but it searches in the opposite direction. For example:

```
?Austin, Texas?
```

addresses the previous line that contains Austin, Texas as the current line.

**Addressing a Marked Line**
To address a marked line with the k subcommand, type:

```
'x
```

where the x parameter is a lowercase letter a to z. For example:

```
'c
```

addresses the line marked as c with the k subcommand.

**Subcommands**
Use the ed editor subcommands to perform the following actions:

- Editing a file
- Manipulating files
Performing miscellaneous functions
- Changing the prompt string
- Entering system commands
- Exiting the ed editor
- Requesting help

In most cases, you can enter only one ed editor subcommand on a line. However, you can add the `l` (list) and `p` (print) subcommands to any subcommand except the `e` (edit), `E` (Edit), `f` (file), `q` (quit), `Q` (Quit), `r` (read), `w` (write), and `!` (operating system commands) subcommands.

The `e`, `f`, `r`, and `w` subcommands accept file names as parameters. The ed editor stores the last file name used with a subcommand as a default file name. The next `e`, `E`, `f`, `r`, or `w` subcommand given without a file name uses the default file name.

The ed editor responds to an error condition with one of two messages: `?` (question mark) or `?File`. When the ed editor receives an Interrupt signal (the Ctrl-C key sequence), it displays a `?` and returns to command mode. When the ed editor reads a file, it discards ASCII null characters and all characters after the last new-line character.

**Editing a File**

You can use the ed editor subcommands to perform the following tasks:

- Adding text
- Changing text
- Copying text
- Deleting text
- Displaying text
- Joining and splitting lines
- Making global changes
- Marking text
- Moving text
- Saving text
- Searching text
- Substituting text
- Undoing text changes

**Note:** In the following descriptions of ed editor subcommands, default addresses are shown in parentheses. Do not type the parentheses. The address `. (period)` refers to the current line. A `. (period)` in the first position of an otherwise empty line is the signal to return to command mode.
Adding Text

The `a` (append) subcommand adds text to the buffer after the addressed line. The `a` subcommand sets the current line to the last inserted line, or, if no lines were inserted, to the addressed line. A 0 address adds text to the beginning of the buffer.

Type the `I` (list), `n` (number), or `p` (print) optional subcommand if you want to display the added text.

Type your text, pressing the Enter key at the end of each line. If you do not press Enter at the end of each line, the ed editor automatically moves your cursor to the next line after you fill a line with characters. The ed editor treats everything you type before you press Enter as one line, regardless of how many lines it takes up on the screen.

Type `a` . (period) at the start of a new line, after you have typed all of your text.

The `i` (insert) subcommand inserts text before the addressed line and sets the current line to the last inserted line. If no lines are inserted, the `i` subcommand sets the current line to the addressed line. You cannot use a 0 address for this subcommand.

Type the `I` (list), `n` (number), or `p` (print) optional subcommand if you want to display the inserted text.

Type your text, pressing the Enter key at the end of each line. If you do not press Enter at the end of each line, the ed editor automatically moves your cursor to the next line after you fill a line with characters. The ed editor treats everything you type before you press Enter as one line, regardless of how many lines it takes up on the screen.

Type `a` . (period) at the start of a new line, after you have typed all of your text. **Note:** The `i` subcommand differs from the `a` subcommand only in the placement of the text.

You can use different ed editor subcommands to add text in different locations. Use the preceding format to perform the following editing tasks:

- Adding text after the current line
- Adding text before the current line
- Adding text after an addressed line
- Adding text before an addressed line
- Adding text after lines that contain a search pattern
- Adding text before lines that contain a search pattern
- Adding text after lines that do not contain a search pattern
- Adding text before lines that do not contain a search pattern

**To Add Text after the Current Line:**

1. Type the following subcommand:
   ```
   a[l][n][p]
   ```
   where `l`, `n`, and `p` are optional subcommands that display the added text.
2. Type the text, and press Enter.
3. Type `a` . (period), and press Enter again to return to command mode.

**To Add Text before the Current Line:**

1. Type the following subcommand:
   ```
   i[l][n][p]
   ```
where \([l\) \] and \([p]\) are optional subcommands that display the added text.

2. Type the text, and press Enter.
3. Type a . (period), and press Enter again to return to command mode.

**To Add Text after an Addressed Line:**

1. Type the following subcommand:
   
   ```
   Addressa[l][n][p]
   ```

   where the \(Address\) parameter is the line number of the line that the inserted text should follow. The \([l\) \] and \([p]\) optional subcommands display the added text.

2. Type the text, and press Enter.
3. Type a . (period), and press Enter again to return to command mode.

**To Add Text after Lines That Contain a Search Pattern:**

1. Type the following subcommand:
   
   ```
   [Address]g/Pattern/a[l][n][p]
   ```

   where \(Address\) is an optional parameter that specifies the range of lines to search for the pattern specified in the \(Pattern\) parameter. The \([l\) \] and \([p]\) optional subcommands display the added text.

2. Type a backslash:
   \`

3. Type the text. To start new lines within the added text, type a backslash:
   \`

   and press Enter. The text you type is added after every line that contains the pattern specified in the command.

4. To return to command mode, press Enter.

**To Add Text before Lines That Contain a Search Pattern:**

1. Type the following subcommand:
   
   ```
   [Address]g/Pattern/i[l][n][p]
   ```

   where \(Address\) is an optional parameter that specifies the range of lines to search for the pattern specified in the \(Pattern\) parameter. The \([l\) \] and \([p]\) optional subcommands display the added text.

2. Type a backslash:
   \`

3. Type the text. To start new lines within the added text, type a backslash:
   \`

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and press Enter. The text you type is added before every line that contains the pattern specified in the command.

4. To return to command mode, press Enter.

**To Add Text after Lines That Do Not Contain a Search Pattern:**

1. Type the following subcommand:

   \[Address\]g/Pattern/a[1][n][p]

   where \emph{Address} is an optional parameter that specifies the range of lines to search for lines that do not contain the pattern specified in the \emph{Pattern} parameter. The \emph{Pattern} parameter is a character string or regular expression. If you omit the \emph{Address}, the ed editor searches the entire file for lines that do not contain the pattern. The \[l\], \[n\], and \[p\] optional subcommands display the added text.

2. Type a backslash:

   \ 

3. Type the text. To start new lines within the added text, type a backslash:

   \ 

   and press Enter. The text you type is added after every line that does not contain the pattern specified in the command.

4. To return to command mode, press Enter.

**To Add Text before Lines That Do Not Contain a Search Pattern:**

1. Type the following subcommand:

   \[Address\]g/Pattern/i[1][n][p]

   where \emph{Address} is an optional parameter that specifies the range of lines to search for lines that do not contain the pattern specified in the \emph{Pattern} parameter. The \emph{Pattern} parameter is a character string or regular expression. If you omit the \emph{Address} parameter, the ed editor searches the entire file for lines that do not contain the pattern. The \[l\], \[n\], and \[p\] optional subcommands display the added text.

2. Type a backslash:

   \ 

3. Type the text. To start new lines within the added text, type a backslash:

   \ 

   and press Enter. The text you type is added before every line that does not contain the pattern specified in the command.

4. To return to command mode, press Enter.

**Changing Text**

\(\ldots\)c [1] [n] [p] \emph{Text}.

The \emph{c} (change) subcommand deletes the addressed lines you want to replace and then replaces them with the new lines you enter. The \emph{c} subcommand sets the current line to the last new line of input, or, if no input existed, to the first line that was not deleted.

Type the \[l\] (list), \[n\] (number), or \[p\] (print) optional subcommand if you want to display the inserted text.

Type the new text, and press Enter at the end of each line. When you have entered all of the new text, type a . (period) on a line by itself.

You can change text in several different ways with the ed editor. Use the preceding format to perform the following editing tasks:
• Changing the text of the current line
• Changing the text of a line or group of lines
• Changing text of lines that contain a specified pattern
• Changing text of lines that do not contain a specified pattern

To Change the Text of the Current Line:
1. Type the following subcommand:
   \texttt{c[l][n][p]}
   where \texttt{l}, \texttt{n}, and \texttt{p} are optional subcommands that display the changed text.
2. Type the text, and press Enter.
3. Type a \texttt{.} (period), and press Enter again to return to command mode.

To Change the Text of a Line or Group of Lines:
1. Type the following subcommand:
   \texttt{Addressc[l][n][p]}
   where the \texttt{Address} parameter is the address of the line or group of lines to change. The \texttt{l}, \texttt{n}, and \texttt{p} optional subcommands display the changed text.
2. Type the text, and press Enter.
3. Type a \texttt{.} (period), and press Enter again to return to command mode.

To Change the Text of Lines That Contain a Specified Pattern:
1. Type the following subcommand:
   \texttt{Addressg/Pattern/c[l][n][p]}
   where the \texttt{Address} parameter is the address of the group of lines that you want to search for the pattern specified with the \texttt{Pattern} parameter. The \texttt{l}, \texttt{n}, and \texttt{p} optional subcommands display the changed text.
2. Type a backslash:
   \texttt{\}
3. Type the new text. To start new lines within the new text, type a backslash:
   \texttt{\}
   and press Enter.
4. To return to command mode, press Enter again, type a \texttt{.} (period), and press Enter again.

To Change the Text of Lines That Do Not Contain a Specified Pattern:
1. Type the following subcommand:
   \texttt{Addressv/Pattern/c[l][n][p]}
   where the \texttt{Address} parameter is the address of the group of lines that you want to search for the pattern specified with the \texttt{Pattern} parameter. The \texttt{l}, \texttt{n}, and \texttt{p} optional subcommands display the changed text.
2. Type a backslash:
   \texttt{\}
3. Type the new text. To start new lines within the new text, type a backslash:
   \texttt{\}
   and press Enter.
4. To return to command mode, press Enter again, type a \texttt{.} (period), and press Enter again.
Copying Text

(...)tAddress [p] [l] [n]

The t (transfer) subcommand inserts a copy of the addressed lines after the line specified by the Address parameter. The t subcommand accepts the 0 address to insert lines at the beginning of the buffer.

The t subcommand sets the current line to the last line copied.

Type the l (list), n (number), or p (print) optional subcommand if you want to display the transferred text.

Copying a line or a set of lines leaves the specified lines in their original location and puts a copy in the new location. You can select the lines to copy by specifying an address or pattern. Use the preceding format to perform the following editing tasks:

- Copying the current line
- Copying lines specified by address
- Copying lines that contain a specified pattern
- Copying lines that do not contain a specified pattern

To Copy the Current Line:
1. Type the following subcommand:
   
   \[ tAddress[1][n][p] \]

   where the Address parameter is the line number or symbolic address of the line you want a copy of the current line to follow. The l, n, and p optional subcommands display the copied line.

2. Type the text, and press Enter.
3. Type a . (period), and press Enter again to return to command mode.

To Copy Lines Specified by Address:
1. Type the following subcommand:
   
   \[ LineNumbertDestinationAddress[1][n][p] \]

   where the LineNumber parameter is the address of the lines you want to copy, and the DestinationAddress parameter is the line you want the copy to follow. The l, n, and p optional subcommands display the copied line.

2. Type the text, and press Enter.
3. Type a . (period), and press Enter again to return to command mode.

To Copy Lines That Contain a Specified Pattern: Type the following subcommand:

\[ [Address]g/Pattern/t[DestinationAddress][1][n][p] \]

where Address is an optional parameter that specifies the range of lines to search for lines that contain the specified pattern, the Pattern parameter is the text you are searching for, and the DestinationAddress is an optional parameter that identifies the line you want the copied text to follow. The l, n, and p optional subcommands display the copied line.

If you omit the Address parameter, the ed editor searches the entire file for lines that contain the pattern. If you omit the DestinationAddress parameter, the copied text is placed after the current line.

To Copy Lines That Do Not Contain a Specified Pattern: Type the following subcommand:

\[ [Address]v/Pattern/t[DestinationAddress][1][n][p] \]
where Address is an optional parameter that specifies the range of lines to search for lines that do not contain the specified pattern, the Pattern parameter is the text, and the DestinationAddress is an optional parameter that identifies the line you want the copied text to follow. The l, n, and p optional subcommands display the copied line.

If you omit the Address parameter, the ed editor searches the entire file for lines that do not contain the pattern. If you omit the DestinationAddress parameter, the copied text is placed after the current line.

**Deleting Text**

(...).d [l] [n] [p]  
The d (delete) subcommand removes the addressed lines from the buffer. The line after the last line deleted becomes the current line. If the deleted lines were originally at the end of the buffer, the new last line becomes the current line.

Type the l (list), n (number), or p (print) optional subcommand if you want to display the deletion.

The ed editor provides several ways to delete text. Use the preceding format to perform the following editing tasks:

- **Deleting the current line**
- **Deleting a line or group of lines**
- **Deleting a line or group of lines that contain a specified pattern**
- **Deleting a line or group of lines that does not contain a specified pattern**
- **Deleting text from the current line**
- **Deleting text within selected lines**
- **Deleting text from addressed lines**
- **Deleting text from lines that contain a specified pattern**
- **Deleting a pattern from lines that contain a different specified pattern**
- **Deleting a pattern from lines that do not contain a different specified pattern**

**To Delete the Current Line:**  
Type the following subcommand:

d[1][n][p]

where l, n, and p are optional subcommands that display the deleted line.

**To Delete a Line or Group of Lines:**  
Type the following subcommand:

Address.d[1][n][p]

where the Address parameter is the line number or symbolic address of the lines you want to delete, and l, n, and p are optional subcommands that display the deleted line or lines.

**To Delete a Line or Group of Lines That Contain a Specified Pattern:**  
Type the following subcommand:

[Address]g/Pattern/d[1][n][p]

where Address is an optional parameter that specifies the line number or symbolic address of the lines you want to search, and the Pattern parameter is a character string or regular expression that represents the text you want to find. If you omit the Address parameter, the ed editor searches the entire file for lines that contain the specified pattern. The l, n, and p optional subcommands display the deleted line or lines.

**To Delete a Line or Group of Lines That Does Not Contain a Specified Pattern:**  
Type the following subcommand:

[Address]v/Pattern/d[1][n][p]
where *Address* is an optional parameter that specifies the line number or symbolic address of the lines you want to search, and the *Pattern* parameter is a character string or regular expression that represents the text you want to find. If you omit the *Address* parameter, the ed editor searches the entire file for lines that do not contain the specified pattern. The \[ln\] and \[p\] optional subcommands display the deleted line or lines.

**To Delete Text from the Current Line:**

1. Type the following subcommand:
   \[s/Pattern\]
   
   where the *Pattern* parameter is a character string or regular expression that represents the text you want to delete.
2. To delete the *first instance* of the pattern from the line, type:
   //
   
   OR
3. If you want to display the deletion, type one of the following optional subcommands:
   \[l\]
   \[n\]
   \[p\]
4. Press Enter.

**To Delete Text within Selected Lines:**

1. Type the address of a group of lines to select (or skip this step to select all lines).
2. To select the lines indicated by the *Pattern* parameter in step 4, type:
   \[g\]
   
   OR
3. To enter the text you want to search, type the following subcommand:
   \[/Pattern/s\]
   
   where the *Pattern* parameter is the text you want to search.
4. Type one of the following commands to make the desired deletion:
   To delete the first instance of the *Pattern* parameter within each selected line, type:
   ///
   
   To delete every instance of the *Pattern* parameter within each selected line, type:
   ///g
   
   To delete the first specified number of occurrences of the *Pattern* parameter on each selected line (where the *Number* parameter is an integer), type:
   ////Number
To delete the first character string indicated by the OtherPattern parameter within each line selected by the Pattern parameter (where the OtherPattern parameter is the pattern you want to search), type:

/OtherPattern//

To delete every instance of the OtherPattern parameter within each line selected by the Pattern parameter, type:

/OtherPattern//g

To delete the first specified number of occurrences of the OtherPattern parameter on each line selected by the Pattern parameter (where the Number parameter is an integer), type:

/OtherPattern//Number

5. If you want to display the deletion, type one of the following optional subcommands:

1

p

p

6. Press Enter.

For example, to delete all instances of a pattern from a range of lines, type:

38,$g/tmp/s/gn

The previous example searches all the lines from line 38 to the last line ($) for the tmp character string and deletes every instance (/g) of that character string within those lines. It then displays the lines that had text deleted from them and their line numbers (n).

To delete all instances of a pattern from all lines that contain that pattern, type:

g/rem/s///gl

The previous example searches the entire file (address parameter is omitted) for all lines that contain (/g) the rem character string. It deletes all instances (///g) of the rem character string from each of those lines and then displays the lines that had text deleted from them, including the nonprinting characters in those lines (l).

To Delete Text from Addressed Lines:
1. Type the following subcommand:

Address/Pattern

Note: The Address parameter is followed by the s subcommand, where the Address parameter is the line number, range of line numbers, or symbolic address of the lines you want to delete the pattern from, and the Pattern parameter is a character string or regular expression that represents the text you want to delete.

2. To delete the first instance of the pattern from each line, type:

//

OR

To delete every instance of the pattern from each line, type:

//g

3. If you want to display the deletion, type one of the following optional subcommands:
To Delete Text from Lines That Contain a Specified Pattern:
1. Type the following subcommand:
   \[\text{Address}\]g/Pattern/s

   where Address is an optional parameter that specifies the line number, range of line numbers, or symbolic address of the lines that contains a specified pattern, and the Pattern parameter is a character string or regular expression that represents the text you want to find and delete. If you omit the Address parameter, the ed editor searches all lines in the file for the pattern.

2. To delete the first instance of the pattern from each line that contains it, type:
   ///

OR

To delete every instance of the pattern from each line that contains it, type:
///g

3. If you want to display the deletion, type one of the following optional subcommands:

4. Press Enter.

To Delete a Pattern from Lines That Contain a Different Specified Pattern:
1. Type the following subcommand:
   \[\text{Address}\]g/SearchPattern/s/DeletePattern//\[g\]

   where Address is an optional parameter that specifies the line number, range of line numbers, or symbolic address of the lines that contains a specified pattern, and the SearchPattern parameter is a character string or regular expression that represents text that is in the lines you want to change. If you omit the Address parameter, the ed editor searches all lines in the file for the specified pattern.

2. To specify the text you want to delete, type:
   /DeletePattern/

3. To delete the first instance of the pattern from each line, type:
   /

OR

To delete every instance of the pattern from each line, type:
/g

Note: The entire subcommand string looks like this:
   \[\text{Address}\]g/SearchPattern/s/DeletePattern//[g]
5. Press Enter.

For example, to delete the first instance of a pattern from lines that contain a different specified pattern, type:

1,.g/rem/s/tmp//l

The previous example searches from the first line to the current line (1,.) for all lines that contain (g) the rem character string. It deletes the first instance of the tmp character string from each of those lines (/), then displays the lines that had text deleted from them, including the nonprinting characters in those lines (l).

**To Delete a Pattern from Lines That Do Not Contain a Different Specified Pattern:**

1. Type the following subcommand:

   [Address]v/SearchPattern/s

   where Address is an optional parameter that specifies the line number, range of line numbers, or symbolic address of the lines that contains a specified pattern, and the SearchPattern parameter is a character string or regular expression that represents text that is not in the lines you want to find and change. If you omit the Address parameter, the ed editor searches all lines in the file for the specified pattern.

2. To specify the text you want to delete, type:

   /DeletePattern/

3. To delete the *first instance* of the pattern, type:

   /OR

   To delete *every instance* of the pattern from each line, type:

   /g

   **Note:** The entire subcommand string looks like this:

   [Address]v/SearchPattern/s/DeletePattern///[g]

4. If you want to display the deletion, type one of the following optional subcommands:

5. Press Enter.

For example, to delete the first instance of a pattern from lines that do not contain a specified pattern, type:

1,.v/rem/s/tmp//l
The previous example searches from the first line to the current line (1,.) for all lines that do not contain (v) the rem character string. It deletes the first instance of the tmp character string from each of those lines (/), then displays the lines that had text deleted from them, including the nonprinting characters in those lines (1).

**Displaying Text**

(1)l The l (list) subcommand writes the addressed lines to standard output in a visually unambiguous form and writes the characters \, \a, \b, \f, \r, \t, and \v in the corresponding escape sequence. The l subcommand writes nonprintable characters as one 3-digit octal number, with a preceding \ (backslash) for each byte in the character (most significant byte first).

The l subcommand wraps long lines, and you can indicate the wrap point by writing the \ (backslash)/new-line character sequence. Wrapping occurs at the 72nd column position. The $ (dollar sign) marks the end of each line. You can append the l subcommand to any ed editor subcommand except the e, E, f, q, R, r, w, or ! subcommand. The current line number is set to the address of the last line written.

(1)n The n (number) subcommand displays the addressed lines, each preceded by its line number and a tab character (displayed as blank spaces); n sets the current line to the last line displayed. You can append the n subcommand to any ed editor subcommand except e, E, f, q, R, r, w, or ! subcommand. For example, the dn subcommand deletes the current line and displays the new current line and line number.

(1)p The p (print) subcommand displays the addressed lines and sets the current line to the last line displayed. You can append the p subcommand to any ed editor subcommand except e, E, f, q, R, r, w, or ! subcommand. For example, the dp subcommand deletes the current line and displays the new current line.

(1)= Without an address, the = (equal sign) subcommand displays the current line number. When preceded by the $ address, the = subcommand displays the number of the last line in the buffer. The = subcommand does not change the current line and cannot be appended to a g subcommand or v subcommand.

When you search for lines that contain or do not contain a specified pattern, you can select a range of line numbers to search. You can select and display one line or a group of lines in an ed editor file several different ways. Use the preceding format to perform the following editing tasks:

- **Displaying an addressed line or group of lines**
- **Displaying an addressed line or group of lines and their nonprinting characters**
- **Displaying an addressed line or group of lines and their line numbers**
- **Displaying lines that contain a search pattern**
- **Displaying lines that contain a search pattern, including their nonprinting characters**
- **Displaying lines that contain a search pattern, including their line numbers**
- **Displaying lines that do not contain a search pattern**
- **Displaying lines that do not contain a search pattern, including their nonprinting characters**
- **Displaying lines that do not contain a search pattern, including their line numbers**

**To Display an Addressed Line or Group of Lines:** Type the following subcommand:

```
Addressp
```

where the Address parameter is the line number or symbolic address of the lines you want to display.

The line or lines addressed are displayed on the screen. If the group of lines is too long to fit on the screen, the ed editor displays as many as will fit, beginning with the first line addressed.

**To Display an Addressed Line or Group of Lines and Their Nonprinting Characters:** Type the following subcommand:

```
Addressl
```

where the Address parameter is the line number or symbolic address of the lines you want to display.
The line or lines addressed and their nonprinting characters are displayed on the screen. If the group of lines is too long to fit on the screen, the ed editor displays as many as will fit, beginning with the first line addressed.

**To Display an Addressed Line or Group of Lines and Their Line Numbers:** Type the following subcommand:

```
Addressn
```

where the *Address* parameter is the line number or symbolic address of the lines you want to display.

The line or lines addressed are displayed on the screen. The line number for each line is displayed beside the line. If the group of lines is too long to fit on the screen, the ed editor displays as many as will fit, beginning with the first line addressed.

**To Display Lines That Contain a Search Pattern:** Type the following subcommand:

```
Addressg/Pattern/p
```

where the *Address* parameter is the range of lines and the *Pattern* parameter is the character string or regular expression that you want to search.

The line or lines that contain the specified pattern are displayed on the screen. If the group of lines is too long to fit on the screen, the ed editor displays as many as will fit, beginning with the first line addressed.

**To Display Lines That Contain a Search Pattern, Including Their Nonprinting Characters:** Type the following subcommand:

```
[Address]g/Pattern/l
```

where *Address* is an optional parameter that specifies the range of lines and the *Pattern* parameter is the character string or regular expression that you want to search. If you omit the *Address* parameter, the ed editor searches the entire file.

The line or lines that contain the specified pattern are displayed on the screen. Nonprinting characters show up in the display. If the group of lines is too long to fit on the screen, the ed editor displays as many as will fit, beginning with the first line addressed.

**To Display Lines That Contain a Search Pattern, Including Their Line Numbers:** Type the following subcommand:

```
[Address]g/Pattern/n
```

where *Address* is an optional parameter that specifies the range of lines and the *Pattern* parameter is the character string or regular expression that you want to search. If you omit the *Address* parameter, the ed editor searches the entire file.

The line or lines that contain the specified pattern are displayed on the screen. The line number for each line is displayed beside the line. If the group of lines is too long to fit on the screen, the ed editor displays as many as will fit, beginning with the first line addressed.

**To Display Lines That Do Not Contain a Search Pattern:** Type the following subcommand:

```
[Address]v/Pattern/p
```

where *Address* is an optional parameter that specifies the range of lines and the *Pattern* parameter is the character string or regular expression that you want to search. If you omit the *Address* parameter, the ed editor searches the entire file.

The line or lines that contain the specified pattern are displayed on the screen. If the group of lines is too long to fit on the screen, the ed editor displays as many as will fit, beginning with the first line addressed.
The line or lines that do not contain the specified pattern are displayed on the screen. If the group of lines is too long to fit on the screen, the ed editor displays as many as will fit, beginning with the first line addressed.

**To Display Lines That Do Not Contain a Search Pattern, Including Their Nonprinting Characters:**
Type the following subcommand:

```
[Address]v/Pattern/l
```

where **Address** is an optional parameter that specifies the range of lines and the **Pattern** parameter is the character string or regular expression that you want to search. If you omit the **Address** parameter, the ed editor searches the entire file.

The line or lines that do not contain the specified pattern are displayed on the screen, including the nonprinting characters. If the group of lines is too long to fit on the screen, the ed editor displays as many as will fit, beginning with the first line addressed.

**To Display Lines That Do Not Contain a Search Pattern, Including Their Line Numbers:**
Type the following subcommand:

```
[Address]v/Pattern/n
```

where **Address** is an optional parameter that specifies the range of lines and the **Pattern** parameter is the character string or regular expression that you want to search. If you omit the **Address** parameter, the ed editor searches the entire file.

The line or lines that do not contain the specified pattern are displayed on the screen, along with their line numbers. If the group of lines is too long to fit on the screen, the ed editor displays as many as will fit, beginning with the first line addressed.

### Joining and Splitting Lines

\((..+1)j\ [I]\ [n] [p]\)

The **j** (join) subcommand joins contiguous lines by removing the intervening new-line characters. If given only one address, the **j** subcommand does nothing.

Type the **I** (list), **n** (number), or **p** (print) subcommand if you want to display the joined lines. These subcommands are optional.

The ed editor provides several ways to join or split a line. Use the preceding format to perform the following editing tasks:

- **Joining the current and next lines**
- **Joining addressed lines**
- **Splitting the current line**
- **Splitting an addressed line**

**To Join the Current and Next Lines:** Type the following subcommand:

```
[j][I][n][p]
```

where **I**, **n**, and **p** are optional subcommands that display the joined lines.

**To Join Addressed Lines:** Type the following subcommand:

```
Addressj[I][n][p]
```

where the **Address** parameter is a set of contiguous lines that will form one line, and **I**, **n**, and **p** are optional subcommands that display the joined lines.
To Split the Current Line:
1. To split the current line after a specified pattern, type the following subcommand:
   \s/Pattern/Pattern\n
   where the Pattern parameter is the character string that you want to split the line after.

   Note: Make sure that both strings represented by the Pattern parameter are exactly alike.

2. Press Enter.
3. Type the following backslash:
   /
4. To display the split line, type one of the following optional subcommands:
   l
   n
   p
5. Press Enter.

To Split an Addressed Line:
1. To split an addressed line after a specified pattern, type the following subcommand:
   Address/Pattern/Pattern\n
   where the Address parameter is the address of the line to split, and the Pattern parameter is the character string to split the line after.

   Note: Make sure that both strings represented by the Pattern parameter are exactly alike.

2. Press Enter.
3. Type the following backslash:
   /
4. To display the split line, type one of the following optional subcommands:
   l
   n
   p
5. Press Enter.
Making Global Changes

The \texttt{g} (global) subcommand first marks every line that matches the \textit{Pattern} parameter. The pattern can be a fixed character string or a regular expression. Then, for each marked line, this subcommand sets the current line to the marked line and runs the \textit{SubcommandList} parameter. Enter a single subcommand or the first subcommand of a list of subcommands on the same line with the \texttt{g} subcommand; enter subsequent subcommands on separate lines. Except for the last line, each of the lines should end with a \texttt{\textbackslash} (backslash).

The \textit{SubcommandList} parameter can include the \texttt{a, i, c, g, G, v, or V} subcommand. If the last command in the \textit{SubcommandList} parameter would usually be the . (period) that ends input mode, the . (period) is optional. If no \textit{SubcommandList} parameter exists, the current line is displayed. The \textit{SubcommandList} parameter cannot include the \texttt{g, G, v, or V} subcommand.

Type the \texttt{l} (list), \texttt{n} (number), or \texttt{p} (print) subcommand if you want to display the changes. These subcommands are optional.

\textbf{Note:} The \texttt{g} subcommand is similar to the \texttt{v} subcommand, which runs the \textit{SubcommandList} parameter for every line that does not contain a match for the pattern.

The interactive \texttt{G} (Global) subcommand marks every line that matches the \textit{Pattern} parameter, displays the first marked line, sets the current line to that line, and then waits for a subcommand. A pattern can be a fixed character string or a regular expression.

The \texttt{G} subcommand does not accept the \texttt{a, i, c, g, G, v, and V} subcommands. After the subcommand finishes, the \texttt{G} subcommand displays the next marked line, and so on. The \texttt{G} subcommand takes a new-line character as a null subcommand. A :& (colon ampersand) causes the \texttt{G} subcommand to run the previous subcommand again. You can stop the \texttt{G} subcommand by pressing Ctrl+C.

Type the \texttt{l} (list), \texttt{n} (number), or \texttt{p} (print) subcommand if you want to display the changes. These subcommands are optional.

\textbf{Note:} The \texttt{G} subcommand complements the \texttt{g} subcommand, which marks the lines that match the pattern.

The \texttt{v} subcommand runs the subcommands in the \textit{SubcommandList} parameter for each line that does not contain a match for the \textit{Pattern} parameter. A pattern can be a fixed character string or a regular expression.

The \texttt{v} subcommand does not accept the \texttt{a, i, c, g, G, v, and V} subcommands. \textbf{Note:} The \texttt{v} subcommand complements the \texttt{g} subcommand, which runs the \textit{SubcommandList} parameter for every line that contains a match for the pattern.

Type the \texttt{l} (list), \texttt{n} (number), or \texttt{p} (print) subcommand if you want to display the changes. These subcommands are optional.

\textbf{Note:} The \texttt{v} subcommand complements the \texttt{G} subcommand, which marks the lines that match the pattern.

The \texttt{V} subcommand marks every line that does not match the \textit{Pattern} parameter, displays the first marked line, sets the current line to that line, and then waits for a subcommand. A pattern can be a fixed character string or a regular expression.

The \texttt{V} subcommand does not accept the \texttt{a, i, c, g, G, v, and V} subcommands. \textbf{Note:} The \texttt{V} subcommand complements the \texttt{G} subcommand, which marks the lines that match the pattern.
Marking Text

\( .k x [l] [n] [p] \)

The `k` (mark) subcommand marks the addressed line with the name specified by the `x` parameter, which must be a lowercase ASCII letter. The address `’x` (single quotation mark before the marking character) then addresses this line. The `k` subcommand does not change the current line.

Type the `l` (list), `n` (number), or `p` (print) subcommand if you want to display the marked text. These subcommands are optional.

To Mark the Current Line: Type the following subcommand:

\[ kLetter[l][n][p] \]

where the `Letter` parameter is the letter `a` through `z` for a mark, and `[l][n][p]` are optional subcommands that display the marked text.

To Mark an Addressed Line: Type the following subcommand:

\[ AddresskLetter[l][n][p] \]

where the `Address` parameter is the line number or symbolic address of the line you want to mark, and the `Letter` parameter is the letter `a` through `z` for a mark. The `[l][n][p]` optional subcommands display the marked text.

Moving Text

\( ...mA [l] [n] [p] \)

The `m` (move) subcommand repositions the addressed line or lines. The first moved line follows the line addressed by the `A` parameter. A parameter of 0 moves the addressed line or lines to the beginning of the file. The address specified by the `A` parameter cannot be one of the lines to be moved. The `m` subcommand sets the current line to the last moved line.

Type the `l` (list), `n` (number), or `p` (print) subcommands if you want to display the deletion. These subcommands are optional.

Moving a line or a set of lines deletes the specified lines from their original location and places them in a new location. You can select which lines to move by address or pattern. Use the preceding format to perform the following editing tasks:

- Moving the current line
- Moving lines specified by address
- Moving lines that contain a specified pattern
- Moving lines that do not contain a specified pattern

To Move the Current Line: Type the following subcommand:

\[ mAddress[l][n][p] \]

where the `Address` parameter is the line number or symbolic address of the line you want the current line to follow, and `[l][n][p]` are optional subcommands that display the moved line.

To Move Lines Specified by Address: Type the following subcommand:

\[ LineNumbermDestinationAddress[l][n][p] \]

where the `LineNumber` parameter is the address of the lines you want to move, and the `DestinationAddress` parameter is the line you want the moved lines to follow. The `[l][n][p]` optional subcommands display the moved lines.
To Move Lines That Contain a Specified Pattern: Type the following subcommand:

```
[Address]g/Pattern/m[DestinationAddress][l][n][p]
```

where Address is an optional parameter that specifies the range of lines to search for lines that contain the specified pattern, the Pattern parameter is the text you are searching for, and DestinationAddress is an optional parameter that represents the line you want the moved lines to follow. The \[l\], \[n\], and \[p\] optional subcommands display the moved lines.

If you omit the Address parameter, the ed editor searches the entire file for lines that contain the pattern. If you omit the DestinationAddress parameter, the moved text is placed after the current line.

To Move Lines That Do Not Contain a Specified Pattern: Type the following subcommand:

```
[Address]v/Pattern/m[DestinationAddress][l][n][p]
```

where Address is an optional parameter that specifies the range of lines to search for lines that do not contain the specified pattern, the Pattern parameter is the text, and DestinationAddress is an optional parameter that represents the line you want the moved text to follow. The \[l\], \[n\], and \[p\] optional subcommands display the moved lines.

If you omit the Address parameter, the ed editor searches the entire file for lines that do not contain the pattern. If you omit the DestinationAddress parameter, the moved text is placed after the current line.

Saving Text

\[(1,\$)w\ File\]

The \w (write) subcommand copies the addressed lines from the buffer to the file specified by the File parameter. If the file does not exist, the \w subcommand creates it with permission code 666 (read and write permission for everyone), unless the umask setting specifies another file creation mode.

The \w subcommand does not change the default file name (unless the File parameter is the first file name used since you started the ed editor). If you do not provide a file name, the \w subcommand uses the default file name. The \w subcommand does not change the current line.

If the ed editor successfully writes the file from the buffer, it displays the number of characters written. If you specify the ! Command subcommand instead of a file name, the \w subcommand reads the output of the operating system command specified by the Command parameter. The \w subcommand does not save the name of the operating system command you specified as a default file name.

Note: Because 0 is not a legal address for the \w subcommand, you cannot create an empty file with the ed command.

You can save changes to a file in several ways. Use the preceding format to perform the following actions:

- Saving a file to the current file
- Saving part of a file to the current file
- Saving a file to a different file
- Saving part of a file to a different file

To Save a File to the Current File: Type the following subcommand:

```
w
```

The current file is saved under its current name, and the ed editor displays the number of characters written.

To Save Part of a File to the Current File: Type the following subcommand:

```
Addressw
```
where the *Address* parameter specifies the line or group of lines to write. The ed editor displays the number of characters written.

**To Save a File to a Different File:** Type the following subcommand:

```
w File
```

where the *File* parameter is the name of the file to write to.

The current file is saved to the file specified by the *File* parameter. The ed editor displays the number of characters written.

**To Save Part of a File to a Different File:** Type the following subcommand:

```
Addressw File
```

where the *Address* parameter specifies the line or group of lines to write and the *File* parameter specifies the file to write to.

The specified lines are saved to the file specified by the *File* parameter. The ed editor displays the number of characters written.

**Searching Text**

You can search forward or backward from the current line for a pattern of text. The pattern can be a character string or a regular expression made up of literal characters and the special characters ^ (circumflex), $ (dollar sign), . (period), [ (left bracket), ] (right bracket), * (asterisk), \ (backslash), % (percent sign), and the & key.

You can use the ed editor to perform the following text searches:

- Searching forward
- Searching backward
- Repeating a search in the same direction
- Repeating a search in the opposite direction

**To Search Forward:** Type the following subcommand:

```
/Pattern
```

where the *Pattern* parameter is a character string or regular expression that specifies the text to search for.

The cursor moves to the first character of the text specified by the pattern.

**To Search Backward:** Type the following subcommand:

```
?Pattern
```

where the *Pattern* parameter is a character string or regular expression that specifies the text to search for.

The cursor moves to the first character of the text specified by the pattern.

**To Repeat a Search in the Same Direction:** Type the following subcommand:

```
/
```

The cursor moves to the first character of the closest instance of the text specified by the pattern in the last search command.
To Repeat a Search in the Opposite Direction: Type the following subcommand:
```
?
```

The cursor moves to the first character of the closest instance of the text specified by the pattern in the last search command.

## Substituting Text

<table>
<thead>
<tr>
<th>Command</th>
<th>Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>(.)</code>s/Pattern/Replacement/ [l] [n] [p]</td>
<td>The <code>s</code> (substitute) subcommand searches each addressed line for a string that matches the <code>Pattern</code> parameter and replaces the string with the specified <code>Replacement</code> parameter. A pattern can be a fixed character string or a regular expression. Without the global subcommand (g), the <code>s</code> subcommand replaces only the first matching string on each addressed line. With the <code>g</code> subcommand, the <code>s</code> subcommand replaces every occurrence of the matching string on each addressed line. If the <code>s</code> subcommand does not find a match for the pattern, it returns the error message <code>?</code> (question mark).</td>
</tr>
<tr>
<td><code>(.)</code>s/Pattern/Replacement/ing [l] [n] [p]</td>
<td>Type the <code>l</code> (list), <code>n</code> (number), or <code>p</code> (print) subcommand to display the substituted text. These subcommands are optional. <strong>Note:</strong> Any character except a space or a new-line character can separate (delimit) the <code>Pattern</code> and <code>Replacement</code> parameters. The <code>s</code> subcommand sets the current line to the last line changed.</td>
</tr>
</tbody>
</table>

If the `Number` parameter (an integer) is specified, then the first number that matches strings in each addressed line is replaced.

An `&` (ampersand) character used in the `Replacement` parameter has the same value as the `Pattern` parameter. For example, the subcommand `s/are/&n't/` has the same effect as the subcommand `s/are/aren't/` and replaces `are` with `aren't` on the current line. A `\` (backslash, ampersand) removes the special meaning of the `&` character in the `Replacement` parameter.

A subpattern is part of a pattern enclosed by the strings `\` (backslash, left parenthesis) and `)` (backslash, right parenthesis); the pattern works as if the enclosing characters were not present. In the `Replacement` parameter, `
` is a backslash, left parenthesis; and `)` is a backslash, right parenthesis); the pattern works as if the enclosing characters were not present. In the `Replacement` parameter, `\Number` refers to strings that match subpatterns. For example, the `s/t/\(t\)\\(h\\)\\(e\\)\)subcommand replaces `the` with `those` if a match for the pattern `the` exists on the current line. Whether subpatterns are nested or in a series, `\Number` refers to the occurrence specified by the `Number` parameter, counting from the left of the delimiting characters, `)` (backslash, right parenthesis).

The `%` (percent sign), when used alone as the `Replacement` parameter, causes the `s` subcommand to repeat the previous `Replacement` parameter. The `%` does not have this special meaning if it is part of a longer `Replacement` parameter or if it is preceded by a `\` (backslash).

You can split lines by substituting new-line characters into them. In the `Replacement` parameter. Pressing the `\1`Enter key sequence quotes the new-line character (not displayed) and moves the cursor to the next line for the remainder of the string. New-line characters cannot be substituted as part of a `\` subcommand or `\4` subcommand list.

The ed editor provides several ways to substitute text. Use the preceding format to perform the following editing tasks:

- Substituting text within the current line
- Substituting text within an addressed line or group of lines
- Substituting a specified pattern within lines that contain that pattern
- Substituting a pattern within lines that contain a different pattern
- Substituting a pattern within lines that do not contain a different pattern

Alphabetical Listing of Commands
To Substitute Text within the Current Line:
1. Type the following subcommand:
   `s/OldString/NewString`

   where the `OldString` parameter is the existing text and the `NewString` parameter is the text you want to substitute for it.

2. Type one of the following actions:
   To substitute the `NewString` parameter for the first instance of the `OldString` parameter within the current line, type:
   `/`

   To substitute the `NewString` parameter for every instance of the `OldPattern` parameter within the current line, type:
   `/g`

3. To display the changed text, type one of the following optional subcommands:
   `l`
   `n`
   `p`

4. Press Enter.

To Substitute Text within an Addressed Line or Group of Lines:
1. Type the following subcommand:
   `Addresss/OldPattern/NewString`

   where the `Address` parameter is the address of the line or group of lines where you want to substitute text, the `OldPattern` parameter is the existing text, and the `NewString` parameter is the text you want to substitute.

2. Type one of the following actions:
   To substitute the `NewString` parameter for the first instance of the `OldPattern` parameter within each line, type:
   `/NewString/`

   To substitute the `NewString` parameter for every instance of the `OldPattern` parameter within each line, type:
   `/NewString/g`

   To substitute the `NewString` parameter for the first instance of the `NumberOldPattern` parameter on each address line, type:
   `/NewString/Number`

3. To display the changed text, type one of the following optional subcommands:
   `l`
   `n`
   `p`

4. Press Enter.

To Substitute a Specified Pattern within Lines That Contain That Pattern:
1. Type the following subcommand:
   Addressg/Pattern/s//NewString

   where the Address parameter is the address of the group of lines that you want to search for the
   pattern specified with the Pattern parameter, and the NewString parameter is the text you want to
   substitute for the Pattern parameter.

2. Type one of the following actions:
   To substitute the NewString parameter for the first instance of the Pattern parameter within each line,
   type:
   `/`

   To substitute the NewString parameter for every instance of the Pattern parameter within each line,
   type:
   `/g`

3. To display the changed text, type one of the following optional subcommands:
   `l`
   `n`
   `p`

4. Press Enter.

**To Substitute a Pattern within Lines That Contain a Different Pattern:**

1. Type the following subcommand:
   Addressg/Pattern/s/OldString/NewString

   where the Address parameter is the address of the group of lines that you want to search for the
   pattern specified with the Pattern parameter, the OldString parameter is the text you want to replace,
   and the NewString parameter is the text you want to substitute in place of the OldString parameter.

2. Type one of the following actions:
   To substitute the NewString parameter for the first instance of the OldString parameter within each line
   that contains the Pattern parameter, type:
   `/`

   To substitute the NewString parameter for every instance of the OldString parameter within each line
   that contains the Pattern parameter, type:
   `/g`

3. To display the changed text, type one of the following optional subcommands:
   `l`
   `n`
   `p`

4. Press Enter.

**To Substitute a Pattern within Lines That Do Not Contain a Different Pattern:**

1. Type the following subcommand:
   Addressv/Pattern/s/OldString/NewString
where the *Address* parameter is the address of the group of lines that you want to search for the pattern specified with the *Pattern* parameter, the *OldString* parameter is the text you want to replace, and the *NewString* parameter is the text you want to substitute in place of the *OldString* parameter.

2. Type one of the following actions:
   To substitute the *NewString* parameter for the first instance of the *OldString* parameter within each line that does not contain the *Pattern* parameter, type:
   
   `/`

   To substitute the *NewString* parameter for every instance of the *OldString* parameter within each line that does not contain the *Pattern* parameter, type:
   
   `/g`

3. To display the changed text, type one of the following optional subcommands:

   `[l]`  
   `[n]`  
   `[p]`

4. Press Enter.

**Undoing Text Changes**

**u [l] [n] [p]**

The `u` (undo) subcommand restores the buffer to the state it was in before it was last modified by an ed editor subcommand. The `u` subcommand cannot undo the `a`, `w`, and `i` subcommands.

Type the `l` (list), `n` (number), or `p` (print) subcommand if you want to display the changes. These subcommands are optional.

*To Undo Text Changes:* Type the following subcommand:

`u[l]n[p]`

where `l`, `n`, and `p` are optional subcommands that display the changes. All add, change, move, copy, or delete editing functions performed to the text after the last save are undone.

**Manipulating Files**

You can use ed editor subcommands to manipulate files to perform the following tasks:

- Adding another file to the current file
- Changing the default file name
- Editing additional files

**Adding Another File to the Current File**

($) `r` *File*

The `r` (read) subcommand reads a file into the buffer after the addressed line. The `r` subcommand does not delete the previous contents of the buffer. When entered without the *File* parameter, the `r` subcommand reads the default file, if any, into the buffer. The `r` subcommand does not change the default file name.

A 0 address causes the `r` subcommand to read a file in at the beginning of the buffer. After it reads a file successfully, the `r` subcommand displays the number of characters read into the buffer and sets the current line to the last line read.

If ! (exclamation point) replaces the *File* parameter in an `r` subcommand, the rest of the line is taken as an operating system shell command whose output is to be read. The `r` subcommand does not store the names of operating system commands as default file names.
To Insert a File after the Current Line: Type the following subcommand:

```
  r File
```

where the File parameter is the name of the file to be inserted.

The ed editor reads the file specified by the File parameter into the current file after the current line and displays the number of characters read into the current file.

To Insert a File after a Line Specified by Address: Type the following subcommand:

```
  Addressr File
```

where the Address parameter specifies the line that you want the inserted file to follow, and the File parameter is the name of the file to be inserted.

The ed editor reads the file specified by the File parameter into the current file after the specified line and displays the number of characters read into the current file.

Changing the Default File Name

```
  f [File]
```

The f (file name) subcommand changes the default file name (the stored name of the last file used) to the name specified by the File parameter. If a File parameter is not specified, the f subcommand displays the default file name. (The e subcommand stores the default file name.)

To Display the Name of a File: Type the following subcommand:

```
  f
```

The ed editor displays the name of the file in the edit buffer.

To Name a File: Type the following subcommand:

```
  f File
```

where the File parameter is the new name for the file in the edit buffer.

The file in the edit buffer is renamed.

Editing Additional Files

```
  e File
```

The e (edit) subcommand first deletes any contents from the buffer, sets the current line to the last line of the buffer, and displays the number of characters read into the buffer. If the buffer has been changed since its contents were saved (with the w subcommand), the ed editor displays a ? (question mark) before it clears the buffer.

The e subcommand stores the File parameter as the default file name to be used, if necessary, by subsequent e, r or w subcommands. (To change the name of the default file name, use the f subcommand.)

When an ! (exclamation point) replaces the File parameter, the e subcommand takes the rest of the line as an operating system shell command and reads the command output. The e subcommand does not store the name of the shell command as a default file name.

```
  E File
```

The E (Edit) subcommand works like the e subcommand with one exception; the E subcommand does not check for changes made to the buffer after the last w subcommand. Any changes you made before re-editing the file are lost.

You can use the e or E subcommands to perform the following tasks:
Re-editing the current file without saving it
Re-editing the current file after saving it
Editing a file after the current file is saved
Editing a file without saving the current file

To Re-Edit the Current File without Saving It: Type the following subcommand:

```
E
```

The ed editor displays the number of characters in the file. Any changes you made before re-editing the file are lost.

To Re-Edit the Current File after Saving It: Type the following subcommand:

```
e
```

The ed editor displays the number of characters in the file.

To Edit a File after the Current File Is Saved: Type the following subcommand:

```
e File
```

where the File parameter is the name of a new or existing file that you want to edit.

For an existing file, the ed editor displays the number of characters in the file. For a new file, the ed editor displays a ? (question mark) and the name of the file.

To Edit a File without Saving the Current File: Type the following subcommand:

```
E File
```

where the File parameter is the name of a new or existing file that you want to edit.

For an existing file, the editor displays the number of characters in the file. For a new file, the ed editor displays a ? (question mark) and the name of the file.

Miscellaneous Functions of the ed Editor Subcommands

You can use ed editor subcommands to perform the following tasks:

- Changing the prompt string
- Entering system commands
- Exiting the ed editor
- Requesting help

Changing the Prompt String

The P (Prompt) subcommand turns on or off the ed editor prompt string, which is represented by an * (asterisk). Initially, the P subcommand is turned off.

To Start or Stop Displaying the Prompt String: Type the following subcommand:

```
P
```

The ed editor prompt, an * (asterisk), is displayed or not displayed, depending on its previous setting.
Entering System Commands

! Command  The ! subcommand allows you to run operating system commands without leaving the ed editor. Anything that follows the ! subcommand on an ed editor subcommand line is interpreted as an operating system command. Within the text of that command string, the ed editor replaces the unescaped % (percent sign) with the current file name, if one exists.

You can repeat the previous operating system command by entering an ! (exclamation point) after the ! ed editor subcommand. If the operating system command interpreter (the sh command) expands the command string, the ed editor echoes the expanded line. The ! subcommand does not change the current line.

You can use the ! subcommand to perform the following actions:

- **Running one operating system command**
- **Repeating an operating system command**
- **Running several operating system commands**

**To Run One Operating System Command:**  Type the following subcommand:

```
!Command
```

where the Command parameter specifies an operating system command usually entered at the prompt.

The command runs and displays its output. After the command completes, the editor displays an ! (exclamation point).

**To Repeat an Operating System Command:**  Type the following subcommand:

```
!
```

The previously run operating system command runs and displays its output. After the command completes, the editor displays an ! (exclamation point).

**To Run Several Operating System Commands:**

1. Type the following subcommand to display an operating system prompt:

   ```
   !sh
   ```

2. Type an operating system command.
3. Press Enter to run the command and display its output.
4. Repeat steps 2 and 3 to run more operating system commands.
5. Press Ctrl+D to return to command mode. The editor displays an ! (exclamation point).

Exiting the ed Editor

q  The q (quit) subcommand exits the ed editor after checking whether the buffer has been saved to a file after the last changes were entered. If the buffer has not been saved to a file, the q subcommand displays the ? (question mark) message. Enter the q subcommand again to exit the ed editor anyway. The changes to the current file are lost.

Q  The Q (Quit) subcommand exits the ed editor without checking whether any changes were made since the buffer was saved to a file. Any changes made to the buffer since the last save are lost.

**To Quit after Checking for Edits:**

1. Type the following subcommand:

   ```
   q
   ```

2. If the ed editor displays a ?, type one of the following subcommands:
   To save changes before quitting, type:
then press Enter.

To quit without saving changes, type:

q

3. Press Enter.

To Quit and Discard Edits:
1. Type the following subcommand:

Q

2. Press Enter. Any changes made to the buffer since the last save are lost.

Requesting Help

h
The h (help) subcommand provides a brief help message for the most recent ? diagnostic or error message displayed.

H
The H (Help) subcommand causes the ed editor to display help messages for all subsequent ? diagnostic messages. The H subcommand also explains the previous ? if one existed. The H subcommand alternately turns this mode on and off; it is initially off.

To Start or Stop Displaying Help Messages: Type the following subcommand:

H

The help messages are displayed or not displayed for ? responses from the ed editor, depending on the previous setting.

To Display the Last Help Message: Type the following subcommand:

h

A help message is displayed for the last ? response from the ed editor.

Character Class Support in the ed Editor

In standard Patterns expression, a range expression matches the set of all characters that fall between two characters in the collation sequence of the current locale. The syntax of the range expression is as follows:

[character-character]

The first character must be lower than or equal to the second character in the collation sequence. For example, [a-c] matches any of the characters a, b, or c in the En_US locale.

The range expression is commonly used to match a character class. For example, [0-9] is used to mean all digits, and [a-z A-Z] is used to mean all letters. This form may produce unexpected results when ranges are interpreted according to the collating sequence in the current locale.

Instead of the preceding form, use a character class expression within [ ] (brackets) to match characters. The system interprets this type of expression according to the character class definition in the current locale. However, you cannot use character class expressions in range expressions.

The syntax of a character class expression is as follows:

[character-class]

That is, a left bracket, a colon, the name of the character class, another colon, and then a right bracket.
The following character classes are supported in all locales:

- [:upper:] Uppercase letters
- [:lower:] Lowercase letters
- [:alpha:] Uppercase and lowercase letters
- [:digit:] Digits
- [:alnum:] Alphanumeric characters
- [:xdigit:] Hexadecimal digits
- [:punct:] Punctuation character (neither a control character nor alphanumeric)
- [:space:] Space, tab, carriage return, new-line, vertical tab, or form feed character
- [:print:] Printable characters, including space
- [:graph:] Printable characters, not including space
- [:cntrl:] Control characters
- [:blank:] Space and tab characters

The brackets are part of the character class definition. To match any uppercase ASCII letter or ASCII digit, use the following regular expression:

```
[:upper:] [:digit:]
```

Do not use the expression [A-Z0-9].

A locale may support additional character classes.

The newline character is part of the [:space:] character class but will not be matched by this character class. The newline character may only be matched by the special search characters $ (dollar sign) and ^ (caret).

**Exit Status**

The `ed` and `red` commands return the following exit values:

- 0      Successful completion.
- >0     An error occurred.

**Related Information**

The `edit` command, `ex` command, `grep` command, `rsh` command, `sed` command, `sh` command, `stty` command, `vi` or `vedit` command, `view` command.

---

**edit Command**

**Purpose**

Provides a simple line editor for the new user.

**Syntax**

```
edit [ -r ] [ File ... ]
```

**Description**

The `edit` command starts a line editor designed for beginning users, a simplified version of the `ex` editor. The `edit` editor belongs to a family of editors that includes the `ed` editor, `ex` editor, and `vi` editor. Knowing about the `edit` editor can help you learn the more advanced features of the other editors. To edit the contents of a file, enter:

```
edit File
```
When the file specified by the File parameter names an existing file, the edit command copies it to a buffer and displays the number of lines and characters in it. It then displays a : (colon) prompt to show that it is ready to read subcommands from standard input.

If the file specified in the File parameter does not already exist, the edit command indicates this information and creates the new file. You can specify more than one file name for the File parameter, in which case the edit command copies the first file into its buffer and stores the remaining file names in an argument list for later use. The edit editor does not make changes to the edited file until you use the w subcommand to write the changes.

The edit editor operates in one of the following two modes:

- **command mode**
  Recognizes and runs the edit editor subcommands. When you start the edit editor, it is in command mode. To enter command mode at other times, enter only a . (period) at the beginning of a line.

- **text input mode**
  Allows you to enter text into the edit editor buffer. Enter text input mode by using the append (a) subcommand, change (c) subcommand, or insert (i) subcommand. To end text input mode, enter only a . (period) at the beginning of a line.

**Flags**

- `r` Recovers the file being edited after an editor or system malfunction.

**Addressing Lines in a File**

The edit editor uses the following three types of addresses:

- **Line number addresses**
- **Relative position addresses**
- **Pattern addresses**

**Line Number Addresses**

Line number addresses specify a line within a file by its line number or symbolic name. This method is the simplest way to address a line or lines.

To address the first line by its symbolic name, enter:

.  

To address the last line by its symbolic name, enter:

$  

You also can specify a range of lines by separating the line numbers or symbolic addresses with a comma or a semicolon. The second address must refer to a line that follows the first addressed line in the range.

For example:

1,5  

addresses the lines 1 through 5.

.,$  

addresses the first through the last lines.
Relative Position Addresses
The edit editor can address a line by its relative position to the current line. An address that begins with the -Number or +Number parameter addresses a line the specified number of lines before or after the current line, respectively.

For example:
+8
addresses 8 lines after the current line.

You can also address a line relative to the first or last line by using the symbolic names in combination with the -Number or +Number addresses.

For example:
.+3
addresses 3 lines after the first line, and:
$-10
addresses 10 lines before the last line.

Pattern Addresses
You can specify an address line by searching the buffer for a particular pattern. The edit editor searches forward or backward and stops at the first line that contains the match for the Pattern parameter. If necessary, the search wraps past the end or beginning of the buffer until it finds a match or returns to the current line.

To search forward, enter:
/Pattern/

To search backward, enter:
?Pattern?

You also can specify a range of lines by separating the Pattern parameters with a comma or a semicolon. The second address must refer to a line that follows the first addressed line in the range.

For example:
Pattern,Pattern

The following characters have special meanings when used as part of the Pattern parameter:

^ Matches the beginning of a line when used as the first character of the Pattern parameter.
$ Matches the end of a line when used as the last character of the Pattern parameter.

Using edit Editor Subcommands
The edit editor subcommands affect the current line, which is represented by a . (period). When you start the edit editor, the current line is the last line in the buffer. As the buffer is edited, the current line changes to the last line affected by a subcommand. To work with different parts of a file, you must know how to find the current line and how to address different lines in a file.

You can use the edit editor subcommands to perform the following tasks:

• Adding text
• Changing the name of the current file
• Changing text
• Deleting text
• Displaying the current file name and status
• Displaying text and finding the current line
• Editing additional files
• Ending and exiting the edit editor
• Making global changes
• Moving or copying text
• Saving a file after a system crash
• Saving text
• Substituting text
• Undoing a change

Adding Text
In the following subcommands, the Address parameter is optional. If you specify an address, do not type
the brackets. You can use the full subcommand or its abbreviation, which is shown in parentheses.

[Address]append (a) Text . Appends the text you type after the current line if you do not specify an Address
parameter. You may need to [find the current line or specify an address] if you are not
in the correct position in the buffer.

If you specify an address, the a subcommand appends text after the specified line. If
you specify a 0 address, the a subcommand places the text at the beginning of the
buffer.

Type the text, pressing the Enter key at the end of each line. When you have entered
all the text, type a . (period) alone at the start of a line to end text input mode and
return to command mode. You can use the 1,$p subcommand to display the entire
contents of the buffer.

Note: The a subcommand differs from the i subcommand in the placement of text.

[Address]insert (i)Text. Inserts text before the current line if you do not specify an Address parameter. You
may need to [find the current line or specify an address] if you are not in the correct
position in the buffer.

If you specify an address, the i subcommand inserts text before the specified line. You
cannot specify a 0 address.

Type your text, pressing the Enter key at the end of each line. When you have entered
all your text, type a . (period) alone at the start of a line to end text input mode and
return to command mode. You can use the 1,$p subcommand to display the entire contents of the buffer.

Note: The i subcommand differs from the a subcommand in the placement of text.

Changing the Name of the Current File
file File Changes the name of the current file to the name specified by the File parameter. The edit editor
does not consider this file to be edited.

Changing Text
In the following subcommand, the Address parameters are optional. If you specify an address, do not type
the brackets. You can use the full subcommand or its abbreviation, which is shown in parentheses.
[Address1,Address2] change (c) Replaces the current line with the text you type if you do not specify the Address parameters. You may need to find the current line or specify an address if you are not in the correct position in the buffer.

Text If you specify an address, the c subcommand replaces the addressed line or lines. You can specify a range of lines by separating the addresses with a comma.

Type your text, pressing the Enter key at the end of each line. When you have entered all your text, type a . (period) alone at the start of a line to end text input mode and return to command mode. You can use the 1,$p subcommand to display the entire contents of the buffer. The last input line becomes the current line.

Deleting Text
In the following subcommand, the Address and Buffer parameters are optional. If you specify an address or buffer, do not type the brackets. You can use the full subcommand or its abbreviation, which is shown in parentheses.

[Address1,Address2] delete [Buffer] (d) Deletes the current line if you do not specify the Address parameters. You may need to find the current line or specify an address if you are not in the correct position in the buffer.

If you specify an address, the d subcommand deletes the addressed line or lines. You can specify a range of lines by separating the addresses with a comma. The line following the last deleted line becomes the current line.

If you specify a buffer by giving a lowercase letter from a to z, the edit editor saves the addressed lines in that buffer. If you specify an uppercase letter, the ed editor appends the lines to that buffer. You can use the pu subcommand to put the deleted lines back into the buffer.

Displaying the Current File Name and Status
In the following subcommand, you can use the full subcommand or its abbreviation, which is shown in parentheses.

file (f) Displays the current file name along with the following related information:
- Whether the file was modified since the last w subcommand
- Current line number
- Number of lines in the buffer
- Percentage of the buffer indicating the current line location

Displaying Text and Finding the Current Line
In the following subcommands, the Address parameters are optional. If you specify an address, do not type the brackets. You can use either the full subcommand or its abbreviation, which is shown in parentheses.

[Address1,Address2] number (nu) Displays the addressed line or lines preceded by its buffer line number. If you do not specify the Address parameters, the nu subcommand displays the current line and number.

If you specify an address, the nu subcommand displays the addressed line or lines. You can specify a range of lines by separating the addresses with a comma. The last line displayed becomes the current line.
[Address1, Address2] print (p) Displays the addressed line or lines. If you do not specify the Address parameters, the p subcommand displays the current line.

If you specify an address, the p subcommand displays the addressed line or lines. You can specify a range of lines by separating the addresses with a comma. The last line displayed becomes the current line.

[Address]= Displays the line number of the addressed line. If you do not specify an Address parameter, the = subcommand displays the line number of the current line.

[Address]z Displays a screen of text beginning with the addressed line. If an Address parameter is not specified, the z subcommand displays a screen of text beginning with the current line.

[Address]z- Displays a screen of text with the addressed line at the bottom. If an Address parameter is not specified, the z- subcommand displays a screen of text with the current line at the bottom.

[Address]z. Displays a screen of text with the addressed line in the middle. If an Address parameter is not specified, the z. subcommand displays a screen of text with the current line in the middle.

Editing Additional Files
In the following subcommand, you can use the full subcommand or its abbreviation, which is shown in parentheses.

edit File (e) Begins an editing session on a new file specified by the File parameter. The editor first checks to see if the buffer was edited since the last write (w) subcommand.

If the file was edited since the last w subcommand, the edit editor issues a warning and cancels the e subcommand. Otherwise, the edit editor deletes the contents of the editor buffer, makes the named file the current file, and displays the new file name.

After insuring that this file can be edited, the edit editor reads the file into its buffer. If the edit editor reads the file without error, it displays the number of lines and characters that it read. The last line read becomes the new current line.

next (n) Copies the next file named in the command line argument list to the buffer for editing.

Ending and Exiting the edit Editor
In the following subcommands, you can use the full subcommand or its abbreviation, which is shown in parentheses.

quit (q) Ends the editing session after using the write (w) subcommand. If you have modified the buffer and have not written the changes, the edit editor displays a warning message and does not end the editing session.

quit! (q!) Ends the editing session, discarding any changes made to the buffer since the last w subcommand.

Making Global Changes
In the following subcommand, the Address parameters are optional. If you specify an address, do not type the brackets. You can use the full subcommand or its abbreviation, which is shown in parentheses.
Marked each of the addressed lines that match the _Pattern_ parameter. The edit editor then performs the list of subcommands specified in the _SubcommandList_ parameter on each marked line.

If you do not specify the _Address_ parameters, the _g_ subcommand works on the current line. You may need to find the current line or specify an address if you are not in the correct position in the buffer.

If you specify an address, the _g_ subcommand works on the addressed line or lines. You can specify a range of lines by separating the addresses with a comma.

A single subcommand or the first subcommand in a subcommand list appears on same line as the _g_ subcommand. The remaining subcommands must appear on separate lines, where each line (except the last) ends with a \ (backslash). The default subcommand is the _print (p)_ subcommand.

The subcommand list can include the _append (a)_ subcommand, _insert (i)_ subcommand, and _change (c)_ subcommand, and their associated input. In this case, if the ending period is on the last line of the command list, you can omit it.

**Note:** The _undo (u)_ subcommand and the _g_ subcommand cannot appear in the subcommand list.

### Moving or Copying Text

In the following subcommands, the _Address1_ and _Address2_ parameters are optional. If you specify an address, do not type the brackets. You must specify the _Address3_ parameter. You can use either the full subcommand or its abbreviation, which is shown in parentheses.

**move**

Moves the current line after the line specified by the _Address3_ parameter if you do not specify an address or an address range. You may need to find the current line or specify an address if you are not in the correct position in the buffer.

If you specify an address, the _m_ subcommand moves the addressed line or lines. You can specify a range of addresses by separating the addresses with a comma. The first of the moved lines becomes the current line.

**yank**

Copies the specified line or lines into the _Buffer_, an optional parameter specified by a single alpha character a to z. You can use the _pu_ subcommand to put these lines into another file.

**put**

Retrieves the contents of the specified _Buffer_ parameter and places it after the current line if you do not specify an address. You may need to find the current line or specify an address if you are not in the correct position in the buffer.

If you specify an address, the _pu_ subcommand retrieves the contents of the specified buffer and places it after the addressed line. If you do not specify a _Buffer_ parameter, the _pu_ subcommand restores the last deleted or copied text.

You can use the _pu_ subcommand with the _delete (d)_ subcommand to move lines within a file or with the _yank (ya)_ subcommand to duplicate lines between files.

You cannot use the _pu_ and _ya_ subcommands inside a macro.

### Saving a File after a System Malfunction

**preserve**

Saves the current editor buffer as though the system had just malfunctioned. Use this subcommand when a _write (w)_ subcommand has resulted in an error and you do not know how to save your work. Use the _recover_ subcommand to recover the file.

**recover**

Recovers the file specified by the _File_ parameter from the system save area. Use this subcommand after a system crash or after a _preserve_ subcommand.
**Saving Text**

In the following subcommand, the Address parameters are optional. If you specify an address, do not type the brackets. You can use the full subcommand or its abbreviation, which is shown in parentheses.

\[ [\text{Address}1, \text{Address}2] \text{write} \{\text{File}\} \] (w)

Writes the entire contents of the buffer to the file specified by the File parameter if you do not specify an address.

If you specify an address, the w subcommand writes the addressed line or lines to the file specified. You can specify a range of lines by separating the addresses with a comma. The edit editor displays the number of lines and characters that it writes.

If you do not specify a file, the edit editor uses the current file name. If a File parameter does not exist, the editor creates one.

**Substituting Text**

In the following subcommand, the Address parameters are optional. If you specify an address, do not type the brackets. You can use either the full subcommand or its abbreviation, which is shown in parentheses.

\[ [\text{Address}1, \text{Address}2] \text{substitute}/\text{Pattern}/\text{Replacement} \] (s)

Replaces the first instance of the specified Pattern parameter on each addressed line. You can replace every instance of the Pattern parameter by adding the \texttt{global (g)} subcommand to the end of the s subcommand.

If you do not specify an address, the s subcommand works on the current line. You may need to find the current line or specify an address if you are not in the correct position in the buffer. If you specify an address, the s subcommand works on the addressed line or lines. You can specify a range of lines by separating the addresses with a comma.

**Undoing a Change**

In the following subcommand, you can use the full subcommand or its abbreviation, which is shown in parentheses.

\texttt{undo (u)}

Reverses the changes made in the buffer by the last buffer editing subcommand. You cannot undo a write (w) subcommand or an edit (e) subcommand.

\textbf{Note}: The \texttt{global} subcommands are considered a single subcommand to a u subcommand.

**Related Information**

The \texttt{ed} or \texttt{red} command, \texttt{ex} command, \texttt{vi} or \texttt{vedit} command.

**edquota Command**

**Purpose**

Edits user and group quotas.

**Syntax**

To Edit User Quotas

\texttt{edquota [-u] [-p Proto-UserName] UserName ...}

To Edit Group Quotas

\texttt{edquota [-g] [-p Proto-GroupName] GroupName ...}
To Edit Change User or Group Grace Period

edquota [-t [-u] [-g]]

Description

The edquota command creates and edits quotas. It creates a temporary file that contains each user’s and
group’s current disk quotas. It determines the list of file systems with established quotas from the
/etc/filesystems file. The edquota command also invokes the vi editor (or the editor specified by the
EDITOR environment variable) on the temporary file so that quotas can be added and modified.

Note: If you specify an editor in the EDITOR environment variable, you must specify the full pathname of
the editor.

Quotas are maintained separately for each file system. When you create or edit a quota for a user or a
group, the quota applies to a specific file system. A quota must be set in each file system where you want
to use quotas.

By default, or when used with the -u flag, the edquota command edits the quotas of one or more users
specified by the UserName parameter on the command line. When used with the -g flag, the edquota
command edits the quotas of one or more groups specified by the GroupName parameter. The -p flag
identifies a prototypical user (UserName) or a prototypical group (Proto-GroupName) and duplicates these
quotas for a specified user or group.

A user can exceed established soft limits for a default grace period of 1 week. Upon expiration of the
grace period, the soft limit is enforced as a hard limit. The grace period can be specified in days, hours,
minutes, or seconds. A value of 0 indicates that the default grace period is imposed; a value of 1 second
indicates that no grace period is granted. The -t flag changes the grace period.

Fields displayed in the temporary file are:

- **Blocks in use**
  The current number of 1KB file system blocks used by this user or group.

- **Inodes in use**
  The current number of files used by this user or group.

- **Block soft limit**
  The number of 1KB blocks the user or group will be allowed to use during normal
  operations.

- **Block hard limit**
  The total amount of 1KB blocks the user or group will be allowed to use, including
  temporary storage during a quota grace period.

- **Inode soft limit**
  The number of files the user or group will be allowed to create during normal
  operations.

- **Inode hard limit**
  The total number of files the user or group will be allowed to create, including
  temporary files created during a quota grace period.

Note: A hard limit with a value of 1 indicates that no allocations are permitted. A soft limit with a value of
1, in conjunction with a hard limit with a value of 0, indicates that allocations are permitted only on
a temporary basis.

When the editor is exited, the edquota command reads the temporary file and modifies the binary quota
files to reflect any changes.

Hard or soft limits can only be specified in whole 1KB block amounts.

Flags

- **-g**
  Edits the quotas of one or more specified groups.

- **-p**
  When invoked with the -u flag, duplicates the quotas established for a prototypical user for each specified user.
  When invoked with the -g flag, the -p flag duplicates the quotas established for a prototypical group for each
  listed group.
-t Changes the grace period during which quotas can be exceeded before a soft limit is imposed as a hard limit. The default value of the grace period is 1 week. When invoked with the -u flag, the grace period is set for all file systems with user quotas specified in the /etc/filesystems file. When invoked with the -g flag, the grace period is set for all file systems with group quotas specified in the /etc/filesystems file.

Note: After changing a grace period using the edquota command, the new grace period value will not go into effect until the quota.user and quota.group files are refreshed by running the quotaoff command followed by the quotaon command. Users who have already reached their old grace period must reduce their file system usage to a level below their soft limits in order to use the new grace period. In the future, when these users exceed their soft limits, the new grace period will be in effect.

-u Edits the quotas of one or more users.

Note: If the user or group names contains all numbers then it will be treated as a user or group ID. Quotas will then be edited for the ID rather than the name.

Security
Access Control: Only the root user can execute this command.

Examples
To create quotas for user sharl, using the quotas established for user davec as a prototype, enter:
edquota -u -p davec sharl

Files
quota.user Specifies user quotas.
quota.group Specifies group quotas.
/etc/filesystems Contains file system names and locations.

Related Information
The quota command, quotacheck command, quotaon and quotaoff command, repquota command.
The Disk Quota System Overview introduces the disk quota system and Setting Up the Disk Quota System describes how to establish disk quotas. Both are in AIX 5L Version 5.2 Security Guide.

dgrep Command
Purpose
Searches a file for a pattern.

Syntax

Description
The dgrep command searches an input file (standard input by default) for lines matching a pattern specified by the Pattern parameter. These patterns are full regular expressions as in the ed command (except for the \ (backslash) and \ (double backslash)). The following rules also apply to the dgrep command:
A regular expression followed by a `+` (plus sign) matches one or more occurrences of the regular expression.

A regular expression followed by a `?` (question mark) matches zero or one occurrence of the regular expression.

Multiple regular expressions separated by a `|` (vertical bar) or by a new-line character match strings that are matched by any of the regular expressions.

A regular expression may be enclosed in `( )` (parentheses) for grouping.

The new-line character will not be matched by the regular expressions.

The order of precedence for operators is `[, ], *, ?, +, concatenation, l and the new-line character`.

**Note:** The `egrep` command is the same as the `grep` command with the `-E` flag, except that error and usage messages are different and the `-s` flag functions differently.

The `egrep` command displays the file containing the matched line if you specify more than one `File` parameter. Characters with special meaning to the shell (`$, *, [ ] , ^, (, )`) must be in quotation marks when they appear in the `Pattern` parameter. When the `Pattern` parameter is not a simple string, you usually must enclose the entire pattern in single quotation marks. 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. It uses a fast, deterministic algorithm that sometimes needs exponential space.

**Notes:**
1. Lines are limited to 2048 bytes.
2. Paragraphs (under the `-p` flag) are currently limited to a length of 5000 characters.
3. Do not run the `grep` command on a special file because it produces unpredictable results.
4. Input lines should not contain the NULL character.
5. Input files should end with the newline character.
6. Although some flags can be specified simultaneously, some flags override others. For example, if you specify `-l` and `-n` together, only file names are written to standard output.

**Flags**

- `-b` Precedes each line by the block number on which it was found. Use this flag to help find disk block numbers by context. The `-b` flag cannot be used with input from stdin or pipes.
- `-c` Displays only a count of matching lines.
- `-e Pattern` Specifies a `Pattern`. This works like a simple `Pattern` but is useful when the `Pattern` begins with a `-` (minus sign).
- `-f StringFile` Specifies a file that contains strings.
- `-h` Suppresses file names when multiple files are being processed.
- `-i` Ignores the case of letters when making comparisons.
- `-l` Lists just the names of files (once) with matching lines. Each file name is separated by a new-line character. If standard input is searched, a path name of "(StandardInput)" is returned.
- `-n` Precedes each line with its relative line number in the file.
- `-p[Separator]` Displays the entire paragraph containing matched lines. Paragraphs are delimited by paragraph separators, as specified by the `Separator` parameter, which are patterns in the same form as the search pattern. Lines containing the paragraph separators are used only as separators; they are never included in the output. The default paragraph separator is a blank line.
- `-q` Suppresses all output to standard output, regardless of matching lines. Exits with a 0 status if an input line is selected.
- `-s` Displays only error messages. This is useful for checking status.
The `egrep` command allows you to search for patterns in text. Here are the options:

- **-v** Displays all lines except those that match the specified pattern.
- **-w** Does a word search.
- **-x** Displays lines that match the specified pattern exactly with no additional characters.
- **-y** Ignores the case of letters when making comparisons.

### Exit Status
This command returns the following exit values:

- **0** A match was found.
- **1** No match was found.
- >1 A syntax error was found or a file was inaccessible (even if matches were found).

### Examples
To use an extended pattern that contains some of the pattern-matching characters `+`, `?`, `l`, `(`, and `)`, enter:

```
egrep "\{ *=(([:lower:][:upper:])*[:digit:]*\}\}" my.txt
```

This displays lines that contain letters in parentheses or digits in parentheses, but not parenthesized letter-digit combinations. It matches `(y)` and `(783902)`, but not `(alpha19c)`.

**Note:** When using the `egrep` command, \ ( (backslash followed by open parenthesis) or \ ( (backslash followed by close parenthesis) match parentheses in the text, but ( (open parenthesis) and ) (closed parenthesis) are special characters that group parts of the pattern. The reverse is true when using the `grep` command.

### Files
- **/usr/bin/egrep** Contains the hard link to the `egrep` command.
- **/bin/egrep** Specifies the symbolic link to the `egrep` command.

### Related Information
The `awk` command, `ed` command, `fgrep` command, `grep` command, `sed` command.


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**elogevent Command**

### Purpose
Logs event information generated by the event response resource manager (ERRM) to a specified log file.

### Syntax
```
elogevent [-h] log_file
```

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Description

The elogevent script always return messages in English. The language in which the messages of the logevent script are returned depend on the locale settings.

These scripts capture event information that is posted by the event response resource manager (ERRM) in environment variables that are generated by the ERRM when an event occurs. These scripts can be used as actions that are run by an event response resource. They can also be used as templates to create other user-defined actions. See the RSCT Guide and Reference to understand how an event response resource runs an action command.

Event information is returned about the ERRM environment variables that are described in the RSCT Guide and Reference, and also includes the following:

**Local Time**
Time when the event or rearm event is observed. The actual environment variable supplied by ERRM is ERRM_TIME. This value is localized and converted to readable form before being displayed.

These scripts use the alog command to write event information to and read event information from the specified log_file.

**Flags**

-h  Writes the script’s usage statement to standard output.

**Parameters**

log_file

Specifies the name of the file where event information is logged. An absolute path for the log_file parameter should be specified.

The log_file is treated as a circular log and has a fixed size of 64KB. When log_file is full, new entries are written over the oldest existing entries.

If log_file already exists, event information is appended to it. If log_file does not exist, it is created so that event information can be written to it.

**Exit Status**

0  The script has run successfully.
1  A required log_file is not specified.
2  The log_file path is not valid.

**Restrictions**

- These scripts must be run on the node where the ERRM is running.
- The user who runs These scripts must have write permission for the log_file where the event information is logged.

**Standard Output**

When the -h flag is specified, the script’s usage statement is written to standard output.

**Examples**

1. To log information, specify /tmp/event.log in the Web-based System Manager interface. ERRM runs this command:
The /tmp/event.log file does not need to exist when the command is run.

2. To see the contents of the /tmp/event.log file, run this command:
   
   ```
cat /tmp/event.log
   ```

   The following sample output shows a warning event for the /var file system (a file system resource):

   ```
   Event reported at Mon Mar 27 16:38:03 2002
   
   Condition Name: /var space used
   Severity: Warning
   Event Type: Event
   Expression: PercentTotUsed>90
   
   Resource Name: /var
   Resource Class Name: IBM.FileSystem
   Data Type: CT_UINT32
   Data Value: 91
   ```

**Location**

- `/usr/sbin/rsct/bin/elogevent` Contains the elogevent script
- `/usr/sbin/rsct/bin/logevent` Contains the logevent script

**Related Information**

Commands: alog

Books: see the RSCT Guide and Reference for information about the event response resource manager (ERRM) and about how to use ERRM environment variables

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**emstat Command**

**Purpose**

Shows emulation exception statistics.

**Syntax**

```
emstat [-a | -v] [Interval] [Count]
```  

**Description**

The `emstat` command displays emulation exception statistics. Emulation exceptions can occur when some legacy applications or libraries, which contain instructions that have been deleted from older processor architectures, are executed on newer processors. These instructions may cause illegal instruction program exceptions. The operating system catches these exceptions and emulates the older instruction(s) to maintain program functionality, potentially at the expense of program performance.

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

The default output displays statistics every second. The sampling interval and number of iterations can also be specified.
Parameters

Interval       Interval between samples.
Count          Number of iterations.

Flags

-a             Displays alignment exception statistics. This flag cannot be used with the -v flag.
-v             Display individual processor statistics. This flag cannot be used with the -a flag.

Examples

1. To display the emulation statistics every second, type:
   
   emstat
   
   This produces the following output:

<table>
<thead>
<tr>
<th>Emulation</th>
<th>Emulation</th>
</tr>
</thead>
<tbody>
<tr>
<td>SinceBoot</td>
<td>Delta</td>
</tr>
<tr>
<td>8845591</td>
<td>0</td>
</tr>
<tr>
<td>8845591</td>
<td>0</td>
</tr>
<tr>
<td>8845591</td>
<td>0</td>
</tr>
<tr>
<td>8845591</td>
<td>0</td>
</tr>
<tr>
<td>8845591</td>
<td>0</td>
</tr>
<tr>
<td>...</td>
<td></td>
</tr>
</tbody>
</table>

2. To display emulation and alignment exception statistics every two seconds, a total of 5 times, type:
   
   emstat -a 2 5
   
   This produces the following output:

<table>
<thead>
<tr>
<th>Alignment</th>
<th>Alignment</th>
<th>Emulation</th>
<th>Emulation</th>
</tr>
</thead>
<tbody>
<tr>
<td>SinceBoot</td>
<td>Delta</td>
<td>SinceBoot</td>
<td>Delta</td>
</tr>
<tr>
<td>21268604</td>
<td>0</td>
<td>70091846</td>
<td>0</td>
</tr>
<tr>
<td>23423104</td>
<td>2162500</td>
<td>72193861</td>
<td>2102015</td>
</tr>
<tr>
<td>25609796</td>
<td>2186692</td>
<td>74292759</td>
<td>2098898</td>
</tr>
<tr>
<td>27772897</td>
<td>2163101</td>
<td>76392234</td>
<td>2099475</td>
</tr>
<tr>
<td>29958509</td>
<td>2185612</td>
<td>78490284</td>
<td>2098050</td>
</tr>
</tbody>
</table>

3. To display emulation statistics, every 5 seconds, for each processor, type:
   
   emstat -v 5
   
   This produces the following output:

<table>
<thead>
<tr>
<th>Emulation</th>
<th>Emulation</th>
<th>Emulation</th>
<th>Emulation</th>
</tr>
</thead>
<tbody>
<tr>
<td>SinceBoot</td>
<td>Delta</td>
<td>Delta00</td>
<td>Delta01</td>
</tr>
<tr>
<td>88406295</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>93697825</td>
<td>5291530</td>
<td>0</td>
<td>5291530</td>
</tr>
<tr>
<td>98930330</td>
<td>5232505</td>
<td>5232505</td>
<td>0</td>
</tr>
<tr>
<td>102595591</td>
<td>3665261</td>
<td>232697</td>
<td>3432564</td>
</tr>
<tr>
<td>102595591</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Related Information

The alstat command.
emsvcsctrl Command

Purpose
Starts the event management subsystem.

Syntax
emsvcsctrl [-a | -s | -k | -d | -c | -t | -o | -r | -h]

Description
emsvcsctrl is a control script that starts the event management subsystem. Event management is a distributed subsystem of RSCT that provides a set of high-availability services for the IBM RS/6000. By matching information about the state of system resources with information about resource conditions that are of interest to client programs, it creates events. Client programs can use events to detect and recover from system failures, thus enhancing the availability of the system. The emsvcsctrl control script controls the operation of the Event Management subsystem. The subsystem is under the control of the System Resource Controller (SRC) and belongs to a subsystem group called emsvcs. A daemon is associated with each subsystem. The emsvcsctrl script also controls the operation of the AIX Resource Monitor subsystem. The subsystem is under SRC control and also belongs to the emsvcs subsystem group. A daemon is associated with each subsystem.

Instances of the Event Management and AIX Resource Monitor subsystems execute on each node in the HACMP/ES cluster. From an operational point of view, the Event Management subsystem group is organized as follows:

Subsystem
Event Management

Subsystem Group
emsvcs

SRC Subsystem
The emsvcs subsystem is associated with the haemd daemon.

emaixos
The emaixos is associated with the harmad daemon.

Daemons
The haemd daemon provides the Event Management services. The harmad daemon is the resource monitor for AIX operating system resources.

The emsvcsctrl script is not normally executed from the command line. It is normally called by the HACMP/ES startup script command during installation of the system.

The emsvcsctrl script provides a variety of controls for operating the Event Management subsystem:
• Adding, starting, stopping, and deleting the subsystem
• Cleaning up the subsystems
• Turning tracing on and off

Adding the Subsystem: When the -a flag is specified, the control script uses the mkssys command to add the Event Management and AIX Resource Monitor subsystems to the SRC. The control script operates as follows:
1. It makes sure that the emsvcs and emaixos subsystems are stopped.
2. It removes the emsvcs and emaixos subsystems from the SRC (just in case they are still there).
3. It adds the emsvcs subsystem to the SRC.
4. It adds the emaixos subsystem to the SRC.
5. It adds haemrm group using the mkgroup command, if it does not already exist. Any errors that occur are written to a log file named /var/ha/log/em.mkgroup.

6. It creates the /var/ha/lck/haem and /var/ha/soc/haem directories, if they don't already exist. Any errors that occur are written to a log file named /var/ha/log/em.mkdir.

7. It copies the Event Management Configuration Database, (EMCDB) from its install location, /usr/sbin/rsct/install/config/em.HACMP.cdb to its run-time location, /etc/ha/cfg/em.HACMP.cdb. Any errors resulting from the copy are written to a log file named /var/ha/log/em.cp.

Starting the Subsystem: When the -s flag is specified, the control script uses the startsrc command to start the Event Management subsystem, emsvcs, and the AIX Resource Monitor subsystem, emaixos.

Stopping the Subsystem: When the -k flag is specified, the control script uses the stopsrc command to stop the Event Management subsystem, emsvcs, and the AIX Resource Monitor subsystem, emaixos.

Deleting the Subsystem: When the -d flag is specified, the control script uses the rmssys command to remove the Event Management and AIX Resource Monitor subsystems from the SRC. The control script operates as follows:
1. It makes sure that the emsvcs and emaixos subsystems are stopped.
2. It removes the emsvcs and emaixos subsystems from the SRC using the rmssys command.

Cleaning Up the Subsystems: When the -c flag is specified, the control script stops and removes the Event Management subsystems for all system partitions from the SRC. The control script operates as follows:
1. It stops all instances of subsystems in the subsystem group by using the stopsrc -g emsvcs command.
2. It removes all instances of subsystems in the subsystem group from the SRC using the rmssys command.
3. It removes the Event Management Configuration Database (EMCDB) from its run-time location, /etc/ha/cfg/em.HACMP.cdb.

Turning Tracing On: When the -t flag is specified, the control script turns tracing on for the haem daemon, using the haemtrcon command. Tracing for the harmad daemon is also enabled, using the traceson command.

Turning Tracing Off: When the -o flag is specified, the control script turns tracing off for the haem daemon, using the haemtrcoff command. Tracing for the harmad daemon is also disabled, using the tracesoff command.

Refreshing the Subsystem: The -r flag has no effect for this subsystem. Note to Reviewers: if this is so, can’t this flag be deleted from this man page?

Logging: While it is running, the Event Management daemon normally provides information about its operation and errors by writing entries to the AIX error log. If it cannot, errors are written to a log file called /var/ha/log/em.default.cluster_name.

Flags
-a Adds the subsystem.
-s Starts the subsystem.
-k Stops the subsystem.
-d Deletes the subsystem.
-c Cleans the subsystem.
-t Turns tracing on for the subsystem.
-o Turns tracing off for the subsystem.
-r Refreshes the subsystem.
-h Displays usage information.

**Security**
You must be running with an effective user ID of **root**.

**Exit Status**
0 Indicates the successful completion of the command.
1 Indicates that an error occurred.

**Restrictions**
This command is valid in an HACMP environment only.

**Standard Error**
This command writes error messages (as necessary) to standard error.

**Examples**
1. To add the Event Management subsystem to the SRC, enter:
   ```bash
   emsvcsctrl -a
   ```
2. To start the Event Management subsystem, enter:
   ```bash
   emsvcsctrl -s
   ```
3. To stop the Event Management subsystem, enter:
   ```bash
   emsvcsctrl -k
   ```
4. To delete the Event Management subsystem from the SRC, enter:
   ```bash
   emsvcsctrl -d
   ```
5. To clean up the Event Management subsystem, enter:
   ```bash
   emsvcsctrl -c
   ```
6. To turn tracing on for the Event Management daemon, enter:
   ```bash
   emsvcsctrl -t
   ```
7. To turn tracing off for the Event Management daemon, enter:
   ```bash
   emsvcsctrl -o
   ```

**Location**
```
/usr/sbin/rsct/bin/emsvcsctrl
```
Contains the **emsvcsctrl** script

**Files**
```
/var/ha/log/em.default.cluster_name
```
Contains the default log of the haemd daemon on the cluster named `cluster_name`.

```
/var/ha/log/em.cp
```
Contains a log of any errors that occurred while copying the Event Management Configuration Database.

```
/var/ha/log/em.trace.cluster_name
```
Contains the trace log of the haemd daemon on the cluster named `cluster_name`.

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/var/ha/log/em.mkgroup  Contains a log of any errors that occurred while creating the haemrm group.
/var/ha/log/em.mkdir  Contains a log of any errors that occurred while creating the /var/ha/lck/haem and /var/ha/soc/haem directories.

Related Information
Commands: haemtrcoff, haemtrcon, lssrc, startsrc, stopsrc
Daemons: haemd

enable Command

The enable command includes information for AIX Print Subsystem enable and the System V Print Subsystem enable.

AIX Print Subsystem enable Command

Purpose
Enables printer queue devices.

Syntax
enable PrinterName ...

Description
The enable command brings the printer queue devices specified by the PrinterName parameter on line, or enables the printer queue devices to be used with the system. If the printer is remote, enable only enables the transfer of requests to the remote system. The enable command must be run again on the remote system. The lpstat-p command provides status of the printers.

When changes are made to the attributes of a print device, they are recognized by enable. Therefore to change the definition or allocation for a device, you must disable the printer on that device, change the device, and then run enable. The new device attributes becomes effective when you run enable.

1. You must have root user authority or belong to the printq group to run this command.
2. If you enter enable -?, the system displays the following error message:
   enq: (FATAL ERROR): 0781-048: Bad queue or device name: -?

Examples
To enable the print queue device lp0:lpd0, enter:
   enable lp0:lpd0

Files
/etc/qconfig  Contains the queue configuration file.
/etc/qconfig.bin  Contains the digested, binary version of the /etc/qconfig file.
/usr/sbin/qdaemon  Contains the queuing daemon.
/var/spool/lpd/qdir/*  Contains the queue requests.
/var/spool/lpd/stat/*  Contains information on the status of the devices.
/var/spool/qdaemon/*  Contains temporary copies of enqueued files.
Starting and Stopping a Print Queue in AIX 5L Version 5.2 Guide to Printers and Printing.

System V Print Subsystem enable Command

**Purpose**
Enable LP printers

**Syntax**
```
enable printers
```

**Description**
The `enable` command activates the named *printers*, enabling them to print requests submitted by the `lp` command. If the printer is remote, the command will only enable the transfer of requests to the remote system; the `enable` command must be run again, on the remote system, to activate the printer. (Run `lpstat -p` to get the status of printers.)

When changes are made to the attributes of a print device, they are recognized by `enable`. Therefore to change the definition or allocation for a device, you must disable the printer on that device, change the device, and then run `enable`. The new device attributes will become effective when `enable` is executed.

Printer names are *system-defined words* and as such should be restricted to uppercase and lowercase ASCII characters.

**Files**
`/var/spool/lp/*`

**References**
The `lp` command, `lpstat` command.

enotifyevent Command

**Purpose**
Mails event information generated by the event response resource manager (ERRM) to a specified user ID.

**Syntax**
```
enotifyevent [-h] [user-ID]
```

**Description**
The `enotifyevent` script always return messages in English. The language in which the messages of the `notifyevent` script are returned depend on the locale settings.

These scripts capture event information that is posted by the event response resource manager (ERRM) in environment variables that are generated by the ERRM when an event occurs. These scripts can be used as actions that are run by an event response resource. They can also be used as templates to create other user-defined actions.
See the *RSCT Guide and Reference* to understand how an event response resource runs an action command.

Event information is returned about the ERRM environment variables that are listed and described in the *RSCT Guide and Reference*, and also includes the following:

**Local Time**
Time when the event or rearm event is observed. The actual environment variable supplied by ERRM is ERRM_TIME. This value is localized and converted to readable form before being displayed.

These scripts use the `mail` command to send event information to the specified user ID. When a user ID is specified, it is assumed to be valid, and it is used without verifying it. If a user ID is not specified, the user who is running the command is used as the default.

`user-ID` is the optional ID of the user to whom the event information will be mailed. If `user-ID` is not specified, the user who is running the command is used as the default.

**Flags**
- `h` Writes the script's usage statement to standard output.

**Parameters**

`log_file`
Specifies the name of the file where event information is logged. An absolute path for the `log_file` parameter should be specified.

The `log_file` is treated as a circular log and has a fixed size of 64KB. When `log_file` is full, new entries are written over the oldest existing entries.

If `log_file` already exists, event information is appended to it. If `log_file` does not exist, it is created so that event information can be written to it.

**Exit Status**

0 Command has run successfully.

**Restrictions**

1. These scripts must be run on the node where the ERRM is running.
2. The `mail` command is used to read the file.

**Standard Output**

When the `-h` flag is specified, the script's usage statement is written to standard output.

**Examples**

1. Specify `user1` in Web-based System Manager to send mail to a user. The event response resource manager then runs the following command:
   ```bash
   /usr/sbin/rsct/bin/notifyevent user1
   ```

2. You can use the `mail` command to read the contents of the event information. The following example shows how a warning event for the `/var` file system (a file system resource) is formatted and logged:

```
<Event reported at Sun Mar 26 16:38:03 2002
Condition Name: /var space used
Severity: Warning
```
Event Type: Event
Expression: PercentTotUsed>90

Resource Name: /var
Resource Class Name: IBM.FileSystem
Data Type: CT_UINT32
Data Value: 91

Location
/usr/sbin/rsct/bin/enotifyevent
Contains the enotifyevent script

/usr/sbin/rsct/bin/notifyevent
Contains the notifyevent script

Related Information
Commands: mail

Books: see the RSCT Guide and Reference for information about the event response resource manager (ERRM) and about how to use ERRM environment variables

### enq Command

#### Purpose
Enqueues a file.

#### Syntax

**To Process a File**

```
```

**To Change the Priority of Print Jobs**

```
enq [-a Number] [-# JobNumber]
```

**To Display Status**

```
```

**To Change Queue and Queue Daemon Status**

```
```

**To Cancel Options**

```
enq [-X] [-x Number] [-P Printer]
```

**To Hold, Release or Move a Print Job to Another Queue**

```
enq {-h | -p | -Q NewQueue} {-# JobNumber [-P Queue] [-u User] [-P Queue]}
```

**To Queue and Hold a Print Job**

```
enq -H File ...
```

#### Description
The enq command is a general-purpose utility for enqueuing requests to a shared resource, typically a printer device. Use the enq command to enqueue requests, cancel requests, alter the priority of a request, and display the status of queues and devices.

The enq command has five different syntax diagrams because all the flags are not meant to work together. Some of these flags are meant for file processing and accept FileName as an option. The other
flags are used for changing the priority of a print job, displaying the status, changing the status of the
queue or the queue daemon, and canceling a print job.

To enqueue files on a specific queue, use the `-P` flag (`-P Queue`). If more than one device services a
queue, you can also request a particular device by specifying that device (`:device`) after the name of the
queue. If you do not request a device, the job is sent to the first available device. If you do not specify a
file, the `enq` command copies standard input into a file and enqueues it for printing.

The `enq` command requests can have operator messages associated with them. This feature is useful in a
distributed environment or on a system with many users. The messages are used to tell the printer
operator such information as a request to load a special form or different color paper into the printer before
allowing the job to print. These messages are specified with the `-m` and `-M` flags. The `qdaemon` command
processes the `enq` command requests. When the `qdaemon` is ready to begin a request that has an
associated message, the system displays the message on the console of the machine where the
`qdaemon` process is running. The text of the message is accompanied by a prompt that tells the printer
operator how to signal the request to continue or how to cancel the request.

The display generated by the `enq -A` command contains two entries for remote queues. The first entry
contains the client's local queue and local device name and its status information. The second entry
follows immediately; it contains the client's local queue name (again), followed by the remote queue name.
Any jobs submitted to a remote queue are displayed first on the local side and are moved to the remote
device as the job is processed on the remote machine.

Since the status commands communicate with remote machines, the status display may occasionally
appear to hang while waiting for a response from the remote machine. The command will eventually
time-out if a connection cannot be established between the two machines.

Notes:
1. Before you can enqueue a file, you must have read access to it. To remove a file, (see the `-H`
flag) you must also have write access to the directory that contains the file.
2. If you want to continue changing the file after you issue the `enq` command but before it is printed,
you must use the `-c` flag.
3. When enqueuing files on a printer, flags can be interspersed in any order.
4. The `-d` and `-G` flags are acted upon immediately. Syntax error appearing before these flags on
the command line are reported. Syntax errors appearing after these flags on the command line
are ignored.

Flags

File Processing Options
If you give the `enq` command a list of file names, it enqueues them all for file processing on the default
device or on the specified device.

-  Causes the `enq` command to act as a filter. The `enq` command automatically reads
standard input if you do not specify a file or files. However, if you do specify a file,
you can also use the dash (`-`) to force the `enq` command to read standard input. The
dash (`-`) is actually not a flag, but a special type of file name. Therefore, it must come
after all other flags have been specified on the command line.
Controls the printing of burst pages according to the value of CharacterPair as follows. (n = never, a = always, g = group. The first character is for header, the second character is for trailer.)

<table>
<thead>
<tr>
<th>HT</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>nn</td>
<td>No headers, no trailers</td>
</tr>
<tr>
<td>na</td>
<td>No headers, trailer on every file</td>
</tr>
<tr>
<td>ng</td>
<td>No header, trailer at the end of the job</td>
</tr>
<tr>
<td>an</td>
<td>Header on every file, no trailers</td>
</tr>
<tr>
<td>aa</td>
<td>Headers and trailers on every file in the job</td>
</tr>
<tr>
<td>ag</td>
<td>Header on every file, trailer after job</td>
</tr>
<tr>
<td>gn</td>
<td>Header at the beginning of job, no trailer</td>
</tr>
<tr>
<td>ga</td>
<td>Header at beginning of job, trailer after every file</td>
</tr>
<tr>
<td>gg</td>
<td>Header at beginning of job, trailer at end of job</td>
</tr>
</tbody>
</table>

The header and trailer stanzas in the `/etc/qconfig` file define the default treatment of burst pages.

**Note:** In a remote print environment, the default is to print a header page and not a trailer page.

**-c**
Copies the file. To save disk space, the `enq` command remembers the name of the file, but does not actually copy the file itself. Use the `-c` flag if you want to continue changing the file while you are waiting for the current copy to be printed.

**-C**
Specifies that the `mail` command be used instead of the `write` command for error messages and job completion notification. (Using this flag is useful for writing PostScript applications since it allows better feedback from the printer.) Error messages and job completion messages (both generated by the `piobe` command) and any data read from the printer are also sent back by mail.

The `-C` flag only applies to local print jobs. If you want to be notified when a job sent to a remote printer is completed, use the `-n` flag to receive a mail message.

**Note:** There are some messages that cannot be redirected from `qdaemon` and the printer backend in any way. These are system errors and are sent directly to the `/dev/console` file.

**-j**
Specifies that the message `Job number is: nnn`, where `nnn` is the assigned job number, be displayed to standard output. This occurs only if the job is submitted to a local print queue.

**-m Text**
Submits an operator message with an `enq` command request. The specified text contains the message.

**-M File**
Submits an operator message with an `enq` command request. The specified file contains the text of the message.

**-n**
Notifies you when your job is finished. If the `-t` flag is also used, the `enq` command also notifies the user for whom the request is intended (see the `-t` flag).

**-N Number**
Prints `Number` copies of the file. Normally, a file is printed only once.

**-o Option**
Specifies that flags specific to the backend be passed to the backend. Thus, for each queue there are flags not described in this article that can be included on the `enq` command line. See the `piobe` command for a list of these flags.

**-P Queue**
Specifies the queue to which the job is sent. A particular device on a queue can be specified by typing `-P Queue:Device`.

**-r**
Removes the file after it has been successfully printed.

**-R Number**
Sets the priority of the current job to `Number`. This flag is used at job submission time. Use the `-a` flag to alter priority after the job is submitted. Higher numbers assign higher priority. The default priority is 15. The maximum priority is 20 for most users and 30 for the users with root user authority.
-t "User"
Labels the output for delivery to User. Normally the output is labeled for delivery to the user name of the person issuing the enq command request. The value of User must be a single word meeting the same requirements of a regular user ID.

-T Title
Puts title on the header page and displays it when the -t flag is specified. Normally the job title is the name of the file. If the enq command reads from standard input, the job title is STDIN.# where # is the process ID of the enq command.

-Y
Tells the enq command to ignore the rest of the command line after this flag. This is useful for discovering whether a queue is valid (if it is in the /etc/qconfig file). For example, typing enq -P lp4 -Y returns with an exit value of 0 if the line printer lp4 is a valid queue; if otherwise, a nonzero value is returned. Using this flag is also good for forcing the qdaemon command to redigest the /etc/qconfig file.

-Z Name
Specifies originator of remote print jobs.

Print Job Priority Options

-a Number
Changes the priority of the named job to Number. The job must have been submitted for printing prior to entering the enq command with this flag. See the -R flag for a description of priorities. Use the -e flag to specify the job number. This flag is only valid for local print jobs.

-# JobNumber
Specifies the job number used by the enq -q command or the enq -a command, and displays only the job specified in status output.

Notes:
1. Specify the -P Queue to override the default destination printer.
2. If jobs 1, 2, and 3 are in the printer queue, and you specify that you want the status of job 3 while job 1 is running, the status information will show job 1 and job 3, not only job 3.
3. If you specify a job number that does not exist, the system displays the current job number on the queue instead of an error message.

Display Status Options

-A
Provides status for all queues. This is like running the enq -q command once for each queue in the /etc/qconfig file.

-e
Excludes status information from queues that are not under the control of the qdaemon command. The status from such queues may be in different formats. The -e flag can be used with any combination of flags.

-L
Specifies the long status. This flag can be used with the -A flag or the -q flag. This flag cannot be used with the -W flag. If the -L flag and -W flag are used simultaneously, the first one specified takes precedence. Use the -L flag to show multiple files to be printed in a single print job.

-q
Displays the status of the default queue. The LPDEST and PRINTER environment variable control the name of the default printer. If the LPDEST environment variable contains a value, that value is always used first. If the LPDEST variable has no value, the enq command uses the PRINTER environment variable. If the PRINTER environment variable contains no value, then the enq command uses the system default.

Notes:
1. Use the -P Queue flag with the -q flag to display the status of a particular queue.
2. Any destination command line options override both the LPDEST and the PRINTER environment variables.

-s
Obtains the status of print queues without listing any files.

-u Name
Specifies the user name for which to print job status.
-w Seconds Specifies continuous output of the queue status, updating the screen every Seconds specified until the queue is empty (see the \texttt{lpq} command). When the queue is empty, the process halts. This flag is only used with either the -q flag, or the -A flag, or the -L flag.

-W Specifies the wide status format with longer queue names, device names, and job numbers. Job number information is available on AIX 4.3.2 and later. This flag can be used with the -A flag or the -q flag. It cannot be used with the -L flag. If the -L flag and -W flag are used simultaneously, the first one specified takes precedence.

Change the queue and queue Daemon Status Options

-d Runs the \texttt{digest} command on the \texttt{/etc/qconfig} file. Once the digest is completed, any changes to the \texttt{/etc/qconfig} file are reflected in the \texttt{/etc/qconfig.bin} file. A user must have root user authority to run this option.

In addition to the previous flags available to all users, the \texttt{enq} command accepts the following flags when they are entered by users that have root user authority. Root user authority means that you are root or you belong to the \texttt{printq} group.

\textbf{Note:} The following flags can only be used on local print jobs.

-D Device DOWN. Turns off the device associated with the queue. The \texttt{qdaemon} process no longer send jobs to the device, and entering the \texttt{enq -q} command shows its status as DOWN. Any job currently running on the device is allowed to finish.

-G Die GRACEFULLY. Ends the \texttt{qdaemon} process after all currently running jobs are finished. Use of this flag is the only clean way to bring the \texttt{qdaemon} process down. Use of the \texttt{kill} command may cause problems, such as jobs hanging up in the queue.

If the \texttt{qdaemon} process is running under \texttt{srcmstr} (the default configuration), \texttt{enq -G} does not prevent \texttt{qdaemon} from being restarted automatically. You must use the \texttt{chssys} command, which changes the default configuration and prevents the automatic restart of the \texttt{qdaemon} process. The following command:

\texttt{chssys -s qdaemon -O}

issued prior to the \texttt{enq -G} command, prevents the automatic restart of \texttt{qdaemon}.

The following command:

\texttt{startsrc -s qdaemon}

restarts the \texttt{qdaemon} process manually.

-K Acts the same as the -D flag, except that all current jobs are KILLED. They remain in the queue, and are run again when the device is turned on.

-L Specifies the long status. This flag can be used with the -A flag or the -q flag. Use the -L flag to show multiple files to be printed in a single print job.

-U Brings UP the device associated with a queue. The \texttt{qdaemon} process sends jobs to it again and entering the \texttt{enq -q} command shows its status as READY.

\textbf{Note:} If more than one device is associated with a queue, you must specify the device as well as the queue when you use the -D flag, the -K flag, and the -U flags. For example, entering \texttt{-P lp:lpd} designates the same device only if there is no other device on that queue.

Cancel Options

-X Cancels the printing of your jobs. If you have root user authority, all jobs on the specified queue are deleted. This flag is only valid on local print jobs.

-x Number Cancels the printing of the specified job Number.

-P Printer Specifies the Printer where either all jobs or the selected job number is to be canceled.
Attention: If you have root user authority and do not specify a queue, all jobs on all queues are deleted.

Holding and Releasing a Print Job Options

-# JobNumber Designates the number of the print job to be held or released.
-h Holds the specified print job.
-H Queues and holds the file indicated with the File parameter.
-p Releases the specified print job.
-P Queue Designates the print queue to be held or released.
-u User Designates the user whose print jobs are to be held or released.

Moving Print Job Options

-# JobNumber Designates the number of the print job to be moved.
-P Queue Designates the print queue to be moved. The value of the Queue variable can be a queue name or in the form queue:device name.
-Q NewQueue Designates the target queue where the print job will be moved to. The value of the NewQueue variable can be in the form of a queue name or in the form queue:device name.
-u User Designates the user whose print jobs are to be moved.

Security

Auditing Events:

<table>
<thead>
<tr>
<th>Event</th>
<th>Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENQUE_admin</td>
<td>Queue name, device name, job name, user name</td>
</tr>
</tbody>
</table>

Examples

1. To print the file memo on the default printer, enter:
   ```
enq memo
   ```
2. To print the file prog.c with page numbers, enter:
   ```
   pr prog.c | enq
   ```
   The pr command puts a heading at the top of each page that includes the date the file was last modified, the name of the file, and the page number. The enq command then prints the file.
3. To print a file with page numbers, reading from standard input, enter:
   ```
   pr x | enq -P bill -n -r fn1 - fn3
   ```
   The dash (-) special file name tells the enq command to read from standard input. Normally the enq command will not read from standard input if there are file names on the command line. It also indicates the order in which to print things. The pr command creates a page numbered version of the file x and passes it to the enq command, which creates a temporary file containing that output in the /var/spool/qdaemon file.

   The enq command creates a job with four files and submits it to the queue named bill. It will print the fn1 file twice. Then it will print whatever the output of the pr command was. Lastly it will print the file fn3. The four files are treated as one job for the purposes of burst pages. Notification is sent (the -n flag) when the job is complete. Since the -r flag was specified, the fn1 and fn3 files are removed at job completion. The temporary file created by the dash (-) file is always deleted.

   The pr command puts a heading at the top of each page that includes the date the file was last modified, the name of the file, and the page number. The enq command then prints the file.
4. To print the file report on the next available printer configured for the fred queue, enter:
   \texttt{enq -P fred report}

5. To print several files beginning with the prefix sam on the next available printer configured for the fred queue, enter:
   \texttt{enq -P fred sam*}

All files beginning with the prefix sam are included in one print job. Normal status commands show only the title of the print job, which in this case is the name of the first file in the queue unless a different value was specified with the \texttt{-T} flag. To list the names of all the files in the print job, use the long status command \texttt{enq -A -L}.

6. To check the print queue to see if a file is still waiting to be printed, enter:
   \texttt{enq -q}

This command displays the status of the user’s default queue. If the file is not yet printed, then it appears in the queue status listing. The system default queue is defined as the first queue in the \texttt{/etc/qconfig[.bin]} file. Users can have their own default override by setting and exporting the \texttt{PRINTER} environment variable.

7. To display the status of a nondefault queue, lp0, enter:
   \texttt{enq -q -P lp0}

8. To obtain the long queue status, enter:
   \texttt{enq -L}

9. To obtain status on all queues, enter:
   \texttt{enq -A}

10. To obtain long status on all queues, enter:
    \texttt{enq -A -L}

11. To obtain the status of the default queue, in wide format, for AIX 4.2.1 or later, enter:
    \texttt{enq -W}

12. To obtain the wide status of all queues for AIX 4.2.1 or later, enter:
    \texttt{enq -W -A}

13. To stop printing a job (a job is one or more files), enter:
    \texttt{enq -x 413}

This command cancels the request you made earlier to print a job. The number was obtained from the listing obtained by entering the \texttt{enq -q} command. If the job is currently being printed, the printer stops immediately. If the job has not been printed yet, it is removed from the queue so that it will not be printed. If the job is not in the queue, the \texttt{enq} command displays a message similar to the following:

\texttt{no such request from you -- perhaps it's done?}

14. To disconnect a printer from the queuing system, enter:
    \texttt{enq -P lp0:dlp0 -D}

Entering this command stops the \texttt{enq} command requests from being sent to the printer that serves the lp0 queue. If a file is currently printing, it is allowed to finish. You must be able to execute the \texttt{qadm} command to run this command.
Note: The printers serving a given queue are named by the device stanza name as it appears in the `/etc/qconfig.bin` file.

15. To print a file with page numbers using the `piobe` command backend on the default printer, enter:

   ```
   enq -p -o filename
   ```

   The `-p` flag is not looked at by the `enq` command. The `-o` flag tells the `enq` command to pass the next item, which can be in quotes, to the backend unchanged. So, the `enq` command passes the `-p` flag to the `qdaemon` process, which in turn passes it to the backend `piobe`. The `-p` flag causes `piobe` to execute the `/usr/bin/pr` filter to apply page numbers to the document before giving data to the device. Multiple options can be given in quotes preceded by one `-o` flag or without quotes and individually preceded by more than one `-o` flag.

16. Assuming a `qconfig` file with the following information:

   ```
   qname: 
   device = fred
   fred: 
   file = /tmp/hello
   backend = /usr/bin/sh /usr/bin/diff
   ```

   And given the following commands:

   ```
   rm /tmp/hello
   touch /tmp/hello
   pr /etc/hosts|enq -P qname:fred - /etc/hosts
   ```

   The `qdaemon` process executes the `/usr/bin/diff` program with two arguments, one of which is a temporary file name and the other being the `/etc/hosts` file. The only difference between the two files is that one was run through the `pr` command. The `/tmp/hello` file will contain the differences between the two files. The `qdaemon` process does not create the `/tmp/hello` file if it does not exist.

17. The following command:

   ```
   enq -m 'I want pink paper for this job' /etc/passwd
   ```

   sends the specified operator message to the operator’s console just before the print job is to print. The operator must respond to this message to continue or cancel the job.

   ```
   enq -M pink /etc/passwd
   ```

   This command accomplishes the same thing, only the message is contained in a file called `pink`.

18. To cancel all jobs in the `fred` queue, enter:

   ```
   enq -X -P fred
   ```

   If the user who entered this command has root user authority, all the jobs from the `fred` queue are deleted. If the user does not have root user authority, only the users jobs are deleted from that queue.

19. To queue the file named `MyFile` and return the `MyFile` job number to the `jdf` file, enter:

   ```
   enq -j MyFile
   ```

20. To hold print job number 310, enter:

   ```
   enq -h -#310
   ```

   To release the hold on print job number 310, enter:
21. To hold all the print jobs on queue lp0, enter:
   \texttt{enq -p -#310}

   To release the lp0 queue, enter:
   \texttt{enq -p 1p0}

22. To hold all print jobs created by fred, enter:
   \texttt{enq -h -u fred}

   To release the print jobs created by fred, enter:
   \texttt{enq -p -u fred}

23. To move job number 318 to queue lp0, enter:
   \texttt{enq -Q lp0 -#318}

   The flags that control moving print jobs work in the same way as the flags that hold the print files. The hold flags and variables are illustrated in the preceding examples.

\textbf{Files}

- \texttt{/usr/sbin/qdaemon}: Queuing daemon.
- \texttt{/etc/qconfig}: Queue configuration file.
- \texttt{/var/spool/lpd/qdir/*}: Queue requests.
- \texttt{/var/spool/lpd/stat/*}: Information on the status of the devices.
- \texttt{/var/spool/qdaemon/*}: Temporary copies of enqueued files.
- \texttt{/etc/qconfig.bin}: Digested, binary version of the \texttt{/etc/qconfig} file.

\textbf{Related Information}

The \texttt{chquedev} command, \texttt{lsque} command, \texttt{mkque} command, \texttt{rmque} command.

The \texttt{qconfig} file.

AIX 5L Version 5.2 Guide to Printers and Printing.

Changing / Showing Queue Characteristics

Printer Overview for System Management

Printer-Specific Information

Printer Support

Spooler Overview for System Management

Virtual Printer Definitions and Attribute

Printer Colon File Conventions

Commands Reference, Volume 2
enroll Command

Purpose
Sets up a password used to implement a secure communication channel.

Syntax
enroll

Description
The enroll command establishes a password and secures a communication channel in which messages can only be read by the intended recipient. The password is used to receive secret mail.

The enroll command is used with the xsend and xget commands to send and receive secret mail. The xsend command sends secret mail. The xget command asks for your password and gives you your secret mail.

Examples
To set up a password, enter:
enroll

When prompted, enter your password. This allows other users on your system to send you secret mail. Use the xget command to read the secret mail.

Files
/var/spool/secretmail/User.key Contains the encrypted key for the user.
/usr/bin/enroll Contains the enroll command.

Related Information
The mail command, xget command, xsend command.

Sending and Receiving Secret Mail in AIX 5L Version 5.2 System Management Guide: Communications and Networks.

enscript Command

Purpose
Converts text files to PostScript format for printing.

Syntax
enscript [-1 -2 -c -d -g -k -j -m -o -q -r -B -C -K -R ] [-b] [Header] [-f] [Font] [-f0 CodeSet:Font] [-f1 CodeSet:Font] [-L Lines] [-M MediaName] [-X CodesetName] [SpoolerOptions] [File ...]  

Description
The enscript command reads a text file, converts it to PostScript format, and spools the file for printing on a PostScript printer. You can use this command to specify fonts, headings, limited formatting options, and spooling options.
For example:
enscript -daleph bubble.txt

prints a copy of the bubble.txt file on the printer called aleph, and
enscript -2r finder.c

prints a two-up landscape listing of the finder.c file on the default printer.

The ENSCRIPT environment variable can be used to specify defaults. The value of ENSCRIPT is parsed as a string of arguments before the arguments that are displayed on the command line. For example:
ENSCRIPT='-fTimes-Roman8'

sets your default body type size and font to 8-point Times Roman.

Information containing various media sizes for the psdit command and the enscript command are contained in the file /usr/lib/ps/MediaSizes.

The information required for each entry in the MediaSizes file can be obtained from the PostScript Printer Description, or PPD, file that matches the PostScript printer used with TranScript. The PPD files are available from Adobe Systems, Incorporated. The measurements extracted from the PPD files are expressed in a printer’s measure called points. A printer’s point is 1/72 of an inch.

Any line in the MediaSizes file beginning with an ASCII * (asterisk) is ignored when matching media-size names provided on the command line to the enscript command and the psdit command.

Each entry in the MediaSizes file contains either 8 or 9 fields. The first 8 fields are required for all entries. The 9th field is optional. Fields are separated by white space. The fields for each entry are as follows:

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EntryName</td>
<td>Contains a character string to match against a media name provided with the -M flag with the enscript command or the psdit command.</td>
</tr>
<tr>
<td>MediaWidth</td>
<td>Specifies the media width in points.</td>
</tr>
<tr>
<td>MediaDepth</td>
<td>Specifies the media depth in points.</td>
</tr>
<tr>
<td>ImageableLLX</td>
<td>Specifies the imageable lower left-hand corner x coordinate in points.</td>
</tr>
<tr>
<td>ImageableLLY</td>
<td>Specifies the imageable lower left-hand corner y coordinate in points.</td>
</tr>
<tr>
<td>ImageableURX</td>
<td>Specifies the imageable upper right-hand corner x coordinate in points.</td>
</tr>
<tr>
<td>ImageableURY</td>
<td>Specifies the imageable upper right-hand corner y coordinate in points.</td>
</tr>
<tr>
<td>PageRegionName</td>
<td>Specifies the PostScript sequence for the particular printer to identify the size of the imageable area.</td>
</tr>
<tr>
<td>PaperTrayName</td>
<td>Specifies the PostScript sequence for the particular printer to select a particular paper/media tray. This field is optional.</td>
</tr>
</tbody>
</table>

Note: The sequence can be multiple PostScript operators or words for both the PageRegionName field and the PaperTrayName field. To specify such a sequence, use the ASCII " (double quotation character) to delimit the entire sequence.

The following table shows examples of field entries in the MediaSizes file:

<table>
<thead>
<tr>
<th>Name</th>
<th>Width</th>
<th>Depth</th>
<th>llx</th>
<th>lly</th>
<th>urx</th>
<th>ury</th>
<th>PageRegionName</th>
<th>PaperTrayName</th>
</tr>
</thead>
<tbody>
<tr>
<td>Letter</td>
<td>612</td>
<td>792</td>
<td>18</td>
<td>17</td>
<td>597</td>
<td>776</td>
<td>Letter</td>
<td></td>
</tr>
<tr>
<td>Legal</td>
<td>612</td>
<td>1008</td>
<td>18</td>
<td>17</td>
<td>597</td>
<td>992</td>
<td>Legal</td>
<td></td>
</tr>
</tbody>
</table>

**PostScript Font Information**
The PostScript Fonts for Transcript table shows the fonts available for the enscript command. The Font Name is specified with the -F and -f enscript command flags. The alphabetic characters are
case-sensitive:

*PostScript Fonts for Transcript*

<table>
<thead>
<tr>
<th>Font Name</th>
<th>Font Family</th>
</tr>
</thead>
<tbody>
<tr>
<td>AvantGarde-Book</td>
<td>AvantGarde</td>
</tr>
<tr>
<td>AvantGarde-Demi</td>
<td>AvantGarde</td>
</tr>
<tr>
<td>AvantGarde-DemiOblique</td>
<td>AvantGarde</td>
</tr>
<tr>
<td>AvantGarde-BookOblique</td>
<td>AvantGarde</td>
</tr>
<tr>
<td>Bookman-Demi</td>
<td>Bookman</td>
</tr>
<tr>
<td>Bookman-DemItalic</td>
<td>Bookman</td>
</tr>
<tr>
<td>Bookman-Light</td>
<td>Bookman</td>
</tr>
<tr>
<td>Bookman-LightItalic</td>
<td>Bookman</td>
</tr>
<tr>
<td>Courier</td>
<td>Courier</td>
</tr>
<tr>
<td>Courier-Bold</td>
<td>Courier</td>
</tr>
<tr>
<td>Courier-BoldOblique</td>
<td>Courier</td>
</tr>
<tr>
<td>Courier-Oblique</td>
<td>Courier</td>
</tr>
<tr>
<td>Garamond-Bold</td>
<td>Garamond</td>
</tr>
<tr>
<td>Garamond-BoldItalic</td>
<td>Garamond</td>
</tr>
<tr>
<td>Garamond-Light</td>
<td>Garamond</td>
</tr>
<tr>
<td>Garamond-LightItalic</td>
<td>Garamond</td>
</tr>
<tr>
<td>Helvetica</td>
<td>Helvetica</td>
</tr>
<tr>
<td>Helvetica-Bold</td>
<td>Helvetica</td>
</tr>
<tr>
<td>Helvetica-Oblique</td>
<td>Helvetica</td>
</tr>
<tr>
<td>Helvetica-BoldOblique</td>
<td>Helvetica</td>
</tr>
<tr>
<td>Helvetica-Narrow</td>
<td>Helvetica</td>
</tr>
<tr>
<td>Helvetica-Narrow-Bold</td>
<td>Helvetica</td>
</tr>
<tr>
<td>Helvetica-Narrow-BoldOblique</td>
<td>Helvetica</td>
</tr>
<tr>
<td>Helvetica-Narrow-Oblique</td>
<td>Helvetica</td>
</tr>
<tr>
<td>LubalinGraph-Book</td>
<td>Lubalin</td>
</tr>
<tr>
<td>LubalinGraph-BookOblique</td>
<td>Lubalin</td>
</tr>
<tr>
<td>LubalinGraph-Demi</td>
<td>Lubalin</td>
</tr>
<tr>
<td>LubalinGraph-DemiOblique</td>
<td>Lubalin</td>
</tr>
<tr>
<td>Miryam-Iso</td>
<td>Miryam Iso</td>
</tr>
<tr>
<td>Miryam-IsoBold</td>
<td>Miryam Iso</td>
</tr>
<tr>
<td>Miryam-IsoBoldItalic</td>
<td>Miryam Iso</td>
</tr>
<tr>
<td>Miryam-Isoltaic</td>
<td>Miryam Iso</td>
</tr>
<tr>
<td>NarkissimIso</td>
<td>Narkissim Iso</td>
</tr>
<tr>
<td>NarkissimIso-Bold</td>
<td>Narkissim Iso</td>
</tr>
<tr>
<td>NarkissimIso-BoldItalic</td>
<td>Narkissim Iso</td>
</tr>
<tr>
<td>NarkissimIso-Italic</td>
<td>Narkissim Iso</td>
</tr>
<tr>
<td>NarkissTamIso</td>
<td>Narkiss Tam Iso</td>
</tr>
<tr>
<td>NarkissTamIso-Bold</td>
<td>Narkiss Tam Iso</td>
</tr>
<tr>
<td>NarkissTamIso-BoldItalic</td>
<td>Narkiss Tam Iso</td>
</tr>
<tr>
<td>NarkissTamIso-BoldItalic</td>
<td>Narkiss Tam Iso</td>
</tr>
</tbody>
</table>
## PostScript Fonts for Transcript

<table>
<thead>
<tr>
<th>Font Name</th>
<th>Font Family</th>
</tr>
</thead>
<tbody>
<tr>
<td>NarkissTamIso-Italic</td>
<td>Narkiss Tam Iso</td>
</tr>
<tr>
<td>NewCenturySchlbk</td>
<td>NewCentury</td>
</tr>
<tr>
<td>NewCenturySchlbk-Bold</td>
<td>NewCentury</td>
</tr>
<tr>
<td>NewCenturySchlbk-Italic</td>
<td>NewCentury</td>
</tr>
<tr>
<td>NewCenturySchlbk-Roman</td>
<td>NewCentury</td>
</tr>
<tr>
<td>Optima</td>
<td>Optima</td>
</tr>
<tr>
<td>Optima-Bold</td>
<td>Optima</td>
</tr>
<tr>
<td>Optima-BoldOblique</td>
<td>Optima</td>
</tr>
<tr>
<td>Optima-Oblique</td>
<td>Optima</td>
</tr>
<tr>
<td>Palatino-Bold</td>
<td>Palatino</td>
</tr>
<tr>
<td>Palatino-BoldItalic</td>
<td>Palatino</td>
</tr>
<tr>
<td>Palatino-Italic</td>
<td>Palatino</td>
</tr>
<tr>
<td>Palatino-Roman</td>
<td>Palatino</td>
</tr>
<tr>
<td>Rokaa</td>
<td>Rokaa</td>
</tr>
<tr>
<td>Rokaa-Bold</td>
<td>Rokaa</td>
</tr>
<tr>
<td>Rokaa-BoldItalic</td>
<td>Rokaa</td>
</tr>
<tr>
<td>Rokaa-Italic</td>
<td>Rokaa</td>
</tr>
<tr>
<td>Setting</td>
<td>Setting</td>
</tr>
<tr>
<td>Setting-Bold</td>
<td>Setting</td>
</tr>
<tr>
<td>Setting-BoldItalic</td>
<td>Setting</td>
</tr>
<tr>
<td>Setting-Italic</td>
<td>Setting</td>
</tr>
<tr>
<td>ShalomIso</td>
<td>ShalomIso</td>
</tr>
<tr>
<td>ShalomIso-Bold</td>
<td>ShalomIso</td>
</tr>
<tr>
<td>ShalomIso-BoldItalic</td>
<td>ShalomIso</td>
</tr>
<tr>
<td>ShalomIso-Italic</td>
<td>ShalomIso</td>
</tr>
<tr>
<td>Souvenir-Demi</td>
<td>Souvenir</td>
</tr>
<tr>
<td>Souvenir-Demilight</td>
<td>Souvenir</td>
</tr>
<tr>
<td>Souvenir-Light</td>
<td>Souvenir</td>
</tr>
<tr>
<td>Souvenir-LightItalic</td>
<td>Souvenir</td>
</tr>
<tr>
<td>Times-Bold</td>
<td>Times</td>
</tr>
<tr>
<td>Times-BoldItalic</td>
<td>Times</td>
</tr>
<tr>
<td>Times-Italic</td>
<td>Times</td>
</tr>
<tr>
<td>Times-Roman</td>
<td>Times</td>
</tr>
<tr>
<td>Typing</td>
<td>Typing</td>
</tr>
<tr>
<td>Typing-Bold</td>
<td>Typing</td>
</tr>
<tr>
<td>Typing-BoldItalic</td>
<td>Typing</td>
</tr>
<tr>
<td>Typing-Italic</td>
<td>Typing</td>
</tr>
<tr>
<td>Symbol</td>
<td>(none)</td>
</tr>
<tr>
<td>ZapfChancery-MediumItalic</td>
<td>Zapf</td>
</tr>
<tr>
<td>ZapfDingbats</td>
<td>(none)</td>
</tr>
</tbody>
</table>
Parameters

SpoolerOptions Provides options for spooling the print file. The following are the SpoolerOptions flags:

{-d | -P} Queue
  Queues the output to the named queue.

-n Number
  Produces the specified number of copies. The default is 1.

-t Title
  Sets job title for use on the first banner page.

File Specifies the text file to be converted into PostScript format. If you leave this parameter blank, the enscript command reads from standard input.

Flags

-1 Sets in 1 column (the default).
-2 Sets in 2 columns.
-c Truncates (cuts) lines that are longer than the page width. Normally, long lines are wrapped around to the following line on the page.
-g Performs no function, but the -g flag is still accepted for backwards compatibility.
-k Enables page prefeed (if the printer supports it). This allows simple documents (such as program listings in a single font) to print somewhat faster by keeping the printer running between pages.
-l Simulates a line printer printing pages 66 lines long and omitting headers.
-m Sends mail after the files are printed.
-o Lists the missing characters if the enscript command cannot find characters in a font.
-q Causes the enscript command to not report about what it is doing. The enscript command cannot report on pages, destination, omitted characters, and so on. Fatal errors are still reported to the standard error output.
-r Rotates the output 90 degrees (landscape mode). Use this flag for output that requires a wide page or for program listings when used in conjunction with the -2 flag. The following example shows one way to get program listings:

  enscript -2r File . . .

-B Omits page headings.
-G Prints in gaudy mode, causing page headings, dates, and page numbers to be printed in a flashy style, at some slight performance expense.
-K Disables page prefeed (the default).
-R Prints in portrait mode (unrotated), which is the default.
-b Header Sets the string to be used for page headings to the value of the Header variable. The default header is constructed from the file name, its last modification date, and a page number.
-f Font Sets the font to be used for the body of each page. The default is Courier10, unless the two-column rotated mode is used, in which case it defaults to Courier7.

Notes:

1. A PostScript font name (such as Times-Roman, Times-BoldItalic, Helvetica, Courier).
2. A point size (1 point = 1/72 inch). Fonts are specified in this fashion:
   Courier-Bold8 is 8-point Courier Bold; Helvetica12 is 12-point Helvetica.

-f0 Codeset:Font
Sets the character codeset name, which is written into the PostScript file, and the SBCS font to use for the body of each page. The default is determined by the /usr/lib/ps/transcript.conf configuration file for each locale.

-f1 Codeset:Font
Sets the character codeset name, which is written into the PostScript file, and the MBCS font to use for the body of each page. The default is determined by the /usr/lib/ps/transcript.conf configuration file for each locale.
-pOut
Causes the PostScript file to be written to the named file rather than being spooled for printing. As a special case, entering the following will send the PostScript file to standard output:

- p -

-FHfont
Sets the font to be used for page headings. The default is Courier Bold10.

Note: Font specifications have two parts:

- A PostScript font name (such as Times-Roman, Times-BoldItalic, Helvetica, Courier).
- A point size (1 point = 1/72 inch). Fonts are specified in this fashion: Courier-Bold8 is 8-point Courier Bold; Helvetica12 is 12-point Helvetica.

-F0 Codeset:Font
Sets the character codeset name, which is written into the PostScript file, and the SBCS font to use for the header of each page. The default is determined by the /usr/lib/ps/transcript.conf configuration file for each locale.

-F1 Codeset:Font
Sets the character codeset name, which is written into the PostScript file, and the MBCS font to use for the header of each page. The default is determined by the /usr/lib/ps/transcript.conf configuration file for each locale.

-LLines
Sets the maximum number of lines to print on a page. The enscript command usually computes how many lines to put on a page based on point size. (It might put fewer per page than requested by the -L flag.)

-MMediaName
Specifies a media name to use to determine the amount of imageable area on the paper. The name provided is matched against entries in the MediaSizes file. For instance, -M legal would request a legal size of paper as the imageable area. If this flag is not used, the default size is letter size, which is 8.5 inches wide by 11.0 inches deep (21.6 cent. wide by 27.9 cent. deep).

-XCodesetName
Specifies the code set for the input data. By default, the input code set is determined by the nl Langinfo subroutine. If this flag is used, the codeset is determined by the CodesetName.

International Character Support
All characters not found in a font will be replaced with the character ? (question mark). For a complete list of characters that were not found, use the -o flag. The NLSvec file provides information about character translation.

Environment Variables

ENSCRIPT Specifies a string of options to be used by the enscript command.
LPDEST Specifies a printer destination. The -d spooler option overrides this environment variable.
PSLIBDIR Provides a path name of a directory to use instead of the /usr/lib/ps directory for the enscript command prologue and font metric files.
PSTEMPDIR Provides a path name of temporary directory to use instead of the /var/tmp directory of spooled temporary files.
TRANSCRIPT Provides the absolute path name of a file to use, instead of the /usr/lib/ps/transcript.conf configuration file, for MBCS handling.

Files

/usr/lib/ps/*.afm Contains Adobe Font Metrics (AFM) files.
/usr/lib/ps/font.map Contains the list of font names with their abbreviations.
/usr/lib/ps/enscript.pro Contains prologue for enscript command files.
/usr/lib/ps/MediaSizes Contains the default file used for media sizes.
Related Information
The \texttt{col} command, \texttt{eqn} command, \texttt{lp} command, \texttt{managefonts} command, \texttt{nroff} command, \texttt{pic} command, \texttt{pr} command, \texttt{ps630} command, \texttt{psdit} command, \texttt{refer} command, \texttt{tbl} command, \texttt{troff} command.

The \texttt{nl\_langinfo} subroutine.

\texttt{NLSvec} File provides information about character translation.

---

**entstat Command**

**Purpose**
Shows ethernet device driver and device statistics.

**Syntax**

```
entstat \[\[-d \-r \-t\]\] Device\_Name
```

**Description**

The \texttt{entstat} command displays the statistics gathered by the specified Ethernet device driver. 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.

This command is also invoked when the \texttt{netstat} command is run with the \texttt{-v} flag. The \texttt{netstat} command does not issue any \texttt{entstat} command flags.

If an invalid \textit{Device\_Name} is specified, the \texttt{entstat} command produces an error message stating that it could not connect to the device.

**Flags**

- \texttt{-d} Displays all the statistics, including the device-specific statistics.
- \texttt{-r} Resets all the statistics back to their initial values. This flag can only be issued by privileged users.
- \texttt{-t} Toggles debug trace in some device drivers.

**Parameters**

\textit{Device\_Name} The name of the Ethernet device, for example, \texttt{ent0}.

**Statistic Fields**

\textbf{Note:} Some adapters may not support a specific statistic. The value of non-supported statistic fields is always 0.

The statistic fields displayed in the output of the \texttt{entstat} command and their descriptions are:

**Title Fields**

\begin{align*}
\text{Device Type} & \quad \text{Displays the description of the adapter type.} \\
\text{Hardware Address} & \quad \text{Displays the Ethernet network address currently used by the device.}
\end{align*}
Elapsed Time Displays the real time period which has elapsed since last time the statistics were reset. Part of the statistics may be reset by the device driver during error recovery when a hardware error is detected. There will be another Elapsed Time displayed in the middle of the output when this situation has occurred in order to reflect the time differences between the statistics.

Transmit Statistics Fields

Packets The number of packets transmitted successfully by the device.

Bytes The number of bytes transmitted successfully by the device.

Interrupts The number of transmit interrupts received by the driver from the adapter.

Transmit Errors The number of output errors encountered on this device. This is a counter for unsuccessful transmissions due to hardware/network errors.

Packets Dropped The number of packets accepted by the device driver for transmission which were not (for any reason) given to the device.

Max Packets on S/W Transmit Queue The maximum number of outgoing packets ever queued to the software transmit queue.

S/W Transmit Queue Overflow The number of outgoing packets which have overflowed the software transmit queue.

Current S/W+H/W Transmit Queue Length The number of pending outgoing packets on either the software transmit queue or the hardware transmit queue.

Broadcast Packets The number of broadcast packets transmitted without any error.

Multicast Packets The number of multicast packets transmitted without any error.

No Carrier Sense The number of unsuccessful transmissions due to the no carrier sense error.

DMA Underrun The number of unsuccessful transmissions due to the DMA underrun error.

Lost CTS Errors The number of unsuccessful transmissions due to the loss of the Clear-to-Send signal error.

Max Collision Errors The number of unsuccessful transmissions due to too many collisions. The number of collisions encountered exceeded the number of retries on the adapter.

Late Collision Errors The number of unsuccessful transmissions due to the late collision error.

Deferred The number of outgoing packets deferred during transmission. Deferred means that the adapter had to defer while trying to transmit a frame. This condition occurs if the network is busy when the adapter is ready to transmit. The adapter will only defer the first attempt to send a packet. After that the adapter will transmit the packet without checking. If the network is still busy then a collision will be recorded.

SQE Test Contains the number of “Signal Quality Error” Tests (i.e. Heartbeat) performed successfully during transmission.
Timeout Errors
The number of unsuccessful transmissions due to adapter reported timeout errors.

Single Collision Count
The number of outgoing packets with single (only one) collision encountered during transmission.

Multiple Collision Count
The number of outgoing packets with multiple (2 - 15) collisions encountered during transmission.

Current HW Transmit Queue Length
The number of outgoing packets which currently exist on the hardware transmit queue.

CRC Errors
The number of incoming packets with the Checksum (FCS) error.

DMA Overrun
The number of incoming packets with the DMA overrun error.

Alignment Errors
The number of incoming packets with the alignment error.

No Resource Errors
The number of incoming packets dropped by the hardware due to the no resource error. This error usually occurs because the receive buffers on the adapter were exhausted. Some adapters may have the size of the receive buffers as a configurable parameter. Check the device configuration attributes (or smit helps) for possible tuning information.

Receive Collision Errors
The number of incoming packets with the collision errors during the reception.

Packet Too Short Errors
The number of incoming packets with the length error indicating that the packet size is less than the Ethernet minimum packet size.

Packet Too Long Errors
The number of incoming packets with the length error indicating that the packet size is bigger than the Ethernet maximum packet size.

Packets Discarded by Adapter
The number of incoming packets dropped by the hardware for any other reasons.

Receiver Start Count
The number of times that the receiver (receive unit) on the adapter has been started.

Receive Statistics Fields

Packets
The number of packets received successfully by the device.

Bytes
The number of bytes received successfully by the device.

Interrupts
The number of receive interrupts received by the driver from the adapter.

Receive Errors
The number of input errors encountered on this device. This is a counter for unsuccessful reception due to hardware/network errors.

Packets Dropped
The number of packets received by the device driver from this device which were not (for any reason) given to a network demuxer.

Bad Packets
The number of bad packets received (i.e. saved) by the device driver.

Broadcast Packets
The number of broadcast packets received without any error.

Multicast Packets
The number of multicast packets received without any error.
CRC Errors
The number of incoming packets with the Checksum (FCS) error.

dma overrun
The number of incoming packets with the DMA overrun error.

alignment errors
The number of incoming packets with the alignment error.

no resource errors
The number of incoming packets dropped by the hardware due to the no resource error.

receive collision errors
The number of incoming packets with the collision errors during the reception.

packet too short errors
The number of incoming packets with the length error indicating that the packet size is less than the Ethernet minimum packet size.

packet too long errors
The number of incoming packets with the length error indicating that the packet size is bigger than the Ethernet maximum packet size.

packets discarded by adapter
The number of incoming packets dropped by the hardware for any other reasons.

receiver start count
The number of times that the receiver (receive unit) on the adapter has been started.

General Statistics Fields

no mbuf errors
The number of times that mbufs were not available to the device driver. This usually occurs during receive operations when the driver must obtain mbuf buffers to process inbound packets. If the mbuf pool for the requested size is empty, the packet will be discarded. The `netstat -m` command can be used to confirm this.

adapter reset count
The number of times that the adapter has been restarted (re-initialized).

driver flags
The device driver internal status flags that are currently turned on.

Device Specific Statistics Fields
This part of the display may be different for each type of the adapter. It may contain adapter specific information and some extended statistics that were not included in the generic statistics. Some adapters may not have any device specific statistics.

Examples

1. To display the device generic statistics for `ent0`, enter:

   `entstat ent0`

   This produces the following output:

   ```
   ETHERNET STATISTICS (ent0) :
   Device Type: Ethernet High Performance LAN Adapter
   Hardware Address: 02:60:8c:2e:d0:1d
   Elapsed Time: 0 days 0 hours 8 minutes 41 seconds
   ---------------------  --------------------
   Transmit Statistics:  Receive Statistics:
   Packets: 3           Packets: 2
   Bytes: 272           Bytes: 146
   Interrupts: 3         Interrupts: 2
   Transmit Errors: 0    Receive Errors: 0
   Packets Dropped: 0    Packets Dropped: 0
   Max Packets on S/W    Max Packets on S/W
   S/W Transmit Queue: 0 Bad Packets: 0
   S/W Transmit Queue Overflow: 0
   Current S/W+H/W Transmit Queue Length: 0
   ```
Broadcast Packets: 2  CRC Errors: 0
Multicast Packets: 0  Broadcast Packets: 1
No Carrier Sense: 0  Multicast Packets: 0
DMA Underrun: 0  DMA Overrun: 0
Lost CTS Errors: 0  Alignment Errors: 0
Max Collision Errors: 0  No Resource Errors: 0
Late Collision Errors: 0  Receive Collision Errors: 0
Deferred: 0  Packet Too Short Errors: 0
SQE Test: 0  Packet Too Long Errors: 0
Timeout Errors: 0  Packets Discarded by Adapter: 0
Single Collision  Receiver Start Count: 1
Count: 0
Multiple Collision Count: 0
Current HW Transmit Queue
Length: 0

General Statistics:
-------------------
No mbuf Errors: 0
Adapter Reset Count: 0
Driver Flags: Up Broadcast Running Simplex

2. To display the Ethernet device generic statistics and the ethernet device-specific statistics for ent0, enter:
entstat -d ent0

This produces the following output:

ETHERNET STATISTICS (ent0):
Device Type: Ethernet High Performance LAN Adapter
Hardware Address: 02:60:8c:2e:d0:1d
Elapsed Time: 0 days 2 hours 6 minutes 30 seconds

Transmit Statistics:  Receive Statistics:
-------------------  -------------------
Packets: 3  Packets: 2
Bytes: 272  Bytes: 146
Interrupts: 3  Interrupts: 2
Transmit Errors: 0  Receive Errors: 0
Packets Dropped: 0  Packets Dropped: 0
Max Packets on S/W  Receiver Start Count: 1
Transmit Queue: 0
Bad Packets: 0
S/W Transmit Queue Overflow: 0
Current S/W+H/W Transmit Queue Length: 0

Broadcast Packets: 0  Broadcast Packets: 0
Multicast Packets: 0  Multicast Packets: 0
No Carrier Sense: 0  CRC Errors: 0
DMA Underrun: 0  DMA Overrun: 0
Lost CTS Errors: 0  Alignment Errors: 0
Max Collision Errors: 0  No Resource Errors: 0
Late Collision Errors: 0  Receive Collision Errors: 0
Deferred: 0  Packet Too Short Errors: 0
SQE Test: 0  Packet Too Long Errors: 0
Timeout Errors: 0  Packets Discarded by Adapter: 0
Single Collision Count: 0  Receiver Start Count: 1
Multiple Collision Count: 0
Current HW Transmit Queue Length: 0

General Statistics:
-------------------
No mbuf Errors: 0
Adapter Reset Count: 0
Driver Flags: Up Broadcast Running Simplex

Ethernet High Performance LAN Adapter Specific Statistics:
Receive Buffer Pool Size: 37
Transmit Buffer Pool Size: 39
In Promiscuous Mode for IP Multicast: No
Packets Uploaded from Adapter: 0
Host End-of-List Encountered: 0
82586 End-of-List Encountered: 0
Receive DMA Timeouts: 0
Adapter Internal Data: 0x0 0x0 0x0 0x0 0x0

Related Information
The `atmstat` command, `fddistat` command, `netstat` command, `tokstat` command.

---

**env Command**

**Purpose**
Displays the current environment or sets the environment for the execution of a command.

**Syntax**

**To Display Multiple Environment Variables**

```
env [-i]... [Name=Value ]... [Command [ Argument ... ]]
```

**To Display A Single Environment Variable**

```
env [Name]
```

**Description**
The `env` command allows you to display your current environment or run a specified command in a changed environment.

If no flags or parameters are specified, the `env` command displays your current environment, showing one `Name=Value` pair per line.

**Flags**

- `-i` Ignores the inherited environment and invokes the command specified by the `Command` parameter with the environment specified by the `Name=Value` parameters.
- `-` Obsolete flag. Use the `-i` flag.

**Parameters**

`Name=Value` You can run a command in a modified version of the current environment by specifying one or more `Name=Value` parameters. Use the `-i` flag if you wish to replace the entire current environment with the specified `Name=Value` parameters. In either case, environment changes are effective only while the specified command is running.

`Command` The `Command` parameter has an optional `Argument` variable. If the specified command is one of the Korn shell special built-in commands, results are unspecified. Korn shell built-in commands are described in the `ksh` command.

**Exit Status**
If the `Command` parameter is specified, the exit status of the `env` command is the exit status of the command specified in the `Command` parameter. Otherwise, the `env` command exits with one of the following values:
The env command completed successfully.

An error occurred in the env command.

The command specified by the Command parameter was found, but could not be invoked.

The command specified by the Command parameter was not found.

Examples

1. To change the TZ environment variable while running the date command, type:
   
   ```
   TZ=MST7MDT date
   OR
   env TZ=MST7MDT date
   ```
   
   Each of these commands displays the time in mountain time and the current date. The two commands shown are equivalent. When the date command is finished, the previous value of the TZ environment variable takes effect again.

2. To run the make command in an environment that consists only of definitions for the PATH, IDIR, and LIBDIR environment variables, type:
   
   ```
   env -i PATH=$PATH IDIR=/$HOME/include LIBDIR=/$HOME/lib make
   ```
   
   You must specify the PATH environment variable so that the shell can find the make command. When the make command is finished, the previous environment takes effect.

Files

`/usr/bin/env` contains the env command.

Related Information

The `printenv` command, `ksh` command.

The `environment` file.

The `profile` file format.

The `exec` subroutines.


eqn Command

Purpose

Formats mathematical text for the troff command.

Syntax

```
eqn [ [ -d Delimiter1Delimiter2 ] [ -f Font ] [ -p Number ] [ -s Size ] [ -T Name ] ] [ File ... ]
```
Description
The \texttt{eqn} command is a \texttt{troff} preprocessor for typesetting mathematical text on a phototypesetter or comparable device. The output of the \texttt{eqn} command is generally piped into the \texttt{troff} command, as follows:

\texttt{eqn [Flag...] File... | troff [Flag...] | [Typesetter]}

The \texttt{eqn} command reads files specified by the \texttt{File} parameter. It reads standard input when a - (minus sign) is specified as the last parameter. A line beginning with the \texttt{.EQ} macro marks the start of equation text. The end of equation text is marked by a line beginning with the \texttt{.EN} macro. These lines are not altered by the \texttt{troff} command, so they can be defined in macro packages to provide additional formatting function such as centering and numbering.

Keywords
The following are keywords known to both the \texttt{eqn} and \texttt{neqn} commands.

\begin{verbatim}
above  dot  gsize  over  tdefine
back   dotdot hat   pile   tilde
bar    down   italic rcol  to
bold   dyad   lcol  right under
ceiling fat   left   roman up
ccol   floor lineup rpile vec
col    font   lpile size
jsonpile from mark sqrt
define fwd   matrix sub
delim  gfont ndefine sup
\end{verbatim}

Keywords recognized by the \texttt{eqn} command can be set apart with spaces, tabs, new lines, braces, double quotes, tildes, and circumflexes. Use { } (braces) for groupings; anywhere you can use a single character, such as X, you can substitute a complicated construction enclosed in braces. The ~ (tilde) represents a full space in the output, and the ^ (circumflex) represents a half-space.

Produce subscripts and superscripts using the \texttt{sub} and \texttt{sup} keywords. Produce fractions with the \texttt{over} keyword. Produce square roots with the \texttt{sqrt} keyword.

Introduce lower and upper limits using the \texttt{from} and \texttt{to} keywords. Produce delimiters (such as left and right brackets and braces) of the correct height using the \texttt{left} and \texttt{right} keywords. Legal characters after the \texttt{left} and \texttt{right} keywords are braces, brackets, bars, c and f for ceiling and floor, and “ ” (double quotes) for nothing at all (which is useful for a right-side-only bracket). A \texttt{left} character does not need a matching \texttt{right} character, but a \texttt{right} character must have a matching \texttt{left} character.

Vertical lists (piles) of things are made with the \texttt{pile}, \texttt{lpile}, \texttt{cpile}, and \texttt{rpile} keywords. Piles can have arbitrary numbers of elements. The \texttt{lpile} keyword left-justifies, the \texttt{pile} and \texttt{cpile} keywords center (but with different vertical spacing), and the \texttt{rpile} keyword right-justifies. Matrices are made with the \texttt{matrix} keyword. In addition, there is an \texttt{rcol} keyword for a right-justified column.

Diacritical marks are made with the \texttt{dot}, \texttt{dotdot}, \texttt{hat}, \texttt{tilde}, \texttt{bar}, \texttt{vec}, \texttt{dyad}, and \texttt{under} keywords.

You can change point sizes and fonts with the \texttt{size Number} (or \texttt{size +/-Number}), \texttt{roman}, \texttt{italic}, \texttt{bold}, and \texttt{font Number} keywords. You can change point sizes and fonts globally in a document with the \texttt{gsize} \texttt{Number} and \texttt{gfont Number} keywords, or with the command-line \texttt{-sNumber} and \texttt{-fNumber} flags.

Normally, subscripts and superscripts are reduced by three points from the previous size. You can change this with the command-line \texttt{-pNumber} flag.

You can line up successive display parameters. Place the \texttt{mark} keyword before the desired lineup point in the first equation; place the \texttt{lineup} keyword where it is to line up vertically in subsequent equations.

You can define shorthands or redefine existing keywords with the \texttt{define} keyword; for example:
define Thing%Replacement%

The preceding example defines a new token called *Thing* that is replaced by *Replacement* whenever it appears thereafter. The % (percent sign) can be any character that does not occur in *Replacement*.

Keywords such as *sum*, *int*, *inf*, and shorthands such as >=, !=, and -> are recognized. Greek letters are spelled out in the desired case, as in *alpha* or *GAMMA*. Mathematical words such as *sin*, *cos*, and *log* are made Roman automatically. The *troff* command 4-character escapes, such as \(|dd|, which produces the double dagger, can be used anywhere. Strings enclosed in “ ” (double quotes) are passed through untouched. This permits keywords to be entered as text, and can always be used to communicate with the *troff* command.

**Flags**

- **-d** Delimiter1Delimiter2
  Sets two ASCII characters, *Delimiter1* and *Delimiter2*, as delimiters of the text to be processed by the *eqn* command, in addition to the input enclosed by the .EQ and .EN macros. The text between these delimiters is treated as input to the *eqn* command.

  **Note:** Within a file, you can also set delimiters for *eqn* text using the *delim* *Delimiter1Delimiter2*command. They are turned off by the *delim off* command. All text not between .EQ and .EN macros is passed through unprocessed.

- **-f** Font
  Changes font in all the *eqn* command processed text to the value specified by the *Font* variable. The *Font* value (a font name or position) must be one or two ASCII characters.

- **-p** Number
  Reduces subscripts and superscripts the specified number of points in size (the default is 3).

- **-s** Size
  Changes point size in all the *eqn* command processed text to the value specified by the *Size* variable.

- **-T** Name
  Prepares the output for the specified printing device. Terminal Names for Phototypesetter or Comparable Devices provides *Name* variables. The default is *ibm3816*.

- `-`
  Forces input to be read from standard input.

- `—`
  (double dash) Indicates the end of flags.

**Files**

/usr/share/lib/pub/eqnchar
Contains special character definitions.

**Related Information**


The *eqnchar* file format contains special character definitions for the *eqn* and *neqn* commands.

The .EQ and .EN macros, *mm* macro package, *mv* macro package.

**errclear Command**

**Purpose**

Deletes entries from the error log.
Syntax


Days

Description

The errclear command deletes error-log entries older than the number of days specified by the Days parameter. To delete all error-log entries, specify a value of 0 for the Days parameter.

If the -i flag is not used with the errclear command, the error log file cleared by errclear is the one specified in the error log configuration database. (To view the information in the error log configuration database, use the errdemon command.)

Note: The errclear command clears the specified entries, but does not decrease the error log file size.

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 errclear fast path to run this command.

Flags

- **-d List** Deletes error-log entries in the error classes specified by the List variable. The List variable values can be separated by , (commas), or enclosed in " " (double quotation marks) and separated by , (commas) or space characters. The valid List variable values are H (hardware), S (software), O (errlogger messages), and U (undetermined).

- **-i File** Uses the error-log file specified by the File variable. If this flag is not specified, the errclear command uses the value from the error-log configuration database.

- **-j ErrorID[,ErrorID]** Deletes the error-log entries specified by the ErrorID (error identifier) variable. The ErrorID variable values can be separated by , (commas), or enclosed in " " (double quotation marks) and separated by , (commas) or space characters.

- **-J ErrorLabel** Deletes the error-log entries specified by the ErrorLabel variable. The ErrorLabel variable values can be separated by , (commas), or enclosed in " " (double quotation marks) and separated by , (commas) or space characters.

- **-k ErrorID[,ErrorID]** Deletes all error-log entries except those specified by the ErrorID (error identifier) variable. The ErrorID variable values can be separated by , (commas), or enclosed in " " (double quotation marks) and separated by , (commas) or space characters.

- **-K ErrorLabel** Deletes all error-log entries except those specified by the ErrorLabel variable. The ErrorLabel variable values can be separated by , (commas), or enclosed in " " (double quotation marks) and separated by , (commas) or space characters.

- **-l SequenceNumber** Deletes error-log entries with the specified sequence numbers. The SequenceNumber variable values can be separated by , (commas), or enclosed in " " (double quotation marks) and separated by , (commas) or space characters.

- **-m Machine** Deletes error-log entries for the machine specified by the Machine variable. The uname -m command returns the value of the Machine variable.

- **-n Node** Deletes error-log entries for the node specified by the Node variable. The uname -n command returns the value of the Node variable.
-N List Deletes error-log entries for the resource names specified by the List variable. The List variable is list of names of resources that have detected errors. For software errors, these are the names of resources that have detected errors. For hardware errors, these are names of devices or system components. It does not indicate that the component is faulty or needs replacement. Instead, it is used to determine the appropriate diagnostic modules to be used to analyze the error. The List variable values can be separated by , (commas), or enclosed in “ ” (double quotation marks) and separated by , (commas) or space characters.

-R List Deletes error-log entries for the resource types specified by the List variable. For hardware errors, the List variable is a device type. For software errors, the value of the List variable is LPP. The List variable values can be separated by , (commas), or enclosed in “ ” (double quotation marks) and separated by , (commas) or space characters.

-S List Deletes error-log entries for the resource classes specified by the List variable. For hardware errors, the List variable is a device class. The List variable values can be separated by , (commas), or enclosed in “ ” (double quotation marks) and separated by , (commas) or space characters.

-T List Deletes error-log entries for error types specified by the List variable. Valid List variable values are: PERM, TEMP, PERF, PEND, INFO, and UNKN. The List variable values can be separated by , (commas), or enclosed in “ ” (double quotation marks) and separated by , (commas) or space characters.

-y FileName Uses the error-record template file specified by the FileName variable.

Security
Access Control: Only the root user can run this command.

Examples
1. To delete all entries from the error log, enter:
   `errclear 0`
2. To delete all entries in the error log classified as software errors, enter:
   `errclear -d S 0`
3. To clear all entries from the alternate error-log file /var/adm/ras/errlog.alternate, enter:
   `errclear -i /var/adm/ras/errlog.alternate 0`
4. To clear all hardware entries from the alternate error-log file /var/adm/ras/errlog.alternate, enter:
   `errclear -i /var/adm/ras/errlog.alternate -d H 0`

Files
/etc/objrepos/SWservAt Contains the Software Service Aids Attributes object class, which is the error-log configuration database.

Related Information
The errdead command, errinstall command, errlogger command, errmsg command, errpt command, errstop command, errupdate command, uname command.
The errdemon daemon.
The errsave kernel service.
The errlog subroutine.
Error Logging Overview in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in AIX 5L Version 5.2 Web-based System Manager Administration Guide.

errdead Command

Purpose
Extracts error records from a system dump.

Syntax
/usr/lib/errdead [ -i FileName ] DumpFile

Description
The errdead command extracts error records from a system dump containing the internal buffer maintained by the /dev/error file. The errdead command extracts the error records from the dump file and adds those error records directly to the error log.

The error log daemon need not be running when the errdead command is run.

Flag
-i FileName Adds the extracted error records to the error log file specified by the FileName variable. If the file does not exist, the errdead command creates it. If this flag is not specified, the value from the error log configuration database is used.

Security
Access Control: Only the root user can run this command.

Example
To capture error log information from a dump image that resides in the /dev/hd7 file, enter:
/usr/lib/errdead /dev/hd7

Error logging information is in the dump image if the errdemon daemon was not running when the dump occurred.

File
/etc/objrepos/SWservAt Contains the software service aids attributes object class; that is, the error log configuration database.

Related Information
The errclear command, errinstall command, errlogger command, errmsg command, errpt command, errsave command, errupdate command.

The errdemon daemon.

The errsave kernel service.

The errlog subroutine.

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**errdemon Daemon**

**Purpose**
Starts error logging daemon (**errdemon**) and writes entries to the error log.

**Syntax**
```
errdemon [ [ -B BufferSize ] [ -d ] [ -D ] [ -i File ] [ -s LogSize ] [ -t Time ] [ -m MaxDups ] ]
```

**Description**
The error logging daemon reads error records from the `/dev/error` file and creates error log entries in the system error log. Besides writing an entry to the system error log each time an error is logged, the error logging daemon performs error notification as specified in the error notification database. The `/etc/objrepos/errnotify` file is the error notification database. The default system error log is maintained in the `/var/adm/ras/errlog` file. The last error entry is placed in nonvolatile random access memory (NVRAM). During system startup, this last error entry is read from NVRAM and added to the error log when the error logging daemon is started.

The error logging daemon does not create an error log entry for the logged error if the error record template specifies `Log=FALSE`.

If you use the error logging daemon without flags, the system restarts the error logging daemon using the configuration values stored in the error log configuration database. By default, the `errdemon` daemon removes duplicate error log entries when they are logged very rapidly. This is to prevent run away error logging from adversely effecting system performance. The number of duplicate entries can be seen with a detailed error report.

Use the `errclear` command to remove entries from the system error log.

**Attention:** The error logging daemon is normally started during system initialization. Stopping the error logging daemon can cause error data temporarily stored in internal buffers to be overwritten before it can be recorded in the error log file.
Flags

-B BufferSize
Uses the number of bytes specified by the BufferSize parameter for the error log device driver’s in-memory buffer. The specified buffer size is saved in the error log configuration database. If the BufferSize parameter is larger than the buffer size currently in use, the in-memory buffer is immediately increased. If the BufferSize parameter is smaller than the buffer size currently in use, the new size is put into effect the next time the error logging daemon is started after the system is rebooted. The buffer cannot be made smaller than the hard-coded default of 8KB.

If this parameter is not specified, the error logging daemon uses the buffer size from the error log configuration database.

The size you specify is rounded up to the next integral multiple of the memory page size (4KB). The memory used for the error log device driver’s in-memory buffer is not available for use by other processes. (The buffer is pinned). Be careful not to impact your system’s performance by making the buffer excessively large. On the other hand, if you make the buffer too small, the buffer can become full if error entries arrive faster than they can be read from the buffer and put into the log file. When the buffer is full, new entries are discarded until space becomes available in the buffer. When this situation occurs, the error logging daemon creates an error log entry to inform you of the problem. You can correct the problem by enlarging the buffer.

-d
Specifies that duplicate error log entries cannot be removed. The default behavior is to remove duplicates, which is indicated with the -D flag.

-D
Specifies that duplicate entries are to be removed. This is the default.

-i File
Uses the error log file specified by the File variable. The specified file name is saved in the error log configuration database and is immediately put into use.

-i
Displays the values for the error log file name, file size, and buffer size from the error log configuration database.

-l
Displays the values for the error log file name, file size, buffer size, and duplicate handling values from the error log configuration database.

-m MaxDups
Specifies the maximum number of duplicate entries allowed before a duplicate error is forced out. The default is 1000. When an error has been duplicated the number of times that is specified in MaxDups, a duplicate error is written just as it would be if a unique error was logged. The values allowed for MaxDups are 1 to 2147483647.

-s LogSize
Uses the size specified by the LogSize variable for the maximum size of the error log file. The specified log file size limit is saved in the error log configuration database, and it is immediately put into use. If the log file size limit is smaller than the size of the log file currently in use, the error logging daemon renames the current log file by appending .old to the file name. The error logging daemon creates a new log file with the specified size limit. Generate a report from the old log file using the -i flag of the errpt command.

If this parameter is not specified, the error logging daemon uses the log file size from the error log configuration database.

-t Time
Specifies the approximate time interval (in milliseconds) within which an error is considered a duplicate if it is identical to the previous error. Errors occurring after this time interval are not considered duplicates even if they are identical to the previous error. The default interval is 100, or a tenth of a second. The values allowed for Time are 1 to 2147483647.

Note: This flag eliminates duplicate entries in the case of an error logger rapidly logging the same error, this usually indicates a loop condition. It is not intended to catch all duplicate errors for which there may be error notification objects. Making this value sufficiently large may compromise error notification by eliminating too many errors. See the errpt command for a description of eliminating duplicate errors in an error report.

Security
Access Control: Only the root user can run this daemon.
Examples
1. To start the error-logging daemon, enter:
   /usr/lib/errdemon
2. To view the current maximum error-log size, enter:
   /usr/lib/errdemon -l
3. To change the current maximum error-log size from 1MB to 64KB, enter:
   /usr/lib/errdemon -s 65536
4. To only consider errors that are logged within the last 10 milliseconds to be duplicates, enter
   /usr/lib/errdemon -t 10

Files
/dev/error     Source of error records.
/var/adm/ras/errtmplt    Contains the error template repository.
/usr/lib/errdemon    Contains the errdemon daemon.
/etc/objrepos/SWservAt    Contains the software service aids attributes object class; that is, the error log configuration database.

Related Information
The errclear command, errdead command, errinstall command, errlogger command, errmsg command, errpt command, errstop command, errupdate command.

The errsave kernel service.
The error logging special files.
The errlog subroutine.

Related Information in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

errinstall Command

Purpose
Installs messages in the error logging message sets.

Syntax
errinstall [ -c ] [ -f ] [ -q ] [ -z ] File

Description
The errinstall command is an installation aid that adds or replaces messages in the Error Description, Probable Cause, User Cause, Install Cause, Failure Cause, Recommended Action, and Detailed Data data id message sets of the error log message catalog.

The File parameter specifies an input file containing messages to be added or replaced. If you do not specify the File parameter or if you specify it as the - (minus sign), the errinstall command reads from standard input.

Note: Program products and in-house applications should use predefined messages from the error logging message sets. List the predefined messages using the errmsg -w command. To add new
messages, third-party software vendors should contact IBM Developer Solutions to register new messages. During the development of in-house applications, the **errmsg** command can be used to add new messages, but the new messages must not conflict with the messages added for other in-house applications.

**Undo Feature**
The **errinstall** command creates an undo file in the current directory named the *File.undo* file. (If the **errinstall** command is reading from standard input, the undo file information is written to standard output.) The *File.undo* file can be used as input to the **errinstall** command to undo the changes the **errinstall** command has just made. To undo changes, run the **errinstall** command with the -f flag and specify the *File.undo* file for the *File* parameter.

**Input File (or Standard In) File Format**
Two separate lines of information are required to add or replace a single message in the error log message catalog. You can include multiple additions or replacements in a single file. The first line is required to identify the message set to which the message is to be added or replaced. Use the following format:

```
SET MessageSetID
```

where the *MessageSetID* parameter is one of the following single characters:

<table>
<thead>
<tr>
<th>Letter</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>E</td>
<td>Identifies Error Description</td>
</tr>
<tr>
<td>P</td>
<td>Identifies Probable Cause</td>
</tr>
<tr>
<td>U</td>
<td>Identifies User Cause</td>
</tr>
<tr>
<td>I</td>
<td>Identifies Install Cause</td>
</tr>
<tr>
<td>F</td>
<td>Identifies Failure Cause</td>
</tr>
<tr>
<td>R</td>
<td>Identifies Recommended Action</td>
</tr>
<tr>
<td>D</td>
<td>Identifies Detailed Data</td>
</tr>
</tbody>
</table>

The second line lists the message ID with the message to be added or replaced. At least one line is required, and multiple lines can be included, following a single line that identifies a message set. As described earlier, users should contact their service representative to obtain the message ID, unless it is required for an in-house application only (in which case, use the **errmsg** command to install the error message without a predetermined error message ID).

You must put a space between the message ID and the message text, and enclose the text of the message in double quotes as follows:

```
message ID "message text"
```

In addition to the two required lines of information, you can also include lines of comments. A comment line must have a $ (dollar sign) or an * (asterisk) operator in the first column. The asterisk is the preferred choice.

**Note:** Messages added to the Error Description, Probable Cause, and Detailed Data ID message sets must not exceed 40 characters in length. Messages added to the User Cause, Install Cause, Failure Cause, and Recommended Action message sets must not exceed 128 characters in length. If messages exceed these lengths, the **errinstall** command displays a warning message, but adds the messages to the codepoint catalogue. These messages will be truncated when displayed by the summary errpt command.

**Flags**

- **c** Checks the input *File* parameter for syntax errors.
-f  Replaces messages having duplicate IDs. When an attempt is made to add a message using a message ID that is already in use, the -f flag forces the `errinstall` command to replace the old message text with the new message text. If the -f flag is not specified, the old message text is not replaced and a warning message is written to standard error. The -f flag is also required to undo a message installation.

-q  Suppresses the creation of an undo file.

-z FileName  Uses the error logging message catalog specified by the FileName parameter.

**Security**

Access Control: Only the root user can run this command.

**Examples**

1. To install the error log messages for the licensed product lpp, enter:

   ```bash
   errinstall -f /tmp/lpp.desc
   ```

2. To undo the changes made to the error log message catalog by the above example of the `errinstall` command, enter:

   ```bash
   errinstall -f /tmp/lpp.desc.undo
   ```

3. To install an error message in the Probable Cause message set, enter:

   ```bash
   errinstall
   
   * Add a probable cause for widget failure:
   SET P
   E100 "widget adapter"
   ```

4. To replace a message with a duplicate ID in the Probable Cause message set, enter:

   ```bash
   errinstall -f
   
   * Replace the message associated with ID E100 in the Recommended Action message set
   SET R
   E100 "Replace disk drive"
   ```

5. If you name your input file `in_file` and then want to use it to install new error messages, enter:

   ```bash
   errinstall in_file
   ```

6. To overwrite existing error messages in message sets, use the previously defined ID numbers in your `in_file`, and specify the -f flag with the `errinstall` command as follows:

   ```bash
   errinstall -f in_file
   ```

7. The following example illustrates sample contents of an input file to be installed.

   ```plaintext
   * * Add these error messages to the Detailed Data message set:
   * *
   SET D
   B105 "Logical channel number"
   B106 "Timer reference stamp"
   *  
   * Add these error messages to the Probable Cause message set:
   * *
   SET P
   E861 "Bad memory card"
   E865 "Unexpected System Halt"
   E876 "Fiber Optic Cable"
   *  
   * Add this message to the Recommended Action message set:
   * *
   SET R
   E850 "Install updated driver code"
   ```
Files

/usr/lib/nls/msg/$LANG/codepoint.cat

Contains the error log message catalog. In the United States, the value of the $LANG environment variable is En_US.

Related Information

The errclear command, errdead command, errlogger command, errmsg command, errpt command, errstop command, errupdate command.

The errdemon daemon.

The errsave kernel service.

The errlog subroutine.

The error logging special files.

The Error Logging Overview in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs

errlogger Command

Purpose
Logs an operator message.

Syntax
errlogger Message

Description
The errlogger command creates an operator error log entry that contains an operator message up to 1024 bytes in length.

Security
Access Control: Only the root user can run this command.

Examples
To create an operator message for system drive reconfiguration, enter:
errlogger system drive reconfigured

Related Information

The errpt command.

The errsave kernel service.

The errlog subroutine.

The Error Logging Overview in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs

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errmsg Command

Purpose
Adds a message to the error log message catalog.

Syntax
errmsg [ -c ] [ -z FileName ] [ -w Set_List ] File

Description
The errmsg command updates and displays the error-log message catalog containing the Error Description, Probable Cause, User Cause, Install Cause, Failure Cause, Recommended Action, and Detailed Data ID message sets.

The message sets to which messages are to be added or deleted are listed in the input File parameter as follows:

* or $ Comment lines must have an * (asterisk) or $ (dollar sign) comment operator in the first column. The * is the preferred choice.
+
Messages to be added must be preceded by a + (plus sign).
-
Messages to be deleted must be preceded by a - (minus sign).
SET Message set ID.
"Message Text" Message text must be enclosed in double quotation marks.
Message ID Message ID of the message to be deleted.

Messages added to the Error Description, Probable Cause, and Detailed Data ID message sets must not exceed 40 characters in length. Messages added to the User Cause, Install Cause, Failure Cause, and Recommended Action message sets must not exceed 128 characters in length. A maximum of 2047 user-defined messages can be added to each message set.

The errmsg command is used by application developers to create new messages used in the Error Record Templates Repository. An existing message should always be used, if possible.

If no flags are specified on the command line, the default operation is an update. Updates are specified in the input File parameter. If the input File parameter is not specified or if a - (minus sign) is specified instead of the File parameter, the errmsg command reads from standard input. For each message that is added, the errmsg command assigns an identifier. In addition to adding the message to the message catalog, the errmsg command writes the identifier and message text to the File.out file. The File.out file is also created when deletions are made from the message catalog. If the errmsg command is reading from standard input, the identifier and message text are written to standard output.

Flags
-c Checks the input file for syntax errors.
-w \textit{Set\_List} Displays the error log message sets specified by the \textit{Set\_List} variables. This option displays the messages contained in the Error Log message sets and their identifiers. Output is written to standard output. The \textit{Set\_List} variables can be separated by commas or enclosed in double-quotation marks and separated by commas or blanks. The \textit{Set\_List} variables are the message set IDs or, if the value of the \textit{Set\_List} variable all is specified, the contents of all of the Error Log message sets are displayed. The valid values of the \textit{Set\_List} variables are:

\begin{itemize}
  \item \textbf{all} Displays all message sets
  \item \textbf{D} Displays Detailed Data ID message set
  \item \textbf{E} Displays Error Description message set
  \item \textbf{F} Displays Failure Cause message set
  \item \textbf{I} Displays Install Cause message set
  \item \textbf{P} Displays Probable Cause message set
  \item \textbf{R} Displays Recommended Action message set
  \item \textbf{U} Displays User Cause message set
\end{itemize}

-\textit{z Filename} Uses the error-logging message catalog specified by the \textit{Filename} variable.

\textbf{Security}
Access Control: Only the root user can run this command.

\textbf{Examples}
1. To delete messages from the Probable Cause message set, enter:

\begin{verbatim}
errmsg
  \* Delete messages FF1A, FF1B, and FF1C from the Probable Cause
  \* message set
SET P
  - FF1A
  - FF1B
  - FF1C
\end{verbatim}

2. To add a message to the Probable Cause message set for the Widget Failure error, enter:

\begin{verbatim}
errmsg
  \* Add a Probable Cause for Widget Failure
SET P
  + "WIDGET ADAPTER"
\end{verbatim}

\textbf{File}
/\texttt{usr/lib/nls/msg/$LANG/codepoint.cat} Contains the error log message catalog. In the United States, the value of \texttt{SLANG} is \texttt{En\_US}.

\textbf{Related Information}
The \texttt{errclear} command, \texttt{errdead} command, \texttt{errinstall} command, \texttt{errlogger} command, \texttt{errpt} command, \texttt{errstop} command, \texttt{errupdate} command.

The \texttt{errdemon} daemon.

The \texttt{errsave} kernel service.

The \texttt{erllog} subroutine.

The \texttt{error logging} special files.
errpt Command

Purpose
Generates a report of logged errors.

Syntax
To Process a Report from the Error Log

```
erpt [-a [ -A ] [ -c ] [ -d ErrorClassList ] [ -D ] [ -e EndDate ] [ -g ] [ -I File ] [ -j File ] [ j ErrorID [ ,ErrorID ] ] [ -k ErrorID [ ,ErrorID ] ] [ -J ErrorLabel [ ,ErrorLabel ] ] [ -K ErrorLabel [ ,ErrorLabel ] ] [ -l SequenceNumber ] [ -m Machine ] [ -n Node ] [ -s StartDate ] [ -F FlagList ] [ -N ResourceNameList ] [ -P ] [ -R ResourceTypeList ] [ -S ResourceClassList ] [ -T ErrorTypeList ] [ -y File ] [ -z File ]
```

To Process a Report from the Error Record Template Repository

```
erpt [-a [ -A ] [ -I File ] [ -t ] [ -d ErrorClassList ] [ -d ErrorID [ ,ErrorID ] ] [ -K ErrorLabel [ ,ErrorLabel ] ] [ -J ErrorLabel [ ,ErrorLabel ] ] [ -F FlagList ] [ -P ] [ -T ErrorTypeList ] [ -y File ] [ -z File ]
```

Description
The `errpt` command generates an error report from entries in an error log. It includes flags for selecting errors that match specific criteria. By using the default condition, you can display error log entries in the reverse order they occurred and were recorded. By using the `-c` (concurrent) flag, you can display errors as they occur. If the `-i` flag is not used with the `errpt` command, the error log file processed by `errpt` is the one specified in the error log configuration database. (To view the information in the error log configuration database, use the `errdemon` command.)

The default summary report contains one line of data for each error. You can use flags to generate reports with different formats.

**Note:** The `errpt` command does not perform error log analysis; for analysis, use the `diag` command. When error log analysis is performed, however, diagnostics may add diagnostic information back into the error log. Such information is shown following the detailed data of the corresponding error log entry.

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 errpt` fast path to run this command.

Flags

- `-a`
  Displays information about errors in the error log file in detailed format. If used in conjunction with the `R` flag, all the information from the template file is displayed.
-A Displays a shortened version of the detailed report produced by the -a flag. The -A flag is not valid with the -a, -g, or -t flags. The items reported are the label, date and time, type, resource name, description, and detail data. The example output of this flag is in the following format:

```
LABEL: STOK_RCVRY_EXIT
Date/Time: Tue Dec 14 15:25:33
Type: TEMP
Resource Name: tok0
Description PROBLEM RESOLVED
Detail Data
FILE NAME
  line: 273 file: stok_wdt.c
SENSE DATA
  0000 0000 0000 0000 0000 0000
DEVICE ADDRESS
  0004 AC62 25F1
```

-c Formats and displays each of the error entries concurrently, that is, at the time they are logged. The existing entries in the log file are displayed in the order in which they were logged.

-d ErrorClassList Limits the error report to certain types of error records specified by the valid ErrorClassList variable: H (hardware), S (software), O (errlogger command messages), and U (undetermined). The error records in the ErrorClassList variable can be separated by a , (comma), or enclosed in " " (double quotation marks) and separated by a , (comma), or a space character.

-D Consolidates duplicate errors. The detailed error report, obtained with the -a flag, reports the number, and first and last times of the duplicates. See Error Logging Overview in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

Note: The -D flag is not valid with the -c, -g, -l, -t, and -P flags.

-e EndDate Specifies all records posted prior to and including the EndDate variable, where the EndDate variable has the form mmddhhmmyy (month, day, hour, minute, and year).
Displays the ASCII representation of unformatted error-log entries. The output of this flag is in the following format:

- **el_sequence**
  Error-log stamp number

- **el_label**
  Error label

- **el_timestamp**
  Error-log entry time stamp

- **el_crcid**
  Unique cyclic-redundancy-check (CRC) error identifier

- **el_machineld**
  Machine ID variable

- **el_nodeid**
  Node ID variable

- **el_class**
  Error class

- **el_type**
  Error type

- **el_resource**
  Resource name

- **el_rclass**
  Resource class

- **el_rtype**
  Resource type

- **el_vpd_ibm**
  IBM vital product data (VPD)

- **el_vpd_user**
  User VPD

- **el_in**
  Location code of a device

- **el_connwhere**
  Hardware-connection ID (location on a specific device, such as slot number)

- **et_label**
  Error label

- **et_class**
  Error class

- **et_type**
  Error type

- **et_desc**
  Error description

- **et_probcauses**
  Probable causes

- **et_usercauses**
  User causes

- **et_useraction**
  User actions
-F FlagList
Selects error-record templates according to the value of the Alert, Log, or Report field of the template. The FlagList variable can be separated by a , (comma), or enclosed in ” “ (double quotation marks) and separated by a , (comma), or a space character. The -F flag is used with the -t flag only.

Valid values of the FlagList variable include:

- alert=0 Selects error-record templates with the Alert field set to False.
- alert=1 Selects error-record templates with the Alert field set to True.
- log=0 Selects error-record templates with the Log field set to False.
- log=1 Selects error-record templates with the Log field set to True.
- report=0 Selects error-record templates with the Report field set to False.
- report=1 Selects error-record templates with the Report field set to True.

-i File
Uses the error log file specified by the File variable. If this flag is not specified, the value from the error log configuration database is used.

-j ErrorID[.ErrorID]
Includes only the error-log entries specified by the ErrorID (error identifier) variable. The ErrorID variables can be separated by a , (comma), or enclosed in ” “ (double quotation marks) and separated by a , (comma), or a space character. When combined with the -t flag, entries are processed from the error-template repository. (Otherwise entries are processed from the error-log repository.)

-l File
Uses the diagnostic log file specified by File. If this flag is not specified, the default pathname, /var/adm/ras/diag_log, is used.
-J ErrorLabel
Includes the error log entries specified by the ErrorLabel variable. The ErrorLabel variable values can be separated by commas or enclosed in double-quotetion marks and separated by commas or blanks. When combined with the -t flag, entries are processed from the error template repository. (Otherwise, entries are processed from the error log repository.)

-k ErrorID,ErrorID
Excludes the error-log entries specified by the ErrorID variable. The ErrorID variables can be separated by a , (comma), or enclosed in " " (double quotation marks) and separated by a , (comma), or a space character. When combined with the -t flag, entries are processed from the error-template repository. (Otherwise entries are processed from the error log repository.)

-K ErrorLabel
Excludes the error log entries specified by the ErrorLabel variable. The ErrorLabel variable values can be separated by commas or enclosed in double-quotetion marks and separated by commas or blanks. When combined with the -t flag, entries are processed from the error template repository. (Otherwise, entries are processed from the error log repository.)

-l SequenceNumber
Selects a unique error-log entry specified by the SequenceNumber variable. This flag is used by methods in the error-notification object class. The SequenceNumber variable can be separated by a , (comma), or enclosed in " " (double quotation marks) and separated by a , (comma), or a space character.

-m Machine
Includes error-log entries for the specified Machine variable. The uname -m command returns the Machine variable value.

-n Node
Includes error-log entries for the specified Node variable. The uname -n command returns the Node variable value.

-N ResourceNameList
Generates a report of resource names specified by the ResourceNameList variable. The ResourceNameList variable is a list of names of resources that have detected errors. For software errors, the ResourceNameList variable lists the names of resources that have detected errors. For hardware errors, it lists names of devices or system components. It does not indicate that the component is faulty or needs replacement. Instead, it is used to determine the appropriate diagnostic modules to be used to analyze the error. The names of the ResourceNameList variable can be separated by a , (comma), or enclosed in " " (double quotation marks) and separated by a , (comma), or a space character.

-P
Shows only errors which are duplicates of the previous error. The -P flag applies only to duplicate errors generated by the error log device driver. These errors are duplicates that occurred within the approximate time interval specified by the errlg_duptime error logging attribute controlled by the errdemon daemon. The -P flag is invalid with the -D flag.

-R ResourceTypeList
Generates a report of resource types specified by the ResourceTypeList variable. For hardware errors, the ResourceTypeList variable is a device type. For software errors, it is the LPP value. The items in the ResourceTypeList variable can be each separated by a , (comma), or enclosed in " " (double quotation marks) and separated by a , (comma), or a space character.

-S ResourceClassList
Generates a report of resource classes specified by the ResourceClassList variable. For hardware errors, the ResourceClassList variable is a device class. The resource classes must be each separated by a , (comma), or enclosed in " " (double quotation marks) and separated by a , (comma), or a space character.

-t
Processes the error-record template repository instead of the error log. The -t flag can be used to view error-record templates in report form.

-T ErrorTypeList
Limits the error report to error types specified by the valid ErrorTypeList variables: INFO, PEND, PERF, PERM, TEMP, and UNKN. The error types can be each separated by a , (comma), or enclosed in " " (double quotation marks) and separated by a , (comma), or a space character.
-y File

Uses the error record template file specified by the File variable. When combined with the -t flag, entries are processed from the specified error template repository. (Otherwise, entries are processed from the error log repository, using the specified error template repository.)

-z File

Uses the error logging message catalog specified by the File variable. When combined with the -t flag, entries are processed from the specified error template repository. (Otherwise, entries are processed from the error log repository.)

Examples

1. To display a complete summary report, enter:
   errpt
2. To display a complete detailed report, enter:
   errpt -a
3. To display a detailed report of all errors logged for the error identifier E19E094F, enter:
   errpt -a -j E19E094F
4. To display a detailed report of all errors logged in the past 24 hours, enter:
   errpt -a -s mmdhhmmyy
   where the mmdhhmmyy string equals the current month, day, hour, minute, and year, minus 24 hours.
5. To list error-record templates for which logging is turned off for any error-log entries, enter:
   errpt -t -F log=0
6. To view all entries from the alternate error-log file /var/adm/ras/errlog.alternate, enter:
   errpt -i /var/adm/ras/errlog.alternate
7. To view all hardware entries from the alternate error-log file /var/adm/ras/errlog.alternate, enter:
   errpt -i /var/adm/ras/errlog.alternate -d H
8. To display a detailed report of all errors logged for the error label ERRLOG_ON, enter:
   errpt -a -J ERRLOG_ON
9. To display a detailed report of all errors and group duplicate errors, enter:
   errpt -D

Files

/etc/objrepos/SWservAt

Contains the software service aids attributes object class; that is, the error log configuration database.

Related Information

The diag command, errclear command, errinstall command, errupdate command, uname command.

The errsave kernel service.

The errlog subroutine.

Error Logging Overview in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs
Examples of Detailed Error Reports, Example of a Summary Error Report in *AIX 5L Version 5.2 General Programming Concepts*.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in *AIX 5L Version 5.2 Web-based System Manager Administration Guide*.

---

**errstop Command**

**Purpose**
Terminates the error logging daemon.

**Syntax**
```
errstop
```

**Description**
**Attention:** Running the `errstop` command disables diagnostic and recovery functions. Normally the `errdemon` command is started automatically during system initialization and stopped during system shutdown. The error log should never be stopped during normal operations. The `errstop` command should only be used during special circumstances when it is absolutely required and the consequences are clearly understood.

The `errstop` command stops the error logging daemon initiated by the `errdemon` command.

**Security**
Access Control: Only a root user can run this command.

**Examples**
To terminate the `errdemon` daemon, enter:
```
/usr/lib/errstop
```

**Related Information**
The `errclear` command, `errdead` command, `errinstall` command, `errlogger` command, `errmsg` command, `errpt` command, `errupdate` command.

The `errdemon` daemon.

The `errsave` kernel service.

The `errlog` subroutine.

The `Error Logging Overview` in *AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs*.

---

**errupdate Command**

**Purpose**
Updates the Error Record Template Repository.

**Syntax**
```
```

---

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Description
The **errupdate** command adds or deletes entries in the Error Record Template Repository, or modifies the log, report, or alert characteristics of existing entries. The **errupdate** command reads from the specified *File* parameter. If the *File* parameter is not specified, the **errupdate** command reads from standard input and writes to standard output.

Each entry to be added, deleted, or modified must be preceded by an operator. The valid operators are:

+ Adds an entry (add operator).
- Deletes an entry (delete operator).
= Modifies the log, report, or alert characteristics of an entry.

Entries in the input file must be separated by a blank line.

Comments in the input file can be placed between templates and are indicated by an * (asterisk) in the first column.

If X/Open Portability Guide Issue 4 messages are used in error templates, a message catalog must be specified. This can be done with a line of the form:

```plaintext
<*!catalog-name>
```

For example

```plaintext
*!mycat.cat
```

The catalog specified applies to XPG4 messages found in subsequent templates, until another "*!" catalog specifier is encountered. Also, the "*!" specifier may be overridden on an individual template basis with the "catname" keyword.

Unless a full pathname to the catalog is specified, the normal rules for retrieving a message catalog are followed. For example, in the above example, mycat.cat is assumed to be in `/usr/lib/nls/msg/%L`.

Entries to be added must be defined in a specific format. The general form of the error record template is:

```
Error Record Template
+ LABEL:
    Comment=
    Class=
    Log=
    Report=
    Alert=
    Err_Type=
    Err_Desc=
    Prob_Causes=
    User_Causes=
    User_Actions=
    Inst_Causes=
    Inst_Actions=
    Fail_Causes=
    Fail_Actions=
    Detail_Data= <data_len>, <data_id>, <data_encoding>
```

Additionally, a catalog name for XPG4 messages can be specified with:

```
catname = <catalog>
```
Any template which contains XPG4 messages, the catname keyword, more than eight detail data items will be referred to as an XPG4 template. An XPG4 template is not alertable, and uses a slightly different calculation for the error id.

The error record template fields are described as follows:

**Alert**
Indicates that the error log entry can be processed by products that conform to the SNA Generic Alert Architecture. The Alert field can be set to True or False. If this field is omitted from the template, its value will default to False. If the Alert field is set to True, the **errupdate** command does not add the template unless the contents of the Err_Desc, Inst_Actions, Fail_Cause, Fail_Actions, and Detail_Data data_id fields are values recognized by the SNA Generic Alert Architecture (in publication GA27-3136). If any of the values used are not recognized by the SNA Generic Alert Architecture or the template is an XPG4 template, and the Alert field is set to True, the -p flag must be specified to add or update the template.

**Class**
Describes whether the error occurred in hardware or software, is an operator message, or is undetermined. One of the following class descriptors must be specified:

- **H** Indicates the error is a hardware failure.
- **O** Indicates the error is an operator message.
- **S** Indicates the error is a software failure.
- **U** Indicates the error is undetermined.

**Comment**
Specifies a comment to be included with the `#define` statement that was created for the Error ID message set. The comment must not exceed 40 characters and must be enclosed in double quotation marks. Comments longer than 40 characters are automatically truncated. The **errupdate** command encloses the comment in the C language comment delimiters, /* (slash, asterisk) and */ (asterisk, slash).
**Detail_Data**

Describes detailed data, such as detecting module names, sense data, or return codes, that are logged with the error when the error occurs. If no detailed data is logged with the error, this field can be left blank or it can display a message from the Detailed Data ID message set by specifying a **data_len** value of zero. The following three values are required for each **Detail_Data** field and must be separated by commas:

**data_len**
Number of bytes of data to be associated with the **data_id** value. The **data_len** value is interpreted as a decimal value. To specify environment dependent size, use "W". "W" will be treated as 8 bytes if error is logged from a 64-bit environment, otherwise 4 bytes.

**Note:** During detail data length calculation, each "W" is treated as 8 bytes long, and it is not case sensitive.

**data_id**
Identifies a text message from the Detailed Data ID message set "D" to be printed in the error report in front of the detailed data. The value is interpreted as an unsigned hexadecimal up to 4 digits in length.

**data_encoding**
Describes how detailed data is to be printed in an error report. Valid values are:

- **ALPHA**
  The detailed data is a printable ASCII character string.

- **DEC**
  The detailed data is the binary representation of an integer value, and the decimal equivalent is to be printed.

- **LDEC**
  The detailed data is the binary representation of a 64-bit value, and the decimal equivalent is to be printed.

- **HEX**
  The detailed data is to be printed in hexadecimal.

Up to 16 **Detail_Data** entries may be specified per template. The amount of data logged with an error must not exceed the maximum error record length defined in the `/usr/include/sys/err_rec.h` file. Error data that cannot be contained in an error log entry should be saved elsewhere. Detailed data in the error log entry should contain information that can be used to correlate the error data and the error log entry.

**Err_Desc**
Describes the error that has occurred. An Error Description message identifier must be specified in this field. This value identifies a text message from the Error Description message set "E" to be displayed for an occurrence of the error. The value is interpreted as an unsigned hexadecimal up to 4 digits in length. The field may also specify an XPG4 style message. This is discussed later.
Err_Type

Describes the severity of the error that has occurred. One of the following values must be specified:

PERF  Condition where the performance of the device or component has degraded to below an acceptable level (performance).

PERM  Condition that cannot be recovered from (permanent).

PEND  Condition signifying that the loss of availability of a device or component is imminent (impending).

TEMP  Condition that was recovered from after a number of unsuccessful attempts (temporary).

UNKN  Condition where it is not possible to determine the severity of the error (unknown).

INFO  Condition for informational error log entry.

Fail_Actions

Describes recommended actions for correcting an error that resulted from a failure cause. A list of up to 4 Recommended Action message identifiers separated by commas can be specified. This value identifies a text message from the Recommended Action message set “R” to be displayed for an occurrence of the error. The value is interpreted as an unsigned hexadecimal up to four digits in length. This field must be blank if the Fail_Causes field is blank.

The order in which the recommended actions are listed should be determined by the expense of the action and the probability that the action will correct the error. Always list the actions that have little or no cost (or little or no impact) on the system first. List the actions for which the probability of correcting the error is equal or nearly equal next, with the least expensive actions first. List the remaining actions in order of decreasing probability. The field may also specify an XPG4 style message. This is discussed later.

Fail_Causes

Describes failure causes for the error that has occurred. A failure cause is defined as a condition that resulted from the failure of a resource. This field can list up to four Failure Cause message identifiers separated by commas. This value identifies a text message from the Failure Cause messages set “F” to be displayed for an occurrence of the error. The value is interpreted as an unsigned hexadecimal up to 4 digits in length. List the failure causes in order of decreasing probability. This field can be left blank if it does not apply to the error that has occurred. If this field is blank, either the User_Causes or the Inst_Causes field must not be blank. The field may also specify an XPG4 style message. This is discussed later.

Inst_Actions

Describes recommended actions for correcting an install caused error. This field can list of up to 4 Recommended Action message identifiers separated by commas. This value identifies a text message from the Recommended Action message set “R” to be displayed for an occurrence of the error. The value is interpreted as an unsigned hexadecimal up to four digits in length. This field must be blank if the Inst_Causes field was left blank. The order in which the recommended actions are listed is determined by the expense of the action and the probability that the action will correct the error. The actions that have little or no cost or little or no impact on the system should always be listed first. Actions for which the probability of correcting the error are equal or nearly equal should be listed next, with the least expensive actions first. The remaining actions should be listed in order of decreasing probability. The field may also specify an XPG4 style message. This is discussed later.
Inst_Causes

Describes install causes for the error that has occurred. An install cause is defined to be a condition that resulted from the initial installation or setup of a resource. A list of up to 4 Install Cause message identifiers separated by commas can be specified. This value identifies a text message from the Install Cause message set "I" to be displayed for an occurrence of the error. The value is interpreted as an unsigned hexadecimal up to four digits in length. Install causes should be listed in order of decreasing probability. This field can be left blank if it is not applicable to the error that has occurred. If this field is left blank, the User_Causes or the Fail_Causes field must be non-blank. The field may also specify an XPG4 style message. This is discussed later.

LABEL

Specifies a unique label of up to 19 characters that must be provided for each error logging template. A string containing " #define #ERRID_label Error_ID ", where the Error_ID value is the unique ID assigned to the Error Record Template is written to standard output if the -h flag was specified at the command line.

Log

Specifies whether an error log entry should be created for this error when it occurs. The log field can be set to True or False. If this field is omitted from the template, its value will default to True. When this field is set to False, the Report and Alert fields are ignored.

Prob_Causes

Describes 1 or more probable causes for the error that has occurred. A list of up to 4 Probable Cause message identifiers separated by commas can be specified. This value identifies a text message from the Probable Cause message set "P" to be displayed for an occurrence of the error. The value is interpreted as an unsigned hexadecimal up to 4 digits in length. Probable causes should be listed in order of decreasing probability. At least one probable cause is required. The field may also specify an XPG4 style message. This is discussed later.

Report

Specifies whether logged occurrences of this error should be reported when an error report is printed. The Report field can be set to True or False. If this field is omitted from the template, its value will default to True. If this field is set to False, the User_Causes and User_Actions fields are ignored.

User_Actions

Describes recommended actions for correcting a user-caused error. A list of up to 4 Recommended Action message identifiers separated by commas can be specified. This value identifies a text message from the Recommended Action message set "R" to be displayed for an occurrence of the error. The value is interpreted as an unsigned hexadecimal up to 4 digits in length. This field must be left blank if the User_Causes field was left blank. The order in which the recommended actions are listed is determined by the expense of the error and the probability that the action will correct the error. The actions that have little or no cost, or little or no impact on the system should always be listed first. Actions for which the probability of correcting the error are equal or nearly equal should be listed next, with the least expensive actions first. The remaining actions should be listed in order of decreasing probability. The field may also specify an XPG4 style message. This is discussed later.

User_Causes

Describes user causes for the error that has occurred. A user cause is defined as a condition that can be corrected without contacting a service organization. A list of up to four User Cause message identifiers separated by commas can be specified. This value identifies a text message from the User Cause message set "U" to be displayed for an occurrence of the error. The value is interpreted as an unsigned hexadecimal up to four digits in length. User causes should be listed in order of decreasing probability. This field can be left blank if it is not applicable to the error that has occurred. If this field is left blank, the Inst_Causes or the Fail_Causes field must be non-blank. The field may also specify an XPG4 style message. This is discussed later.

The catname is used to specify a message catalog to be used for retrieving XPG4 messages for the current template. This will override a catalog specified with a previous "*!" catalog specifier. Any template containing XPG4 messages must have a catalog specified either with catname or "*!". The catalog name must be enclosed in quotes. Unless a full pathname to the catalog is specified, the normal rules for retrieving a message catalog are followed.

For example, if
catname = "mycat.cat"

is specified, mycat.cat is assumed to be in /usr/lib/nls/msg/%L.

The Error Description, Probable Cause, User Cause, Install Cause, Failure Cause, Recommended Actions, and Detailed Data ID messages must be either an error message identifier maintained in the error log message catalog, or an XPG4 message.

An error message identifier consists of up to 4 hexadecimal digits, without any leading "0x". For example, 1234 or ABCD. The `errmsg -w` command can be used to print these messages along with their identifiers. The `errmsg` command can be used to add new messages.

An XPG4 message is specified using the form

```
{<set>, <number>, <"default text">}
```

The set, number, and default text are all required. Symbolic message references are not supported. Also, templates which contain XPG4 messages are not alertable.

A message catalog must be specified for XPG4 messages. This is done with either the "!*" catalog specifier, or the catname keyword.

Error logging does not support all the features of normal error messaging. Strings used in error log templates must conform to some restrictions.

- Variable substitution is not supported. For example, the strings may not be used as format specifiers to print values. The strings may only contain the formatting characters "\t" and "\n".
- The default text strings may not be longer than 1 kb, 1024 bytes.
- It must be noted that the error description is printed in a 40 character area on the non-detailed reports. No string formatting is done for these reports, and only the first 40 characters will be printed.
- The strings should not contain a trailing new line. This is supplied by errpt.

The Error Description, Probable Cause, User Cause, Install Cause, Failure Cause, Recommended Actions, and Detailed Data ID messages are maintained in the error log message catalog. The `errmsg -w` command can be used to print the messages along with their identifiers. The `errmsg` command can be used to add new messages.

For each entry added, the `errupdate` command assigns a unique Error ID that is written to the header file specified by `File.h` (where the `File` parameter is the name of the errupdate command input file). If the errupdate command is reading from standard input, the `#define` statement is written to standard output. The values supplied for the `Class`, `Err_Desc`, `Err_Type`, `Fail_Actions`, `Fail_Causes`, `Inst_Actions`, `Inst_Causes`, `Prob_Causes`, `User_Actions`, `User_Causes` fields, and the `Detail_Data.data_id` value, are used to calculate the unique Error ID for that error. For XPG4 templates, the Label is also included in the calculation.

The contents of the `Log`, `Report`, and `Alert` fields are not included in the calculation of the unique Error ID; therefore, the log, report, and alert characteristics of a particular error can be modified at any time in the error entry definition stored in the Error Record Template Repository using the `errupdate` command. Also note that the `data_len` and `data_encode` portions of the detail data field are not used.

The `errupdate` command also creates an undo file in the current directory named `File.undo`. If the `errupdate` command is reading from standard input, the `undo` file is written to `errids.undo` file. The `undo` file contains inputs to the `errupdate` command to undo changes the `errupdate` command has made.

The `errpt -t` command can be used to view the contents of the Error Record Template Repository. The templates are processed and printed as they would appear in an actual error report.
Attention: If you change the error templates be aware that these templates may be changed by a subsequent update. You should keep a record of all changes made and re-apply the changes when your system is updated. This is usually only necessary after a major system update such as moving to a new level of the operating system. Also, such a record allows you to change your templates if you re-install. The easiest way to keep such a record is to always make your template modifications from one errupdate source file.

Flags

-c Checks the input file for syntax errors.
-f Forces all templates to be updated, including any templates with error ids identical to ones in the input templates.
-h Creates a #define statement for each Error ID assigned to an error template. If a file name was supplied on the command line, the header file name will be that supplied file name appended with .h. Otherwise, the #define statements are written to standard output.
-n Suppresses the addition of the error record template to the Error Record Template Repository.
-p Adds or updates a template with the Alert field set to True that contains Error Description, Probable Cause, User Cause, User Action, Install Cause, Install Action, Failure Cause, Fail Action, or Detailed Data data id values that are not recognized by the SNA Generic Alert Architecture (in publication GA27-3136). The errupdate command will not let you add a template with these characteristics unless you specify this flag.
-q Suppresses the creation of an undo file.
-y FileName Uses the error record template file specified by the FileName parameter.

Security
Access Control: Only the root user can run this command.

Examples

1. To add an entry, define the entry in the input file in the following manner:

   ```
   + CDROM_ERR22:
   "Temporary CDROM read error"
   Class= H
   Log= True
   Report= True
   Alert= False
   Err_Type= TEMP
   Err_Desc= E801
   Prob_Causes= 5004
   Fail_Causes= E800, 6312
   Fail_Actions= 1601, 0000
   Detail_Data= 120, 11, HEX
   Detail_Data= 4, 8058, DEC
   Detail_Data= 4, 8059, DEC
   ```

   To enter the data,
   
   ```
   errupdate <input file>
   ```

2. To modify the log, report, and alert characteristics of entry 99999999, specify the modify operator = (equal sign) followed by the unique Error ID, and the new characteristics for the entry to be modified:

   ```
   errupdate =99999999:
   Report = False
   Log = True
   ```

3. To delete entry 99999999 from the Error Record Template Repository, specify the delete operator - (minus sign) followed by the unique Error ID of the entry to be deleted:
4. To override the XPG4 message catalog specified for this input stream with "!*", use the "catname" keyword.
   "!*"mycat.cat

* mycat.cat is used for all XPG4 messages from now on.

* except for this one:
+ CDROM_ERR23:
   Comment= "Temporary CDROM read error"
   catname= "othercat.cat"
   Class= H
   Log= True
   Report= True
   Alert= False
   Err_Type= TEMP
   Err_Desc= {1, 1, "CD ROM is broken"}, \n   {2, 2, "Cause 2"}
   Fail_Causes= E800, 6312
   Fail_Actions= 1601, 0000
   Detail_Data= 120, 11, HEX
   Detail_Data= 4, 8058, DEC
   Detail_Data= 4, 8059, DEC

The catalog othercat.cat will be used for the CDROM_ERR23 template only.

Note: A template may contain both XPG4 messages and the traditional error ids or codepoints.

Files

/usr/include/sys/errids.h Contains the header file that contains Error IDs.
/usr/include/sys/err_rec.h Contains the header file that contains structures for logging errors.

Related Information

The errclear command, errdead command, errinstall command, errlogger command, errmsg command, errpt command, errstop command.

The errdemon daemon.

The errsave kernel service.

The errlog subroutine.

Error Logging Overview in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs

ewallevent Command

Purpose
Broadcasts an event or a rearm event to all users who are logged in.

Syntax
ewallevent [-h]
Description

The **ewallevent** script always return messages in English. The language in which the messages of the **wallevent** script are returned depend on the locale settings.

These scripts broadcast a message on an event or a rearm event to all users who are currently logged in to the host when the event or the rearm event occurs. Event or rearm event information is captured and posted by the event response resource manager in environment variables that are generated by the event response resource manager when an event or a rearm event occurs. These scripts can be used as actions that are run by an event response resource. They can also be used as templates to create other user-defined actions.

See the *RSCT Guide and Reference* to understand how an event response resource runs an action command.

Messages are displayed in this format at the consoles of all users who are logged in when an event or a rearm event for which these scripts are a response action occurs:

Broadcast message from *user*(@*host*) *(tty)* at *hh:mm:ss*...

severity event_type occurred for Condition condition_name
on the resource resource_name of resource_class_name at *hh:mm:ss mm/dd/yy*
The resource was monitored on node_name and resided on \{node_names\}.

Event information is returned about the ERRM environment variables that are listed and described in the *RSCT Guide and Reference*, and also includes the following:

**Local Time**

Time when the event or rearm event is observed. The actual environment variable supplied by ERRM is ERRM_TIME. This value is localized and converted to readable form before being displayed.

The **wallevent** script captures the environment variable values and uses the **wall** command to write a message to the currently logged-in user consoles.

**Flags**

- `h`  
  Writes the script's usage statement to standard output.

**Parameters**

`log_file`

Specifies the name of the file where event information is logged. An absolute path for the `log_file` parameter should be specified.

The `log_file` is treated as a circular log and has a fixed size of 64KB. When `log_file` is full, new entries are written over the oldest existing entries.

If `log_file` already exists, event information is appended to it. If `log_file` does not exist, it is created so that event information can be written to it.

**Exit Status**

- `0`  
  Script has run successfully.

- `1`  
  Error occurred when the script was run.

**Restrictions**

1. These scripts must be run on the node where the ERRM is running.
2. The `wall` command is used to write a message to currently logged-in user consoles. Refer to the `wall` man page for more information on the `wall` command.

**Standard Output**

When the `-h` flag is specified, the script's usage statement is written to standard output.

**Examples**

1. Suppose the `wallevent` script is a predefined action in the critical-notification response, which is associated with the `/var space used` condition on the resource `/var`. The threshold of the event expression defined for this condition is met, and an event occurs. The critical-notification response takes place, and `wallevent` is run. The following message is displayed on the consoles of all users who are logged in:

   Broadcast message from joe@neverland.com (pts/6) at 18:42:03...
   Critical event occurred for Condition /var space used
   on the resource /var of filesys of IBM.FileSystem at 18:41:50 03/28/02
   The resource was monitored on c174n05 and resided on {c174n05}.

2. When a rearm event occurs for the `/var space used` condition on the resource `/var`, the following message is displayed on the consoles of all users who are logged in:

   Broadcast message from joe@neverland.com (pts/6) at 18:42:03...
   Critical rearm event occurred for Condition /var space used
   on the resource /var of filesys of IBM.FileSystem at 18:41:50 03/28/02
   The resource was monitored on c174n05 and resided on {c174n05}.

**Location**

`/usr/sbin/rsct/bin/wallevent` Contains the `wallevent` script
`/usr/sbin/rsct/bin/wallevent` Contains the `wallevent` script

**Related Information**

Commands: `wall`

Books: see the *RSCT Guide and Reference* for information about the event response resource manager (ERRM) and about how to use ERRM environment variables

---

**ex Command**

**Purpose**

Edits lines interactively, with a screen display.

**Syntax**

```
```

**Description**

The `ex` command starts the ex editor. The ex editor is part of a family of editors that includes the `edit` editor, which is a simpler version of the ex editor for novice or casual use, and the `vi` editor, which is a full-screen display editor. Calling the `vi` editor directly sets environment variables for screen editing. The ex editor is more powerful than a simple line editor because it is a subset of the `vi` editor and can access the screen editing capabilities of the `vi` editor.

The `File` parameter specifies the file or files to be edited. If you supply more than one file name, the ex editor edits each file in the specified order.
Notes:

1. To determine how your workstation can perform more efficiently, the ex editor uses the
workstation capability database **terminfo** and the type of the workstation you are using from the
**TERM** environment variable.

2. The **ex** command affects the current line unless you specify otherwise. In order to work with
different parts of the file, you need to know how to **address lines in a file**.

Flags

- **-c Subcommand**
  Carries out the ex editor subcommand before editing begins. When a null operand is typed,
as in `-c ```, the editor places the current line at the bottom of the file. (Usually, the ex
  editor sets the current line at the start of the file or at some specified tag or pattern.)

- **-l**
  Indents appropriately for LISP code and accepts the ( ) (open or close parenthesis), { }
  (left or right brace), and the [[ ]] (double left or double right bracket) characters as text rather
  than interpreting them as vi subcommands. This flag is active in visual and open modes.

- **-R**
  Sets the **readonly** option, preventing you from altering the file.

- **-s**
  Suppresses all interactive-user feedback. If you use this flag, file input/output errors do not
  generate a helpful error message. Using this flag is the same as using the **-s** flag.

- **-t Tag**
  Loads the file that contains the tag indicated by the parameter **Tag** and positions the editor
  at that tag. To use this flag, you must first create a database of function names and their
  locations using the **ctags** command.

- **-w Number**
  Sets the default window size to **Number**.

- **-v**
  Invokes the vi editor.

  **Note:** When the **-v** flag is selected, an enlarged set of subcommands are available,
  including screen editing and cursor movement features. See the **vi** command.

- **-V**
  Invokes the editor in verbose mode.

- **-**
  Suppresses all interactive-user feedback. If you use this flag, file input/output errors do not
  generate a helpful error message. Using this flag is the same as using the **-s** flag.

- **+[Subcommand]**
  Begins an edit at the specified editor search or subcommand. When no parameter is typed,
  the **+Subcommand** places the current line at the bottom of the file. Usually, the ex editor
  sets the current line to the start of the file, or to some specified tag or pattern.

- **-r [File]**
  Recovers a file after an editor or system crash. If you do not specify the **File** parameter, a
  list of all saved files is displayed.

Exit Status

The following exit values are returned:

0  Successful completion.
>0  An error occurred.

Files

<table>
<thead>
<tr>
<th>File</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>/usr/lbin/exrecover</td>
<td>Recover subcommand</td>
</tr>
<tr>
<td>/usr/lbin/expreserve</td>
<td>Preserve subcommand</td>
</tr>
<tr>
<td>$HOME/.exrc</td>
<td>Editor startup file</td>
</tr>
<tr>
<td>./exrc</td>
<td>Editor startup file</td>
</tr>
<tr>
<td>/var/tmp/Exnnnnnn</td>
<td>Editor temporary</td>
</tr>
<tr>
<td>/var/tmp/Rxnnnnnn</td>
<td>Names buffer temporary</td>
</tr>
<tr>
<td>/var/preserve</td>
<td>Preservation directory</td>
</tr>
</tbody>
</table>

Related Information

The **ctags** command, **ed** command, **edit** command, **vi** command.
execerror Command

Purpose
Writes error messages to standard error.

Syntax
execerror

Description
The execerror command is executed by an exec subroutine when the load of the real program is unsuccessful. It is passed the name of the file being executed and zero or more loader error message strings. Each loader error message string contains an error number followed by error data.

Examples
The execerror command is used as follows:

char *buffer[1024];
buffer[0] = "execerror";
buffer[1] = "name of program that failed to load";
loadquery(L_GETMESSAGES, &buffer[2], sizeof buffer -8);
execvp("/usr/sbin/execerror", buffer);

This sample code causes the application to terminate after the messages are written to standard error.

Files
/usr/sbin/execerror Contains the execerror command.

Related Information
The exec subroutine, loadquery subroutine.

execrset Command

Purpose
Runs a program or command attached to an rset.

Syntax
execrset [-P] [-F] CPUlist [-m MEMlist] -e command [ parameters ]
or
execrset [-P] [-F] rsetname -e command [ parameters ]

Description
The execrset command executes a command with an attachment to an rset. It causes the specified command to be limited to running only on the processors and/or memory regions contained in the rset. An rset name in the system registry can be used to specify the processors and/or memory regions the command is allowed to use. Or, an rset containing the specified processors and memory regions can be attached to the process.
Flags

- **F**  
  Force the `execrset` command to occur. This flag removes a bindprocessor bind in the process before issuing the command. If the `-P` flag is also specified, it detaches the effective rset from the process before issuing the command.

- **P**  
  Attaches an rset as a partition rset.

- **c CPUlist**  
  List of CPUs to be in the rset to be attached to the process which executes the program or command. This can be one or more CPUs or CPU ranges.

- **m MEMlist**  
  List of memory regions to be in the rset. This can be one or more memory regions or ranges.

- **e command [ parameters ]**  
  Specifies the command to run followed by any parameters. The `-e` flag must be the last flag used in the command.

Parameters

- `rsetname`  
  The name of the rset in the system registry to be attached to the process executing the program or command.

Security

The user must have root authority or have `CAP_NUMA_ATTACH` capability. The user must have root authority to attach a partition rset to the command’s process (the `-P` flag).

Examples

1. To run the test1 program on CPUs 0-7, type:
   ```
   execrset -c 0-7 -e test1
   ```
2. To run the ‘test2 parm1 parm2’ program with an attachment to rset named `test/cpus0to15`, type:
   ```
   execrset test/cpus0to15 test parm1 parm2
   ```
3. To run the `ls -l` command on CPU 0, type:
   ```
   execrset -c 0 -e ls -l
   ```

Files

- `/usr/bin/execrset`  
  Contains the `execrset` command.

Related Information

The `attachrset`, `detachrset`, `lsrset`, `mkrset`, and `rmrset` commands.

expand Command

Purpose

Writes to standard output with tabs changed to spaces.

Syntax

```bash
expand [ [ -t TabList ] [ File ... ]
```

Description

The `expand` command writes the named files or standard input to standard output, and replaces the tab characters with one or more space characters. Any backspace characters are copied to the output and cause the column position count for tab stop calculations to decrement; the column position count will not decrement below zero.
Note: The File parameter must be a text file.

Flags

-t TabList  Specifies the position of the tab stops. The default value of a tab stop is 8 column positions.

The TabList variable must consist of a single positive-decimal integer or multiple positive-decimal integers. The multiple integers must be in ascending order, and must be separated by commas or by blank characters with quotation marks around the integers. The single TabList variable sets the tab stops an equal number of column positions apart. The multiple TabList variable sets the tab stops at column positions that correspond to the integers in the TabList variable.

If the expand command processes a tab stop beyond the last one specified in the TabList variable, the tab stop is replaced by a single-space character in the output.

Exit Status

This command returns the following exit values:

0    Successful completion.
>0   An error occurred.

Examples

1. To adjust the tab stops an equidistance amount in text.fil, enter:
   
   ```bash
   expand -t 3 text.fil
   ```

   If text.fil contains:
   
   ```plaintext
   1 2 3 4 5 6 7 8 9
   ```

   then the expand command displays:
   
   ```plaintext
   1 2 3 4 5 6 7 8 9
   ```

2. To adjust the tab stops a varied amount in text.fil, enter:
   
   ```bash
   expand -t 3,15,22 text.fil
   OR
   expand -t "3 15 22" text.fil
   ```

   If text.fil contains:
   
   ```plaintext
   1 2 3 4 5 6 7 8 9
   ```

   then the expand command displays:
   
   ```plaintext
   1 2 3 4 5 6 7 8 9
   ```

Files

``/usr/bin/expand``  Contains the expand command.

Related Information

The newform command, tab command, unexpand command, untab command.

Files Overview in the AIX 5L Version 5.2 System User's Guide: Operating System and Devices introduces you to files and the way you can work with them.
expfilt Command

Purpose
Exports filter rules to an export file.

Syntax

Description
Use the expfilt command to export filter rules into export text files, which can be used by the impfilt command. This is useful if you want to define similar rules on multiple machines.

Note: The filter description on one machine maybe meaningless or misleading to another machine. This field will not be exported.

Flags
-\f directory
  Specifies the directory to create the exported text files. The directory will be created if it does not exist.
-\l filt_id_list
  Lists the IDs of the filter rules you want to export. The filter rule IDs can be separated by ”,” or ”-“. If this flag is not used, all the filter rules defined in the filter rule table for the applicable IP versions will be exported.
-p
  Allows predefined rules.
-q
  Specifies quiet mode. Suppresses output to stdout.
-r
  Specifies raw mode. Exports filter rules as is and does not reverse direction on rules. Use this flag when filter rules are exported and imported as is; for example, to save a configuration or replicate a configuration to another machine.
  With the -r flag, the direction of the traffic will be preserved. For instance if there is a rule on host 10.0.0.1 to permit inbound traffic from 10.0.0.2, expfilt with the -r flag will write the same filter rule.
  Omitting the -r flag will cause the direction to be switched from inbound to outbound in the export file.
-v
  IP version of the filter rules you want to export. The value of 4 specifies IP version 4 and the value of 6 specifies IP version 6. When this flag is not used, both IP version 4 and IP version 6 rules are exported.

Related Information
The impfilt command.

explain Command

Purpose
Provides an interactive thesaurus.
Syntax
explain

Description
The `explain` command provides an interactive thesaurus for the English-language phrases found by the `diction` command. Before using the `explain` command, use the `diction` command to obtain a list of poorly worded phrases. When you use the `explain` command, the system prompts you for a phrase and responds with a grammatically acceptable alternative. You can continue typing phrases, or you can exit by entering the Ctrl-D key sequence.

The `explain` command also takes piped input from the command line, as shown in the following example:
diction Filename | explain

No other command line parameters are valid.

Files
/usr/lib/explain.d Contains thesaurus.

Related Information
The `diction` command.

explore Command

Purpose
Starts the WebExplorer World Wide Web browser.

Syntax
explore [\-i FileName] [\-t Number] [\-q] [[\-url URL]]

Description
The `explore` command opens the WebExplorer main window and connects to the Uniform Resource Locator (URL) for the home document.

Flags

-`i FileName`
  Specifies an alternate initialization file, where `FileName` is the full path name of the file to use instead of the default `HOME/.explore-preferences`. This allows you to start the WebExplorer with an alternate set of user preferences.

-`t Number`
  Specifies the number of threads to use for loading images, where `Number` is the number of image loader threads. Each thread is represented in the status area of the main window. A maximum of eight can be specified, and the default is four.

-`q`
  Specifies quiet mode. This suppresses the WebExplorer title window when you start the application and bypasses the confirmation window when you exit.

-`url URL`
  Specifies a particular document to load when starting WebExplorer, where `URL` is the URL of the document to load. If WebExplorer has a home document defined, this URL will override it. You do not have to precede the URL with the `-url` flag. If you specify the URL by itself, WebExplorer will accept it.
Exit Status
This command returns the following exit values:

0   Successful completion.
>0   An error occurred.

Security
Access Control: Any User
Auditing Events: N/A

Examples
To start the browser without the title window appearing and go directly to the Dilbert Zone URL, enter:
explore -q http://www.unitedmedia.com/comics/dilbert/

or
explore -q -url http://www.unitedmedia.com/comics/dilbert/

Files
/usr/lpp/explorer/bin/explore
Contains the explore command.

$HOME/.explore-preferences
Contains the initialization file that specifies user preferences for settings such as the number of colors used.

$HOME/.mailcap
Contains the configuration file that maps mimetype to external viewers.

$HOME/.mimetypes
Contains the user-defined configuration file that maps mimetype to external viewers. It is set through the Configure Viewers dialog. This file overrides the .mailcap settings.

exportfs Command

Purpose
Exports and unexports directories to NFS clients.

Syntax
/usr/sbin/exportfs [ -a ] [ -v ] [ -u ] [ -i ] [ -f ] [ File ] [ -o Option ... ] [ Directory ]

Description
The exportfs command makes local directories available for Network File System (NFS) clients to mount. This command is normally invoked during system startup by the /etc/rc.nfs file and uses information in the /etc/exports file to export one or more directories, which must be specified with full path names.

The /etc/xtab file lists directories that are currently exported. To display this file, enter the exportfs command without flags or arguments. To alter the file or to alter the characteristics of one of its directories, root users can edit the /etc/exports file and run the exportfs command. Such alterations can be done at any time. Never edit the /etc/xtab file directly.

Note: You cannot export a directory that is either a parent directory or a subdirectory of one that is currently exported and within the same file system.
Flags

- `-a` Exports all directories listed in the exports file.
- `-v` Prints the name of each directory as it is exported or unexported.
- `-u` Unexports the directories you specify. When used with the `-a` flag, unexports all directories listed in the exports file.
- `-i` Allows the exporting of directories not specified in the exports file or ignores the options in the exports file. Unless the `-f` flag is used to specify an alternate file, the `exportfs` command will normally consult the `/etc/exports` file for the options associated with the exported directory.
- `-f File` Specifies an export file, instead of the `/etc/exports` file, that contains a list of directories that you can export. This file should follow the same format as the `/etc/exports` file. NOTE: This alternate file will not be used for exporting directories automatically when the system and NFS is started. The `/etc/exports` file is the only file that is supported for specifying directories to export at system start.
- `-o Options` Specifies optional characteristics for the exported directory. You can enter more than one variable by separating them with commas. Choose from the following options:
  - `ro` Exports the directory with read-only permission. Otherwise, if not specified, the directory is exported with read-write permission.
  - `rw = Client [:Client]` Exports the directory with read-write permission to the machines specified by the `Client` parameter and read-only to all others. The `Client` parameter can be either the host name or the network name. If a `rw` host name is not specified, the directory is exported with read-write permission to all.
  - `anon = UID` Uses the `UID` value as the effective user ID, if a request comes from a root user.
    The default value for this option is `-2`. Setting the value of the `anon` option to `-1` disables anonymous access. Thus, by default, secure NFS accepts nonsecure requests as anonymous, and users who want more security can disable this feature by setting `anon` to a value of `-1`.
  - `root = HostName[:HostName,...]` Gives root access only to the root users from the specified `HostName`. The default is for no hosts to be granted root access.
  - `access = Client[:Client,...]` Gives mount access to each client listed. A client can be either a host name or a net group name. Each client in the list is first checked for in the `/etc/netgroup` database and then in the `/etc/hosts` database. The default value allows any machine to mount the given directory.
  - `secure` Requires clients to use a more secure protocol when accessing the directory.
  - `public` Specifies a directory as the NFS Server public directory. This option only applies to AIX 4.2.1.

Examples

1. To export all directories in the `/etc/exports` file, enter:
   `exportfs -a`
2. To export one directory from the `/etc/exports` file, enter:
   `exportfs /home/notes`

In this example, the `/home/notes` directory is exported.

**Note:** For this command to work, the `/home/notes` directory must be specified in the `/etc/exports` file.
3. To unexport a directory, enter:
   ```
   exportfs -u /home/notes
   ```
   In this example, the `/home/notes` directory is unexported.

4. To display the name of the directory currently being exported, enter:
   ```
   exportfs -v
   ```

5. To export a directory that is not specified in the `/etc/exports` file, enter:
   ```
   exportfs -i /home/zeus
   ```
   In this example, the `/home/zeus` directory is exported without restrictions.

6. To export a directory and give netgroup members permission to access this directory, enter:
   ```
   exportfs access=cowboys:oilers /home/notes -o
   ```
   In this example, the `/home/notes` directory is exported and permits users of `cowboys` and `oilers` host machines to have access.

7. To export a directory with different options from the `/etc/exports` file, enter:
   ```
   exports -i -o -root=zorro:silver /directory
   ```
   In this example, the `/directory` directory is exported and allows root user access to `zorro` and `silver` host machines, regardless of the access permissions specified in the `/etc/exports` file.

### Files

- **/etc/exports**: Lists the directories that the server can export.
- **/etc/xtab**: Lists currently exported directories.
- **/etc/hosts**: Contains an entry for each host on the network.
- **/etc/netgroup**: Contains information about each user group on the network.
- **/etc/rc.nfs**: Contains the startup script for the NFS and NIS daemons.

### Related Information

The `chnfsexp` command, `mknfsexp` command, `rmnfsexp` command, and `showmount` command.

How to Export a File System Using Secure NFS in *AIX 5L Version 5.2 Security Guide*

List of NFS Commands, List of NFS Files, and Network File System (NFS) Overview for System Management in *AIX 5L Version 5.2 System Management Guide: Communications and Networks*.

### `exportvg` Command

#### Purpose

Exports the definition of a volume group from a set of physical volumes.

#### Syntax

```
exportvg VolumeGroup
```  

#### Description

The `exportvg` command removes the definition of the volume group specified by the `VolumeGroup` parameter from the system. Since all system knowledge of the volume group and its contents are removed, an exported volume group can no longer be accessed. The `exportvg` command does not modify any user data in the volume group.
A volume group is a nonshared resource within the system; it should not be accessed by another processor until it has been explicitly exported from its current processor and imported on another. The primary use of the exportvg command, coupled with the importvg command, is to allow portable volumes to be exchanged between processors. Only a complete volume group can be exported, not individual physical volumes.

Using the exportvg command and the importvg command, you can also switch ownership of data on physical volumes shared between two processors.

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 use the Web-based System Manager Volumes application (wsm lvm fast path) to run this command. You could also use the System Management Interface Tool (SMIT) smit exportvg fast path to run this command.

Notes:
1. A volume group that has a paging space volume on it cannot be exported while the paging space is active. Before exporting a volume group with an active paging space volume, ensure that the paging space is not activated automatically at system initialization, and then reboot the system.
2. The mount point information of a logical volume would be missing from the LVCB (logical volume control block) if it is longer than 128 characters. Please make a note of the mount points that are longer than 128 characters as you will need to edit the /etc/filesystems file manually upon executing importvg command to import this volume group completely.

Examples
To remove volume group vg02 from the system, enter:

```
exportvg vg02
```

Note: The volume group must be varied off before exporting.

The definition of vg02 is removed from the system and the volume group cannot be accessed.

Files
/usr/sbin
Directory where the exportvg command resides.

Related Information
The importvg command, varyoffvg command, varyonvg command.

The Logical Volume Storage Overview in AIX 5L Version 5.2 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 5.2 Web-based System Manager Administration Guide.

The System Management Interface Tool (SMIT): Overview in AIX 5L Version 5.2 System Management Concepts: Operating System and Devices explains the structure, main menus, and tasks that are done with SMIT.
expr Command

Purpose
Evaluates arguments as expressions.

Syntax
expr Expression

Description
The expr command reads the Expression parameter, evaluates it, and writes the result to standard output.

You must apply the following rules to the Expression parameter:
- Separate each term with blanks.
- Precede characters special to the shell with a \ (backslash).
- Quote strings containing blanks or other special characters.

Integers may be preceded by a unary hyphen. Internally, integers are treated as 32-bit, two's complement numbers.

Note: The expr command returns 0 to indicate a zero value, rather than the null string.

The following items describe Expression parameter operators and keywords. Characters that need to be escaped are preceded by a \ (backslash). The items are listed in order of increasing precedence, with equal precedence operators grouped within { } (braces):

- **Expression1 \| Expression2**
  - Returns Expression1 if it is neither a null value nor a 0 value; otherwise, it returns Expression2.

- **Expression1 \& Expression2**
  - Returns Expression1 if both expressions are neither a null value nor a 0 value; otherwise, it returns a value of 0.

- **Expression1 { =, \>, \>=, \<, \<=, != } Expression2**
  - Returns the result of an integer comparison if both expressions are integers; otherwise, it returns the result of a string comparison.

- **Expression1 { +, - } Expression2**
  - Adds or subtracts integer-valued arguments.

- **Expression1 { \*, /, % } Expression2**
  - Multiplies, divides, or provides the remainder from the division of integer-valued arguments.
Expression1 : Expression2

Compares the string resulting from the evaluation of Expression1 with the regular expression pattern resulting from the evaluation of Expression2. Regular expression syntax is the same as that of the `ed` command, except that all patterns are anchored to the beginning of the string (that is, only sequences starting at the first character of a string are matched by the regular expression). Therefore, a `^` (caret) is not a special character in this context.

Normally the matching operator returns the number of characters matched (0 on failure). If the pattern contains a subexpression, that is:

```
\( Expression \)
```

then a string containing the actual matched characters is returned.

A collating sequence can define equivalence classes for use in character ranges. See "Understanding Locale Environment Variables" in AIX 5L Version 5.2 System Management Concepts: Operating System and Devices for more information on collating sequences and equivalence classes.

Note: The following string arguments are extensions beyond that of the standards, and the behavior may be different across operating systems. These string arguments are NOT portable.

- **match** `String1 String2`  
  Same as Expression1 : Expression2.

- **length** `String1`  
  Returns the length of the `String1`.

- **index** `String1 String2`  
  Returns the first position in `String1` where any character in `String2` exists.

- **substr** `String1 StartPosition Length`  
  Returns a string that starts with the character at `StartPosition` in `String1` and continues for `Length` characters.

**Exit Status**

This command returns the following exit values:

- **0**  
  The Expression parameter evaluates to neither null nor 0.

- **1**  
  The Expression parameter evaluates to null or 0.

- **2**  
  The Expression parameter is not valid.

- **>2**  
  An error occurred.

Note: After parameter processing by the shell, the `expr` command cannot distinguish between an operator and an operand except by the value. Thus, if the value of `$a` is `j`, the command:

```
expr $a = j
```

looks like:

```
expr j = j
```

after the shell passes the arguments to the `expr` command. The following is also true:

```
expr X$a = Xj
```
**Examples**

1. To modify a shell variable, enter:
   ```
   COUNT=`expr $COUNT + 1`
   ```
   This adds 1 to the shell variable $COUNT. The `expr` command is enclosed in grave accents, which causes the shell to substitute the standard output from the `expr` command into the `COUNT=` command. The `$COUNT` variable must be initialized before using.

2. To find the length of the `$STR` shell variable, enter:
   ```
   LENGTH=`expr $STR : ".*"`
   ```
   This sets the `LENGTH` variable to the value given by the: (colon) operator. The pattern .* (dot, asterisk) matches any string from beginning to end, so the colon operator gives the length of the `$STR` variable as the number of characters matched. Note that .* must be within quotes to prevent the shell from treating the * (asterisk) as a pattern-matching character. The quotes are not part of the pattern.

   If the `$STR` variable is set to the null string or contains any white space (blanks or tabs), then the command displays the error message `expr: syntax error`. This happens because the shell does not normally pass null strings to commands. In this case, the `expr` command sees only:
   ```
   :.*
   ```
   The shell also removes the single quotation marks. This does not work because the colon operator requires two values. The problem is fixed by enclosing the shell variable in double quotation marks:
   ```
   LENGTH=`expr "$STR" : ".*"`
   ```
   Now if the value of the `$STR` variable is null, the `LENGTH` variable is set to a value of 0. Enclosing shell variables in double quotation marks is generally recommended. Do not enclose shell variables in single quotation marks.

3. To use part of a string, enter:
   ```
   FLAG=`expr "$FLAG" : "-\(.*\)"`
   ```
   This removes leading hyphens, if any, from the `$FLAG` shell variable. The colon operator gives the part of the `$FLAG` variable matched by the subexpression enclosed between \( and \) characters (backslash, open parenthesis and backslash, close parenthesis). If you omit the \( and \) subexpression characters, the colon operator gives the number of characters matched.

   If the `$FLAG` variable is set to - (hyphen), the command displays a syntax error message. This happens because the shell substitutes the value of the `$FLAG` variable before running the `expr` command. The `expr` command does not know that the hyphen is the value of a variable. It can only see:
   ```
   - : -\(.*\)
   ```
   and it interprets the first hyphen as the subtraction operator. To eliminate this problem, use:
   ```
   FLAG=`expr "x$FLAG" : "x-\(.*\)"`
   ```

4. To use the `expr` command in an `if` statement, enter:
   ```
   if expr "$ANSWER" : "[yY]" >/dev/null then
echo ANSWER begins with "y" or "Y"
fi
   ```
   If the `$ANSWER` variable begins with y or Y, the then part of the `if` statement is performed. If the match succeeds, the result of the expression is 1 and the `expr` command returns an exit value of 0, which is recognized as the logical value True by the `if` statement. If the match fails, the result is 0 and the exit value 1 (False).
Redirecting the standard output of the `expr` command to the `/dev/null` special file discards the result of the expression. If you do not redirect it, the result is written to the standard output, which is usually your workstation display.

5. Consider the following expression:
   ```
   expr "$STR" = "="
   ```
   If the $STR variable has the value = (equal sign), then after the shell processes this command the `expr` command sees the expression:
   ```
   ==
   ```
   The `expr` command interprets this as three = operators in a row and displays a syntax error message. This happens whenever the value of a shell variable is the same as that of one of the `expr` operators. You can avoid this problem by phrasing the expression as:
   ```
   expr "x$STR" = "x=
   ```

6. To return the length of the $SHELL environment variable, `/usr/bin/ksh`, enter:
   ```
   expr length $SHELL
   ```
   The following is displayed:
   12

7. To return the first position of where any characters in the string "de" is found in "abcdef", enter:
   ```
   expr index abcdef de
   ```
   The following is displayed:
   4

8. To return the first position of where any characters in the string "fd" is found in "abcdef", enter:
   ```
   expr index abcdef fd
   ```
   The following is displayed:
   4

9. To return the string starting at position 11, for a length of 6 of the string "Goodnight Ladies", enter:
   ```
   expr substr "Goodnight Ladies" 11 6
   ```
   The following is displayed:
   Ladies

Files

`/usr/bin/expr` Contains the `expr` command.

Related Information

The `bsh` command, `csh` command, `ed` command, `ksh` command.


exptun Command

Purpose
Exports a tunnel definition and, optionally, all the user defined filter rules associated with the tunnel. Creates a tunnel export file and an optional filter rule export file that can be used for the tunnel partner.

Syntax
```
```

Description
Use the `exptun` command to create a tunnel context export file and, optionally, a filter rule appendage file for a tunnel partner to import. This command does not activate a tunnel, it simply creates the required files for the tunnel partner.

Notes: Generated export files contain keys used by the tunnel. Protect these files with the operating system file system protection features.

Flags
- `-f` Defines the directory where the export files are to be written. The directory will be created if it does not exist. The export files may then be sent to the tunnel partner to be imported. It is recommended that export files for each tunnel partner have a different directory specification.
- `-l` The type of the tunnel(s) you want to export. If manual is specified, only manual ibm tunnel(s) are exported.
- `-r` Exports all the user defined filter rules associated with the tunnel(s). If this flag is not used, only the tunnel definitions will be exported.
- `-t` Specifies the list of tunnel IDs to be used for the export files. The list may be specified as a sequence of tunnel IDs separated by a “,” or “-” (1, 3, 10, 50-55). If this flag is not used, all tunnel definitions from the tunnel database will be exported.
- `-v` The IP version of the tunnels being exported. Value 4 specifies IP version 4 tunnels. Value 6 specifies IP version 6 tunnels. If this flag is not used, both IP version 4 and IP version 6 tunnel definitions will be exported.

Related Information
The `chtun` command, `gentun` command, `imptun` command, `lstun` command, `mktun` command, and `rmtun` command.

extendlv Command

Purpose
Increases the size of a logical volume by adding unallocated physical partitions from within the volume group.
Syntax

To Add Available Physical Partitions
`extendlv [ [-a Position] [ -e Range ] [ -u Upperbound ] [ -s Strict ] LogicalVolume Partitions [ PhysicalVolume ... ]`

To Add Specific Physical Partitions
`extendlv [ -m MapFile ] LogicalVolume Partitions`

Description

The `extendlv` command increases the number of logical partitions allocated to the `LogicalVolume` by allocating the number of additional logical partitions represented by the `Partitions` parameter. The `LogicalVolume` parameter can be a logical volume name or a logical volume ID. To limit the allocation to specific physical volumes, use the names of one or more physical volumes in the `PhysicalVolume` parameter; otherwise, all the physical volumes in a volume group are available for allocating new physical partitions.

By default, the logical volume is expanded using the existing characteristics that are displayed when you use the `lslv` command. To temporarily override these existing characteristics for the new partitions only, choose different values for these characteristics by using the flags. The characteristics of the logical volume do not change.

The default maximum number of partitions for a logical volume is 128. Before extending a logical volume more than 128 logical partitions, use the `chlv` command to increase the default value.

The default allocation policy is to use a minimum number of physical volumes per logical volume copy, to place the physical partitions belonging to a copy as contiguously as possible, and then to place the physical partitions in the desired region specified by the `-a` flag. Also, by default, each copy of a logical partition is placed on a separate physical volume.

You can specify logical volumes sizes in 512 Blocks/KB/MB/GB when using the `extendlv` command. (See "Examples" on page 304)

Notes:
1. When extending a striped logical volume, the number of partitions must be in an even multiple of the striping width.
2. When extending a striped logical volume, only the striping width (disks striped across) is used. The extend of the logical volume will fail if there are not enough partitions on the physical volumes that are used for this striped logical volume.
3. It is recommended that a logical volume using a large number of partitions (more than 800MB) be extended gradually in sections.
4. Changes made to the logical volume are not reflected in the file systems. To change file system characteristics, use the `chfs` command.
5. You must either have root user authority or be a member of the `system` group to use this command.
6. The `extendlv` command is not allowed on a snapshot volume group.

You can use the Volumes application in Web-based System Manager to change volume characteristics. You could also use the System Management Interface Tool (SMIT) `smit extendlv` fast path to run this command.
Flags

Note: The -e, -m, -s, and -u flags are invalid with a striped logical volume.

-a Position
Sets the intraphysical volume allocation policy (the position of the logical partitions on the physical volume). The Position variable can be 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.

-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 can be 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.

-m MapFile
Specifies the exact physical partitions to allocate. Partitions are used in the order given in the MapFile parameter. Used partitions in the MapFile parameter are skipped. All physical partitions belonging to a copy are allocated before allocating for the next copy of the logical volume. The MapFile parameter format is: PVname:PPnum1[-PPnum2]. In this example, PVname is a physical volume name (for example, hdisk0). It is one record per physical partition or a range of consecutive physical partitions. PPnum is the physical partition number.

-s Strict
Determines the strict allocation policy. Copies of a logical partition can be allocated to share or not to share the same physical volume. The Strict variable is represented by one of the following:

y Sets a strict allocation policy, so copies for a logical partition cannot share the same physical volume.

n Does not set a strict allocation policy, so copies for a logical partition can share the same physical volume.

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.

Note: When changing a non superstrict logical volume to a superstrict logical volume you must specify physical volumes or use the -u flag.

-u Upperbound
Sets the maximum number of physical volumes for new allocation. The value of the Upperbound variable should be between one and the total number of physical volumes. The default is the total total number of physical volumes in the volume group. When using striped logical volumes or super strictness the upper bound indicates the maximum number of physical volumes allowed for each mirror copy.

Examples
1. To increase the size of the logical volume represented by the lv05 directory by three logical partitions, type:
   ```
   extendlv lv05 3
   ```
2. To request a logical volume named lv05 with a minimum size of 10MB, type:
   ```
   extendlv lv05 10M #
   ```

   The `extendlv` command will determine the number of partitions needed to create a logical volume of at least that size.
You can use uppercase and lowercase letters as follows:

\[ \begin{array}{ll}
B/b & 512 \text{ byte blocks} \\
K/k & \text{KB} \\
M/m & \text{MB} \\
G/g & \text{GB} \\
\end{array} \]

Files

```
/usr/sbin/
```

Directory where the `extendlv` command resides.

Related Information

The `chfs` command, `chlv` command, `chpv` command, `lslv` command, `mklv` command, `mklvcopy` command.

The "Logical Volume Storage Overview" in AIX 5L Version 5.2 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 5.2 Web-based System Manager Administration Guide.

The "System Management Interface Tool (SMIT): Overview" in AIX 5L Version 5.2 System Management Concepts: Operating System and Devices explains the structure, main menus, and tasks that are done with SMIT.

### extendvg Command

**Purpose**

Adds physical volumes to a volume group.

**Syntax**

```
extendvg [-f] VolumeGroup PhysicalVolume ...
```

**Description**

The `extendvg` command increases the size of the `VolumeGroup` by adding one or more `PhysicalVolumes`.

The physical volume is checked to verify that it is not already in another volume group. If the system believes the physical volume belongs to a volume group that is varied on, it exits. But if the system detects a description area from a volume group that is not varied on, it prompts the user for confirmation in continuing with the command. The previous contents of the physical volume are lost, so the user must be cautious when using the override function.

**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 extendvg` fast path to run this command.

**Note:** This command will fail to add a disk to the volume group if the disk indicates that it is managed by a third party volume manager. To override and clear the disk of the third party volume manager use `chpv -C HDiskName`.
Flags

- Forcing the physical volume to be added to the specified volume group unless it is a member of another volume group in the Device Configuration Database or of a volume group that is active.

Examples

To add physical volumes hdisk3 and hdisk8 to volume group vg3, enter:

```
extendvg vg3 hdisk3 hdisk8
```

Note: The volume group must be varied on before extending.

Files

```
/usr/sbin/extendvg
```
Contains the `extendvg` command.

Related Information

The `reducevg` command.

The [Logical Volume Storage Overview](#) in *AIX 5L Version 5.2 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 5.2 Web-based System Manager Administration Guide*.

The [System Management Interface Tool (SMIT): Overview](#) in *AIX 5L Version 5.2 System Management Concepts: Operating System and Devices* explains the structure, main menus, and tasks that are done with SMIT.

f Command

Purpose

Shows user information. This command is the same as the `finger` command.

Syntax

```
{ f | finger } [ -l [ -h | -i | -q | -s | -w ] ]
```

Description

The `/usr/bin/f` command displays information about the users currently logged in to a host. The format of the output varies with the options for the information presented.

Default Format

The default format includes the following items:

- Login name
- Full user name
- Terminal name
- Write status (an * (asterisk) before the terminal name indicates that write permission is denied)
For each user on the host, the default information list also includes, if known, the following items:

- Idle time (Idle time is minutes if it is a single integer, hours and minutes if a : (colon) is present, or days and hours if a "d" is present.)
- Login time
- Site-specific information

The site-specific information is retrieved from the gecos field in the `/etc/passwd` file. The gecos field may contain the Full user name followed by a comma. All information that follows the comma is displayed by the finger command with the Site-specific information.

**Longer Format**

A longer format is used by the `f` command whenever a list of user’s names is given. (Account names as well as first and last names of users are accepted.) This format is multiline, and includes all the information described above along with the following:

- User’s `$HOME` directory
- User’s login shell
- Contents of the `.plan` file in the user’s `$HOME` directory
- Contents of the `.project` file in the user’s `$HOME` directory

The `f` command may also be used to look up users on a remote system. The format is to specify the user as `User@Host`. If you omit the user name, the `f` command provides the standard format listing on the remote system.

Create the `.plan` and `.project` files using your favorite text editor and place the files in your `$HOME` directory. The `f` command uses the `toascii` subroutine to convert characters outside the normal ASCII character range when displaying the contents of the `.plan` and `.project` files. The `f` command displays a `M-` before each converted character.

When you specify users with the `User` parameter, you can specify either the user’s first name, last name, or account name. When you specify users, the `f` command, at the specified host, returns information about those users only in long format.

For other information about the `f` command, see "Installation and Configuration for TCP/IP" in *AIX 5L Version 5.2 System Management Guide: Communications and Networks.*

**Flags**

- `-b` Gives a brief, long-form listing.
- `-f` Suppresses printing of header line on output (the first line that defines the fields that are being displayed).
- `-h` Suppresses printing of `.project` files on long and brief long formats.
- `-i` Gives a quick listing with idle times.
- `-l` Gives a long-form listing.
- `-m` Assumes that the `User` parameter specifies a user ID (used for discretionary access control), *not* a user login name.
- `-p` Suppresses printing of `.plan` files on long-form and brief long-form formats.
- `-q` Gives a quick listing.
- `-s` Gives a short format list.
- `-w` Gives a narrow, short-format list.

**Parameters**

- `@Host` Specifies all logged-in users on the remote host.
- `User` Specifies a local user ID (used for discretionary access control) or local user login name, as specified in the `/etc/passwd` file.
**Examples**

1. To get information about all users logged in to host alcatraz, enter:
   ```
f @alcatraz
   ```
   Information similar to the following is displayed:
   
<table>
<thead>
<tr>
<th>Login</th>
<th>Name</th>
<th>TTY</th>
<th>Idle</th>
<th>When</th>
<th>Site Info</th>
</tr>
</thead>
<tbody>
<tr>
<td>brown</td>
<td>Bob Brown</td>
<td>console</td>
<td>2d</td>
<td>Mar 15 13:19</td>
<td></td>
</tr>
<tr>
<td>smith</td>
<td>Susan Smith</td>
<td>pts0</td>
<td>11:  Mar 15 13:01</td>
<td></td>
<td></td>
</tr>
<tr>
<td>jones</td>
<td>Joe Jones</td>
<td>tty0</td>
<td>3</td>
<td>Mar 15 13:01</td>
<td></td>
</tr>
</tbody>
</table>

   User brown is logged in at the console, user smith is logged in from pseudo teletype line pts0, and user jones is logged in from tty0.

2. To get information about user brown at alcatraz, enter:
   ```
f brown@alcatraz
   ```
   Information similar to the following is displayed:
   
   Login name: brown  
   Directory: /home/brown  
   Shell: /home/bin/xinit -L -n Startup  
   On since May 8 07:13:49 on console  
   No Plan.

3. To get information about user brown at a local host in short form, enter:
   ```
f -q brown
   ```
   Information similar to the following is displayed:
   
<table>
<thead>
<tr>
<th>Login</th>
<th>TTY</th>
<th>When</th>
</tr>
</thead>
<tbody>
<tr>
<td>brown</td>
<td>pts/6</td>
<td>Mon Dec 17 10:58</td>
</tr>
</tbody>
</table>

**Files**

- **/usr/bin/f**  
  Contains the `f` command.
- **/etc/utmp**  
  Contains list of users currently logged in.
- **/etc/passwd**  
  Defines user accounts, names, and home directories.
- **/etc/security/passwd**  
  Defines user passwords.
- **/var/adm/lastlog**  
  Contains last login times.
- **$HOME/.plan**  
  Optional file that contains a one-line description of a user's plan.
- **$HOME/.project**  
  Optional file that contains a user's project assignment.

**Related Information**

The `hostname` command, `rwho` command, `finger` command.

The `fingerd` daemon.

Displaying Information about Logged-In Users in AIX 5L Version 5.2 System User’s Guide: Communications and Networks.

factor Command

Purpose
Factors a number.

Syntax
factor [ Number ]

Description
When called without specifying a value for the Number parameter, the factor command waits for you to enter a positive number less than 1E14 (100,000,000,000,000). It then writes the prime factors of that number to standard output. It displays each factor the proper number of times. To exit, enter 0 or any nonnumeric character.

When called with an argument, the factor command determines the prime factors of the Number parameter, writes the results to standard output, and exits.

Examples
To calculate the prime factors of 123, enter:
factor 123

The following is displayed:
123
   3
   41

Files
/usr/bin/factor Contains the factor command.

Related Information
The bc command.

fc Command

Purpose
Processes the command history list.

Syntax
To Open an Editor to Modify and Reexecute Previously Entered Commands
fc [-r] [-e Editor] [ First | Last ]

To Generate a Listing of Previously Entered Commands
fc [-n] [-r] [ First | Last ]

To Reexecute a Previously Entered Command
fc -s [ Old | New ] [ First ]
Description

The `fc` command displays the contents of your command history file or invokes an editor to modify and reexecutes commands previously entered in the shell.

The command history file lists commands by number. The first number in the list is selected arbitrarily. The relationship of a number to its command does not change except when the user logs in and no other process is accessing the list. In that case, the system resets the numbering to start the oldest retained command at 1.

If the numbers in the command history file reach a limit greater than the value of the `HISTSIZE` environment variable or 32767, whichever is greater, the shell wraps to 1. Despite this optional number wrapping, the `fc` command maintains the time-ordering sequence of the commands. For example, if three commands in sequence are given the numbers 32766, 32767, and 1 (wrapped), command 32767 is still considered previous to command 1.

The commands in the history file can be displayed using the `-l` (lowercase L) flag. When the `-l` flag is not specified and commands are edited using the `-e Editor` flag, the resulting lines are entered at the end of the history file and then reexecuted by the shell (the `fc -e Editor` command is not entered into the command history list). If the editor returns a non-zero exit status, this suppresses entry in the history file and command reexecution.

Any command-line variable assignments or redirection operators used with the `fc` command again invoke the previous command, suppressing standard error for both the `fc` command and the previous command. For example:

```
fc -s -- -l 2>/dev/null
```

Flags

- `-e Editor` Edits commands using the specified editor. The `Editor` parameter should be a command name. The command is located using the `PATH` environment variable. The value in the `FCEDIT` environment variable is used as a default when the `-e` flag is not specified. If the `FCEDIT` environment variable is null or unset, the ed editor is used.

- `-l` (lowercase L) Lists the commands in your history file. No editor is invoked to modify them. The commands are written in the sequence indicated by the `First` and `Last` parameters, as affected by the `-r` flag, with each command preceded by the command number.

- `-n` Suppresses command numbers when used with the `-l` flag.

- `-r` Reverses the order of the commands listed (when used with the `-l` flag) or reverses the order of the commands edited (when the `-l` flag is not specified).

- `-s` Reexecutes a command without invoking an editor. If the `First` parameter is not also specified, the `-s` flag reexecutes the previous command.
Parameters

First or Last

Selects the commands to list or edit. The number of previous commands that can be accessed is determined by the value of the HISTSIZE environment variable. The First and Last parameters must have one of the following values:

[+] Number

Represents a specific command number. Command numbers can be displayed with the -l flag. A + (plus sign) is the default.

-Number

Represents a command that was previously executed, specified by the number of commands to back up in the history list. For example, -1 indicates the immediately previous command.

String

Indicates the most recently entered command that begins with the specified string. If the Old=New parameter is specified without the -s flag, the string from the First parameter cannot contain an embedded = (equal sign).

When using the -s flag, omission of the First parameter causes the previous command to be used.

When the -s flag is not specified, the following rules apply:

• When using the -l flag, omission of the Last parameter causes a default to the previous command.

• When using the -r, -n, and -e flags, omission of the Last parameter causes a default to the First parameter.

• If both the First and Last parameters are omitted, the previous 16 commands are listed or the previous single command is edited (depending on whether or not the -l flag is used).

• If both the First and Last parameters are present, all commands are listed (when the -l flag is specified) or edited (when the -l flag is not specified). Editing multiple commands is accomplished by presenting to the editor all the commands at one time, each command starting on a new line. If the First parameter represents a newer command than the Last parameter, the commands are listed or edited in reverse sequence. This is equivalent to using the -r flag. For example, the following commands on the first line are equivalent to the corresponding commands on the second line:

```
fc -r 10 20  fc 30 40
fc 20 10  fc -r 40 30
```

• When a range of commands is used, it is not an error to specify First or Last values that are not in the history list. The fc command substitutes the value representing the oldest or newest command in the list, as appropriate. For example, if there are only ten commands in the history list, numbered 1 to 10, the commands:

```
fc -l 1
fc 1 99
```

list and edit, respectively, all ten commands.

Old=New

In commands to be reexecuted, replaces the first occurrence of the old string with the new string.

Environment Variables

The following environment variables affect the execution of the fc command:

FCEDIT

When expanded by the shell, determines the default value for the -e editor variable. If the FCEDIT environment variable is null or is not set, the ed editor is the default.

HISTFILE

Determines the path name of the command history file. If the HISTFILE environment variable is not set, the shell may attempt to access or create the .sh_history file in the user’s home directory.

HISTSIZE

Determines a decimal number representing the limit to the number of previous commands that are accessible. If this variable is not set, a default value of 128 is used.
Exit Status
The following exit values are returned:

0 Successful completion of the listing.
>0 An error occurred.

Otherwise, the exit status is that of the commands executed by the fc command.

Examples
1. To invoke the editor defined by the FCEDIT environment variable on the most recent command (the default editor is /usr/bin/ed), enter:
   fc
   The command is executed when you finish editing.
2. To list the previous two commands that were executed, enter:
   fc -l -2
3. To find the command that starts with cc, change foo to bar, and display and execute the command, enter:
   fc -s foo=bar cc

Files
/usr/bin/ksh Contains the Korn shell fc built-in command.
/usr/bin/fc Contains the fc command.

Related Information
The ksh command.

fccheck Command

Purpose
Performs basic problem determination on the First Failure Data Capture (FFDC) utilities.

Syntax
/usr/sbin/rsct/bin/fccheck [-q] [-h]

Description
fccheck performs basic problem determination for the First Failure Data Capture utilities. The command checks for the following conditions and information on the local node:
- Checks if FFDC Error Stack usage has been disabled in the current process environment.
- Obtains the IP address that would be currently used by FFDC to identify the local node.
- Checks if /var/adm/ffdc/stacks is available, and if so, how much space is available in the file system where the directory resides. Checks to see if there is insufficient space to create FFDC Error Stacks.
- Checks if /var/adm/ffdc/dumps is available, and if so, how much space is available in the file system where the directory resides.
Results of these tests are displayed to standard output unless the “quiet” option has been specified. 
`fccheck` sets an exist status value to indicate the most severe condition it detected during the execution of its tests.

**Flags**

- `-h` Displays help and usage information to standard output. No other processing is performed.
- `-q` Specified “quiet” mode. The command does not display the results of each test to standard output. The exit status of the command must be used to determine the results of the tests. If more than one condition was detected, the exit status will reflect the most severe condition detected by `fccheck`.

**Exit Status**

The following integer exit status codes can be generated by this command:

- `0` All conditions tested by `fccheck` were found to be in normal operational parameters.
- `2` Help information successfully displayed. No further processing is performed.
- `12` No checking performed. Invalid option specified to this command.
- `19` The directory `/var/adm/ffdc/stacks` is not mounted or does not exist.
- `20` Cannot access or examine one or more directories in the path `/var/adm/ffdc/stacks`. Permissions may have been changed on one or more of the directories in this path to prevent access.
- `24` Cannot access or examine one or more directories in the path `/var/adm/ffdc/dumps`. Permissions may have been changed on one or more of the directories in this path to prevent access.
- `32` The directory `/var/adm/ffdc/dumps` is not mounted or does not exist.
- `40` Insufficient space is available in the `/var/adm/ffdc/stacks` directory to create FFDC Error Stacks on the local node.
- `41` Unable to obtain file system information from the operating system. This indicates a potential problem with the operating system itself.
- `42` FFDC Error Stack creation and usage has been disabled in this process environment.

**Examples**

To check for possible problems with the FFDC utilities on the local node:

```
fccheck
fccheck Status: All tests completed
```

If the local node had disabled the creation of FFDC Error Stacks, `fccheck` would indicate this as a problem:

```
fccheck
fccheck Status: Creation and use of FFDC Error Stacks has been expressly disabled in the current execution environment. Any processes created in the current execution environment cannot create their own FFDC Error Stacks or inherit use of existing FFDC Error Stacks.
fccheck Status: All checks completed. Examine the previous status output for possible FFDC problem conditions and take the recommended actions listed in these messages.
```
Related Information
Commands: fcclear, fcinit

fcclear Command

Purpose
Removes FFDC Error Stacks and detail data files from the local node.

Syntax
/usr/sbin/rsct/bin/fcclear -h
{ [-d filename[,filename,...]]
[-D filename[,filename,...]]
[-f FFDC_Failure_ID[,FFDC_Failure_ID,...]]
[-F FFDC_Failure_ID[,FFDC_Failure_ID,...]]
[-s file_name[,filename,...]]
[-S file_name[,filename,...]]
[-t days] }

Description
fcclear is used to remove FFDC Error Stack files that are no longer needed for problem determination efforts from the local node. Specific FFDC Error Stack files can be removed, as well as FFDC Error Stack files containing the records of specific FFDC Failure Identifiers. Individual entries within an FFDC Error Stack cannot be removed.

Using the -t option, fcclear can be used to remove FFDC Error Stack files older than a specific number of days. To use fcclear in an automatic fashion to clean out unneeded FFDC Error Stacks, see the cron command for automating the execution of commands.

To remove all FFDC Error Stacks from the local node, specify a value of zero (0) for the number of days option argument.

Flags
-d Removes detail data files by specifying a list of one or more detail data file names. These file names may be absolute path names, or relative to the /var/adm/ffdc/dumps directory. These files are removed if they exist on the local node. Files on remote nodes cannot be removed through this command. If more than one file name is provided, they must be separated by a comma (,) without any intervening white space.

-D Preserves detail data files by specifying a list of one or more detail data file names. These file names may be absolute path names, or relative to the /var/adm/ffdc/dumps directory. These files are retained if they exist on the local node. Files on remote nodes cannot be retained through this command. If more than one file name is provided, they must be separated by a comma (,) without any intervening white space.

-f Removes FFDC Error Stack files by specifying a list of one or more FFDC Failure Identifiers. The FFDC Error Stacks associated with these FFDC Error Identifiers are located and removed if they are present on the local node. FFDC Error Stacks on remote nodes will not be removed. If more than one FFDC Failure Identifier is supplied, they must be separated by a comma (,) without any intervening white space.

-F Preserves FFDC Error Stack files by specifying a list of one or more FFDC Failure Identifiers. The FFDC Error Stacks associated with these FFDC Error Identifiers are located and retained if they
are present on the local node. FFDC Error Stacks on remote nodes will not be retained. If more than one FFDC Failure Identifier is supplied, they must be separated by a comma (,) with no intervening white space.

-h  Displays help and usage information to the standard output device. No other processing is performed.

-s  Removes FFDC Error Stack files by specifying a list of one or more FFDC Error Stack file names. These file names can be absolute path names or file names relative to the /var/adm/ffdc/stacks directory. These files are removed if they exist on the local node. FFDC Error Stacks on remote nodes cannot be removed through this command. If more than one file name is provided, each must be separated by a comma (,) without any intervening white space.

-S  Removes FFDC Error Stack files by specifying a list of one or more FFDC Error Stack file names. These file names can be absolute path names or file names relative to the /var/adm/ffdc/stacks directory. These files are removed if they exist on the local node. FFDC Error Stacks on remote nodes cannot be removed through this command. If more than one file name is provided, each must be separated by a comma (,) without any intervening white space.

-t  Indicates that FFDC Error Stacks and detail data files that are older than a specific number of days should be removed from the local node. This selection criteria is independent of the other selection criteria.

Exit Status
fcclear generates the following exit status values upon completion:

0  Successful completion of the command. The command may complete successfully if no FFDC Error Stack files or detail data files match the selection criteria.

2  Help information successfully displayed. No further processing is performed.

10 No files are removed from the local system. A required option was not specified to this command.

11 No files are removed from the local system. The argument of the -t option is not numeric.

12 No files are removed from the local system. Unknown option specified by the caller.

19 The directory /var/adm/ffdc/stacks does not exist or is not mounted.

26 No files are removed from the local system. The same option was specified more than once.

28 No files were removed from the system. The caller provided options that instruct the command to both remove and retain the same file. This condition can occur when the command user specified an FFDC Failure Identifier that is recorded in an FFDC Error Stack file specified by name to this command.

Examples
To remove any FFDC Error Stack and detail data files older than seven days from the local node:

    fcclear -t 7

To remove all FFDC Error Stack and detail data files older than seven days, but retain the FFDC Error Stack that contains information for the FFDC Failure Identifier /3lv042ZVYfvp.wtY0xRXQ7...................., issue the command:

    fcclear -t 7 -F /3lv042ZVYfvp.wtY0xRXQ7....................

To remove the FFDC Error Stack file that contains the record for the FFDC Failure Identifier /3lv042ZVYfvp.wtY0xRXQ7...................., issue the command:
To remove the FFDC Error Stack files `myprog.14528.19990204134809` and `a.out.5134.19990130093256` from the system, plus the detail data file `myprog.14528.19990204135227`:

```
fcclear -f /3Iv042Vv vp.vt 0xRX07............................
```

To extend the previous command to remove the named files plus any FFDC Error Stack and detail data files older that 14 days:

```
fcclear -s myprog.14528.19990204134809,a.out.5134.19990130093256
   -d myprog.14528.19990204135227
```

### Related Information

Commands: `fccheck`, `fcreport`, `fcstkrpt`

---

**fcdecode Command**

**Purpose**

Translates a First Failure Data Capture (FFDC) Failure Identifier from its standard form into its component parts, displaying this information to the standard output device in human readable format.

**Syntax**

```
/usr/sbin/rsct/bin/fcdecode FFDC_Failure_ID[,FFDC_Failure_ID,...] | -h
```

**Description**

`fcdecode` decodes the 42-character FFDC Failure Identifier into its component parts, and displays these parts in human readable format. The output of this command displays the following information, extracted from the FFDC Failure Identifier:

- The network address (in ASCII format) of the node where this report resides
- The time when this recording was made, expressed using the currently active time zone settings
- One of the following, depending on where the information is recorded:
  - The AIX Error Log template ID used to make this recording, if the record was filed in the AIX Error Log on that node, or
  - The name of the FFDC Error Stack file containing this recording, if the record was file in the FFDC Error Stack and the FFDC Error Stack resides on this node
- A suggested command that can be used to obtain the specific report associated with this FFDC Failure Identifier.

**Flags**

- `-h` Displays a help message to standard output and exits. No other processing is performed, regardless of the options specified.

**Parameters**

`FFDC_Failure_ID`
An FFDC Failure Identifier, returned from previous calls to the `fcpushstk` and `fclogerr` commands, or returned from previous calls to the `fc_push_stack` or `fc_log_error` subroutines. This identifier indicates an entry made to report a failure or other noteworthy incident. More than one FFDC Failure Identifier can be provided as an argument to this command, however, each identifier must be separated by a comma (,) with no intervening white space between the identifiers.

**Exit Status**

`fcdecode` returns one of the following integer status codes upon completion:

- **0**: FFDC Failure Identifier successfully decoded.
- **2**: Help information displayed and processing ended.
- **10**: An FFDC Failure Identifier was not provided as an argument to this command.
- **12**: Invalid or unsupported option provided to this command.
- **27**: No information written to the standard output device. The FFDC Failure Identifier argument was not valid.

**Examples**

The FFDC Failure Identifier is represented by a base-64 value, read from right to left. Each dot represents a leading zero. To decode the FFDC Failure Identifier `.3Iv04ZVVFvp.wtY0xRXQ7....................` into its component parts:

```
fdecode .3Iv04ZVVFvp.wtY0xRXQ7....................
```

Information for First Failure Data Capture identifier

`.3Iv04ZVVFvp.wtY0xRXQ7....................`

Generated by the local system
Generated Thu Sep 3 11:40:17 1998 EDT
Recorded to the AIX Error Log using template 460bb505
To obtain the AIX Error Log information for this entry, issue the following command on the local system:

```
TZ=EST5EDT errpt -a -j 460bb505 -s 0903114098 | more
```

Search this output for an AIX Error Log entry that contains the following ERROR ID code:

`.3Iv04ZVVFvp.wtY0xRXQ7....................`

The same command run on a different node has the following results:

```
fdecode .3Iv04ZVVFvp.wtY0xRXQ7....................
```

Information for First Failure Data Capture identifier

`.3Iv04ZVVFvp.wtY0xRXQ7....................`

Generated on a remote system with the following Internet address: 9.114.55.125
Generated Thu Sep 3 11:40:17 1998 EDT
Recorded to the AIX Error Log using template 460bb505
TZ=EST5EDT errpt -a -j 460bb505 -s 0903114098 | more
Search this output for an AIX Error Log entry that contains the following ERROR ID code:

`.3Iv04ZVVFvp.wtY0xRXQ7....................`

**Related Information**

Commands: `fcdispfid`, `fcreport`, `fcstkpt`
fcdispfid Command

Purpose
Displays the First Failure Data Capture Failure Identifier (FFDC Failure Identifier) to the standard error device.

Syntax
/usr/sbin/rsct/bin/fcdispfid [-q] FFDC_Failure_ID | -h

Description
This command is used by scripts to display an FFDC Failure Identifier value to the standard error device. This interface is provided because script programs do not have a mechanism for passing data back to its client except through exit status codes, signals, standard output, and standard error. To accomplish the task of “passing back” an FFDC Failure Identifier to a client in such an environment, fcdispfid uses XPG/4 cataloged message number 2615-000 to display this information to the standard error device. Clients of the script can capture the standard error information, search for the specific message number, and obtain the FFDC Failure Identifier from the script.

The script must indicate that any FFDC Failure Identifiers generated by the script will be directed to the standard error device in the script’s user documentation. The client cannot be expected to know this behavior by default.

Flags
- -h Displays a help message to standard output and exits. No other processing is performed, regardless of the options specified.
- -q Suppresses warning messages from this command. If this option is not provided, this command will display messages when an invalid FFDC Failure Identifier is detected.

Parameters

FFDC_Failure_ID

Specifies an FFDC Failure Identifier. This is an identifier returned from a previous call to fcpushstk or fclogerr, and indicates an entry made to report a failure encountered by the script. This identifier is written to the standard error device using FFDC message 2615-000.

Exit Status

0 FFDC Failure Identifier displayed to standard error.
2 Help information displayed and processing ended.
12 No information written to the standard error device. An invalid option was specified.
27 No information written to the standard error device. The FFDC_Failure_ID argument does not appear to be in a valid format.

Examples
To display an FFDC Failure Identifier to the client through the standard output device:

```
FID=$(fclogerr -e FFDC_ERROR -t ERRID_SP_FFDCEMPL_ER -i /usr/lpp/ssp/inc/myprog.h -r myprog -s myprog.ksh -p $LINEPOS -v "1.1" -l PSSP -d $MINUSDOPTS -x $MINUSXOPTS -y $MINUSYOPTS -b "myprog Configuration Failure - Exiting")
RC=$?
```
if ((RC == 0))
then
   fcdispfid $FID
   return 1
else
   :
fi

Related Information
Commands: fcdecode, fcfilter, fclogerr, fcpushstk, fcreport, fcstkrt

Subroutines: fc_display_fid in the RSCT First Failure Data Capture Programming Guide and Reference

fcfilter Command

Purpose
Locates and displays any First Failure Data Capture (FFDC) Failure Identifiers in a file or in standard input. More than one file may be specified.

Syntax
/usr/sbin/rsct/bin/fcfilter [ file_name ] [ . . . ]

Description
This command scans any files listed as arguments for First Failure Data Capture (FFDC) Failure Identifiers. If a file name is not provided as an argument, this command examines standard input for FFDC Failure Identifiers. If an FFDC Failure Identifier is detected, fcfilter displays the identifier to standard output on its own line.

fcfilter can be used by scripts to extract FFDC Failure Identifiers returned by child processes via the standard error device.

If fcfilter detects more than one FFDC Failure Identifier in the input, the command will display all FFDC Failure Identifiers found, each one on a separate output line.

Flags
-h Displays a help message to standard output and exits. No other processing is performed, regardless of the options specified.
-q Suppresses warning messages from this command. If this option is not provided, this command will display messages when an invalid FFDC Failure Identifier is detected.

Parameters
file_name

The name of the file to be searched for an FFDC Failure Identifier. More than one file may be provided. If a file name is not provided, fcfilter reads from standard input.

Exit Status
fcfilter returns the following integer status codes upon completion:
0 fcfilter completed its execution. This exit status does not necessarily mean that any FFDC Failure Identifiers were detected.
> 0  `fcfilter` was interrupted or stopped by a signal. The exit status is the integer value of the signal that stopped the command.

**Examples**

The FFDC Failure Identifier is represented by a base-64 value, read from right to left. Each dot represents a leading zero. To obtain the list of all FFDC Failure Identifiers generated by a run of the command `mycmd`:

```
mycmd 2> /tmp/errout
fcfilter /tmp/errout
/.00...JMr4r.p9E.xRXQ7....................
/.00...JMr4r.pMx.xRXQ7....................
```

To obtain the FFDC Failure Identifier from a child process in a parent script, the script can use the `fcfilter` command as follows:

```
RESULTS=$(mychild 2> /tmp/errout)
if (($? != 0)) # mychild ended in failure, get FFDC ID
   then
cat /tmp/errout | fcfilter | read FIRST_FFDCID
   else
rm -f /tmp/errout
   fi
```

**Related Information**

Commands: `fcdispfid`, `fclogerr`, `fcpushstk`, `fcreport`, `fcstkrt`

Subroutines: `fc_display_fid`, `fc_log_error`, `fc_push_stack` (see the *RSCT First Failure Data Capture Programming Guide and Reference*).

---

**fcinit Command**

**Purpose**

Establishes or inherits a First Failure Data Capture execution environment.

**Syntax**

For Bourne and Korn shells:

```
. /usr/sbin/rsct/bin/fcinit.sh [ [-l] [-s{c|i}] ] [-h]
```

For C shells:

```
source /usr/sbin/rsct/bin/fcinit.csh [ [-l] [-s{c|i}] ] [-h]
```

**Description**

This interface must be used by a script program that wishes to use the FFDC interfaces for recording information to the AIX Error Log, the BSD System Log, or the FFDC Error Stack.

Applications may wish to establish an FFDC Environment for one of the following reasons:
- The script may wish to record information to the AIX Error Log. Scripts can use `fcinit` to establish a basic FFDC Environment
- The script wants to have itself and any descendant processes created by itself or its children to record failure information to the FFDC Error Stack. In this case, the script considers itself a “top-level” application that will cause multiple “lower-level” applications to be created, and the success of the
"top-level" application depends upon the success of these "lower-level" applications. When using `fcinit` in this fashion, the process is said to establish or create the FFDC Error Stack Environment.

- The script uses the FFDC Error Stack or the FFDC Trace only in those cases when the script is invoked by an ancestor process that wants failure information or trace information recorded to these devices. In all other cases, the script does not wish to use these devices. When using `fcinit` in this fashion, the process is said to inherit the FFDC Error Stack Environment.

Any process wishing to record information to the AIX Error Log or the BSD System Log through the FFDC interfaces must establish an FFDC Environment. If the process does not wish to make use of an FFDC Error Stack, the process can establish a basic FFDC Environment that does not make use of an FFDC Error Stack. An FFDC Error Stack Environment, which contains an FFDC Error Stack, is established by a process when that process wants to have failure information from itself, any threads it may create, and any descendant processes it may create to be recorded in an FFDC Error Stack. An FFDC Error Stack Environment, which contains an FFDC Error Stack, is inherited by a process when that process wants to record failure information to an FFDC Error Stack file only when one of its ancestors has requested for processes to do so; in all other cases, the process will not record failure information to the FFDC Error Stack.

The FFDC Error Stack Environment, which contains an FFDC Error Stack, reserves an FFDC Error Stack file, so that failure information is recorded to a file in the `/var/adm/ffdc/stacks` directory. These files use the naming format `script_name.PID.date_and_time`, where `script_name` is the name of the script itself, `PID` is the process identifier of the script, and `date_and_time` is the date and time when the script was executed. Whenever this script or children processes of this script record failure information to the FFDC Error Stack, it will be recorded in this file.

In order for information to be recorded in the FFDC Error Stack by a process, the process must use the `fcpushstk` FFDC interface, and the process has to be operating within an established FFDC Error Stack Environment. If an FFDC Error Stack Environment does not exist, or if the `fcpushstk` interface is not used when an FFDC Error Stack Environment exists, no information is recorded by that process in the FFDC Error Stack. This function permits processes to run in a normal or "silent" mode when failure debugging information is not wanted or needed, but also permits this information to be available when the process is invoked within a special environment for debugging.

`fcinit` must be executed within the FFDC client's process environment ("sourced") in order for the command to properly set the FFDC Environment for the script. Script-based FFDC clients using this command must "source" the command in order for `fcinit` to execute within the client's process image. If this is not done, the FFDC interface is executed within its own process image; any settings of the FFDC Environment are lost after the FFDC interface completes. To demonstrate how a script-based application would "source" the `fcinit` command, a Korn Shell program would issue the following instruction:

```
. fcinit.sh <options and arguments>
```

A C Shell script would do the following:

```
source fcinit.csh <options and arguments>
```

Processes that use the `fclogerr` FFDC interface must establish an `FFDC Environment`. If the process only wishes to use the `fclogerr` interface, the `FFDC Environment` can be established without an FFDC Error Stack.

If an FFDC Environment already exists when a script attempts to create one, the script inherits the existing FFDC Environment instead of creating its own.
Flags

-h Displays a help message to standard output and exits. No other processing is performed, regardless of the options specified.

-l Indicates that the process wishes to make use of the AIX Error Log only. This option is not necessary when the -s option is specified, since use of the AIX Error Log is permitted within an FFDC Error Stack Environment.

-s Indicates that an FFDC Error Stack Environment is to be established. Applications wishing to use the fcpushstk interface must specify this flag. Upon successful completion of this command, an FFDC Error Stack file is reserved for the script in the /var/adm/ffdc/stacks directory. This flag must be specified with one of two possible options:

  c Requests that the FFDC Error Stack Environment be created. If an FFDC Error Stack Environment was not created by an ancestor process, it will be created. If such an environment was previously created by an ancestor process, this process will inherit the FFDC Error Stack Environment as if the i option had been specified.

  i Specifies that an FFDC Error Stack Environment is to be inherited if it was previously established by an ancestor process. If an FFDC Error Stack Environment was not previously established by an ancestor process, an FFDC Error Stack Environment is not established for this process, and this process cannot make use of an FFDC Error Stack (although it may make use of the AIX Error Log and the BSD System Log).

Parameters

file_name

The name of the file to be searched for an FFDC Failure Identifier. More than one file may be provided. If a file name is not provided, fcfilt reads from standard input.

Exit Status

fcinit returns the following exit status codes upon completion:

0 FFDC Environment successfully established.
1 FFDC Environment successfully inherited.
2 Help information displayed and processing ended.

fcinit returns the following exit status codes upon detection of a failure:

12 FFDC Environment not established or inherited - Unknown function parameter provided.
13 FFDC Error Stack Environment not established or inherited - caller indicated that the FFDC Environment should be both created and inherited.
14 FFDC Environment not established in this call - the caller already has an FFDC Environment established for itself - this routine may have been executed multiple times.
15 FFDC Error Stack Environment not established or inherited - an FFDC Error Stack Environment did not exist, and the FC_INHERIT option was specified.
16 FFDC Environment not established or inherited - the client’s process environment could not be modified by this routine.
17 FFDC Environment not established or inherited - the FFDC Environment appears to be corrupted and should be considered unusable.
18 FFDC Environment not established or inherited - the routine could not allocate the memory required to modify the client’s process environment.
FFDC Error Stack Environment not established or inherited - Unable to reserve the FFDC Error Stack file for the calling process - the FFDC Error Stack directory does not exist or cannot be used.

FFDC Error Stack Environment not established or inherited - Unable to reserve the FFDC Error Stack file for the calling process - the file already exists.

FFDC Error Stack Environment not established or inherited - creation and use of FFDC Error Stacks has been disabled by the system administrator. Scripts can establish only a basic FFDC Environment that makes use of the AIX Error Log and the BSD System Log.

FFDC Environment not established or inherited - an unexpected internal failure occurred within fcinit. This condition may require the attention of customer and application-support services.

Examples

For a Korn Shell script to establish a basic FFDC Environment for using the AIX Error Log and the BSD System Log only (an FFDC Error Stack is not to be used or reserved):

```bash
# Set up an FFDC Environment to use the AIX Error Log only. An FFDC Error Stack is not needed for this script.
. fcinit.sh -l
rc=$?
if ((rc != 0))
    then
        print "fcinit failed with exit code of $rc"
        exit 1
fi
# Normal processing starts
```

For a Korn Shell script to establish an FFDC Error Stack Environment that causes the script and any descendant process to record failure information to the FFDC Error Stack:

```bash
# Set up FFDC Environment to record failure information to the FFDC Error Stack
. fcinit.sh -sc
rc=$?
if ((rc != 0))
    then
        print "fcinit failed with a code of $rc"
        exit 1
fi
# Normal processing starts
```

Note: The FFDC client may receive an indication that an FFDC Error Stack Environment was inherited, instead of created by the fcinit call. This occurs when an FFDC Error Stack Environment was already established by one of the process’s ancestors.

To inherit an FFDC Error Stack Environment from the process’s parent process:

```bash
# Inherit an FFDC Environment from parent process if it exists - otherwise, # operate in a normal "silent" mode
. fcinit.sh -si
rc=$?
if ((rc != 0))
    then
        print "fcinit failed with a code of $rc"
        exit 1
fi
# Normal processing starts
```
Related Information
Commands: fccheck, fclogerr, fcpushstk, fcteststk
Subroutines: fc_init (see the RSCT First Failure Data Capture Programming Guide and Reference)

fclogerr Command

Purpose
Records information about failure or noteworthy conditions to the AIX error log and the BSD system log.

Syntax
/usr/sbin/rsct/bin/fclogerr {-e event -t error_template_label
-i error_template_headerfile -r resource -s source_filename
-p line_of_code_pos -v sidlevel -l lpp_name -a assoc_fid
{ [-d detail_data_item[,detail_data_item,...] ]
-x detail_data_type[,detail_data_type,...]
-y detail_data_len[,detail_data_len,...] ] |
[-f detail_data_file] } -b BSD_syslog_message_text } | -h

Description
This interface is used by any script program that wishes to record information to the AIX Error Log and the BSD System Log. The information written to this device is intended for use by the system administrator or operator to determine what failure conditions or other noteworthy conditions have occurred on the system that require attention. The purpose of the AIX Error Log and the BSD System Log is to record enough information about a condition so that the nature, impact, and response to the condition can be determined from the report, without requiring a recreation of the condition to detect what condition occurred and where. Any software that encounters permanent failure conditions that will persist until some type of direct intervention occurs, or encounters a condition that should be brought to the attention of the system administrator, should use fclogerr to record this information in the AIX Error Log and the BSD System Log.

Scripts should establish a basic FFDC Environment or an FFDC Error Stack Environment before using fclogerr, either by creating or inheriting the environment. fclogerr records information to the AIX Error Log and the BSD System Log even if these environments are not established, but the interface will not be capable of generating an FFDC Failure Identifier unless one of these environments exists.

Processes designed to use the FFDC Error Stack can also make use of the fclogerr interface, and should make use of it if they encounter conditions that require administrator attention or intervention to resolve.

To ensure proper identification of the condition and the location at which it was encountered, the FFDC Policy recommends that fclogerr should be called in-line in the script’s source code module and invoked as soon as the condition is detected. fclogerr will record source code file name and line of code information to assist in identifying and locating the source code that encountered the condition. fclogerr can be invoked by a subroutine or autoloaded routine to record this information if this is necessary, provided that all location information and necessary failure detail information is made available to this external routine. The external recording routine must record the true location where incident was detected.

Although fclogerr reports information to both the AIX Error Log and the BSD System Log, different options must be provided to this interface for each recording device. The Detail Data information recorded to the AIX Error Log is not also recorded to the BSD System Log; BSD System Log information is provided through different command options. This may require the fclogerr user to duplicate some information in this call.
Flags

- **a** Contains the FFDC Failure Identifier for a failure condition reported by software used by this application which causes or influenced the condition being recorded at this time. This identifier should have been returned to this application as part of the software’s result indication. The caller provides this identifier here so that the FFDC Error Stack can associate the failure report it is making at this time with the previously recorded failure report. This permits problem investigators to trace the cause of a failure from its various symptoms in this application and others to the root cause in the other software. If no other software failure is responsible for this condition, or if the other software did not return an FFDC Failure Identifier as part of its result information, this option should be omitted.

- **b** Specifies the text message to be written to the BSD System Log.

- **d** One or more data items that provides detailed information on the condition, used to provide the Detail Data in the AIX Error Log entry. If details of the information are too lengthy, these details can be written to a file, and the name of that file provided as the `detail_data_file` parameter. If a detail data file name is provided, this option should be omitted. If neither the `detail_data` or the `detail_data_file` parameters are provided or appear valid, null information will be recorded for the detail data in the AIX Error Log.

More than one data item may be provided with this option. Each data item must be separated by commas (,) with no intervening white-space characters. If a data item has imbedded whitespace characters, the data item must be enclosed in double quotes (""). The data items themselves must not contain commas (,), as the command interprets commands a field separators.

This option must be accompanied by the `-x` and `-y` options.

- **e** Specifies the FFDC Log Event Type. Current valid values are FFDC_EMERG, FFDC_ERROR, FFDC_STATE, FFDC_TRACE, FFDC_RECOV, and FFDC_DEBUG. This code gives a general description of the type of event being logged (emergency condition, permanent condition, informational notification, debugging information, etc.) and the severity of the condition. If this option is not specified, the event type FFDC_DEBUG is assigned to this incident record.

- **f** Name of a file containing details about the condition being reported. This option is used when the details are too lengthy to record within the remaining 100 bytes of Detail Data information left to the application by `fclogerr`, or when a utility exists that can analyze the detail information. The contents of this file is copied to the `/var/adm/ffdc/dumps` directory, and the file’s new location is recorded as the Detail Data in the AIX Error Log entry.

- **h** Displays a help message to standard output and exits. No other processing is performed, regardless of the options specified.

- **i** Specifies the absolute path name of the header file (.h) that contains the error logging template identification number that corresponds to the `error_template_label` specified in the `-l` option. This template must also be found in the node’s error logging template repository (`/var/adm/ras/errtmplt`). This header file was generated by the `errupdate` command as part of the source code’s building procedures, and should have been included in the LPP’s packaging to be installed on the node with the software. If this option is not specified or the header file cannot be found when the script is executed, `fclogerr` will record the failure information using its own default error template (label FFDC_DEF_TPLT_TR, identifier code 2B4F5CAB).

- **l** Specifies an abbreviation of the name of the licensed programming product in which this software was shipped. This value should be recognizable to both customer and application-support services as an acceptable name for the LPP. Examples of such values are: PSSP, GPFS, LoadLeveler, and RSCT. If this option is not provided or appears invalid, the character string `PPS_PRODUCT` is used.

- **p** Specifies the line of code location within the source code module where the condition is being reported. The value provided must be a valid integer value. To allow for proper identification and location of the condition, this value should be as close to the line of code that detected the
condition as possible. Korn Shell scripts can use the value of $LINENO. Script languages that do not provide a special line count variable can provide a symbolic value here that a developer can use to locate the spot in the source code where fclogerr is being used. If this option is not valid or not provided, the value of 0 is used.

-q Suppresses the generation of warning messages from the command. Warning are generated when the command must substitute default information for missing information, or when the command is unable to copy the detail data file to the /var/adm/ffdc/dumps directory.

-r Specifies the software component name. This is a symbolic name for the software making the report and should be a name recognizable to both customer and application-support services. The character string is limited to 16 characters.

-s Specifies the name of the source file containing the line of code that encountered the condition being reported. For Korn and Borne Shell scripts, the argument to this option should be set to $0; C Shell scripts would set this argument to ${0}. If this option is not provided or not valid, the character string unknown_file is used.

-t Indicates the symbolic label given to the AIX Error Logging template in the error log repository. The errupdate command that builds error logging templates creates a macro that maps this label to an integer code. This label begins with the characters ERRID_ and is a maximum of 19 characters. If this option is not specified or the header file cannot be found when the script is executed, fclogerr will invoke the errlogger to create a message in the AIX Error Log using the OPMSG template.

-v Indicates the SCCS version number of the source code module that detected the condition being recorded. For source code built under SCCS control, this should be set to "1.1" (the double-quotes are necessary). If this option is not provided or is not valid, the character string unknown is used.

-x Indicates how the data items specified by the -d option are to be interpreted when recording this information to the AIX Error Log. These types must agree with the corresponding fields of the AIX Error Logging template specified in the -t option. Each type indicates how the corresponding data item in the -d list is interpreted. Acceptable values for this option are ALPHA, HEX, and DEC. There must be a matching type listed in the -x argument for each argument in the -d list. This option must be supplied if the -d option is provided.

-y Indicates the length of the data items (in bytes) specified by the -d option. These lengths must agree with the corresponding fields of the AIX Error Logging template specified in the -t option. There must be a matching type listed in the -y argument for each argument in the -d list. This option must be supplied if the -d option is provided.

Parameters

file_name
The name of the file to be searched for an FFDC Failure Identifier. More than one file may be provided. If a file name is not provided, fcfilter reads from standard input.

Exit Status

fclogerr returns the following exit status codes upon successful completion:

0 Information successfully queued to be written to the AIX Error Log and the BSD System Log. An FFDC Failure Identifier for the record is displayed to standard output. The caller should capture standard output to obtain this value.

2 Help information displayed and processing ended.

12 No information recorded to the AIX Error Log, and no FFDC Failure Identifier is provided by the command. The command user provided an invalid option to this command.

On UNIX platforms other than AIX, fclogerr returns the following exit status codes when a failure occurs:
A record could not be made in the BSD System Log for this incident. The System Log is experiencing a failure condition. On AIX systems, a report was recorded to the AIX Error Log; on other systems, this should be considered a failure.

When fclogerr is provided with incomplete information, it substitutes default information for the missing information and attempts to make a record in the FFDC Error Stack. Warnings are generated in these cases, and warning messages are generated unless the -q option is specified. In cases where more than one warning condition was detected, the command returns an exit status code for the condition it considered the most severe. The following exit status codes are returned by fclogerr when warning conditions are detected:

10 The command user failed to provide the -i option to this command, or the header file named as the argument to the -i option could not be located. The command will record generic information to the AIX Error Log in this case, using the First Failure Data Capture default template (label FFDC_DEF_TPLT_TR, identifier code 2B4F5CAB).
26 Both a detailed data string and a detail data file were provided to this routine. The routine chose the detail data string and ignored the detail data file.
28 The name of the resource detecting the incident was not provided. The default resource name ffdc was substituted for the missing resource name.
29 At least one component of the detecting application information—source code file name, source code file version, LPP name, line of code position—was not provided. Default information was substituted for the missing information.
32 The file named in the detail_data_file parameter could not be copied to the /var/adm/ffdc/dumps directory. The FFDC Error Stack entry cites the original version of this file. Do not discard the original copy of this file.
33 The -e option was not specified, or did not specify a valid FFDC event type. The event type FFDC_DEBUG has been assigned to this incident record.
34 A message was not supplied in the format parameter. As a result, a generic message was recorded to the BSD System Log for this incident.
35 No detailed information was provided for this incident. Later problem analysis may be difficult without these details to indicate specifics on the incident.
36 The length of the detail data string was greater than the capacity of the AIX Error Log entry limit. Detail data was truncated to fit in the available space. Some information on the incident may have been lost in this truncation.
37 An FFDC Error Identifier could not be constructed for the report created by this routine. An FFDC Failure Identifier is not written to standard output, but information on the incident was recorded to the AIX Error Log and the BSD System Log.
38 A record could not be made in the BSD System Log for this incident. The System Log may not be enabled, or may be experiencing problems. On AIX systems, a report was recorded to the AIX Error Log; on other systems, this should be considered a failure.

Examples
For this example, a Korn Shell script attempts to access configuration information from a file. If this attempt fails, the code will record a failure to the AIX Error Log using the following template source code:

```bash
#!/mymesgcat.cat
+ SP_FFDCEXMPLE_er:
  Comment = "Configuration Failed - Exiting"
  Class = S
  Log = true
  Report = true
```

Alphabetical Listing of Commands 327
Alert = false
Err_Type = PERM
Err_Desc = {3, 10, "CONFIGURATION FAILURE - EXITING"}
Prob_Causes = E89B
User_Causes = E811
User_Actions = 1056
Fail_Causes = E906, E915, F072, 108E
Fail_Actions = {5, 14, "VERIFY USER HAS CORRECT PERMISSIONS TO ACCESS FILE"},
                    {5, 15, "VERIFY CONFIGURATION FILE"}
Detail_Data = 46, 00A2, ALPHA
Detail_Data = 42, EB2B, ALPHA
Detail_Data = 42, 0030, ALPHA
Detail_Data = 16, EBOO, ALPHA
Detail_Data = 16, 0027, ALPHA
Detail_Data = 4, 8183, DEC
Detail_Data = 4, 8015, DEC
Detail_Data = 60, 8172, ALPHA

This definition yields the following AIX Error Logging Template:

```
LABEL:       ERRID_SP_FFDCEXAMPL_ER
IDENTIFIER:  <calculated by errupdate during source code build>
Date/Time:    <filled in by AIX Error Log subsystem>
Sequence Number:   <filled in by AIX Error Log subsystem>
Machine Id: <filled in by AIX Error Log subsystem>
Node Id:     <filled in by AIX Error Log subsystem>
Class:      S
Type:       PERM
Resource Name: <filled in by -r option to fclogerr>

Description
CONFIGURATION FAILURE - EXITING

Probable Causes
COULD NOT ACCESS CONFIGURATION FILE

User Causes
USER CORRUPTED THE CONFIGURATION DATABASE OR METHOD

   Recommended Actions
   RE-CREATE FILE

Failure Causes
COULD NOT ACCESS CONFIGURATION FILE
PERMISSIONS ERROR ACCESSING CONFIGURATION DATABASE
FILE READ ERROR
FILE IS CORRUPT

   Recommended Actions
   VERIFY USER HAS CORRECT PERMISSIONS TO ACCESS FILE
   VERIFY CONFIGURATION FILE

Detail Data
DETECTING MODULE
<filled in by fclogerr options>
ERROR ID
<The FFDC Failure Identifier created by fclogerr>
REFERENCE CODE
<The -a option value to fclogerr>
FILE NAME
<Must be supplied as part of -d option list to fclogerr>
FUNCTION
<Must be supplied as part of -d option list to fclogerr>
RETURN CODE
<Must be supplied as part of -d option list to fclogerr>
```
The first three Detail Data Fields are constructed by the \texttt{fclogerr} routine from information passed in the parameters. The remaining Detail Data must be supplied with the \texttt{-d} option, and the type of data supplied must be indicated by the \texttt{-x} option. The example source code segment below demonstrates how this is done, and how \texttt{fclogerr} is invoked to record the information in the AIX Error Log and the BSD System Log.

```plaintext

typeset CONFIG_FNAME
typeset INBUF
typeset MINUSDOPTS
otypeset MINUSXOPTS
otypeset MINUSYOPTS
typeset FID
integer MYCLIENT
integer RC

MYCLIENT=$$
CONFIG_FNAME="/configure.bin"
exec 3< $CONFIG_FNAME

read -u3 INBUF
RC=$?
if ((RC != 0))
then
  # Create Detail Data Memory Block for AIX Error Log Template
  # Need to know the EXACT structure of the Template to do this correctly.
  # Field 1 - filled in by \texttt{fc\_log\_error}
  # Field 2 - filled in by \texttt{fc\_log\_error}
  # Field 3 - filled in by \texttt{fc\_log\_error}
  # Field 4 - name of configuration file being used - 16 bytes
  # Field 5 - name of function call that failed - 16 bytes
  # Field 6 - return code from failing function - 4 byte integer
  # Field 7 - errno from failing function call (unused) - 4 byte integer
  # Field 8 - user ID using this software - remaining space (62 bytes)
  # This source code supplied fields 4 through 8 in the \texttt{-d} option, and
  # describes the data types for each in the \texttt{-x} option.
  MINUSDOPTS=$CONFIG_FNAME
  MINUSXOPTS="ALPHA"
  MINUSYOPTS="16"
  MINUSXOPTS="$MINUSXOPTS,read"
  MINUSXOPTS="$MINUSXOPTS,ALPHA"
  MINUSXOPTS="$MINUSXOPTS,16"
  MINUSXOPTS="$MINUSXOPTS,$RC"
  MINUSXOPTS="$MINUSXOPTS,DEC"
  MINUSXOPTS="$MINUSXOPTS,4"
  MINUSXOPTS="$MINUSXOPTS,0"
  MINUSXOPTS="$MINUSXOPTS,DEC"
  MINUSXOPTS="$MINUSXOPTS,4"
  MINUSXOPTS="$MINUSXOPTS,$MYCLIENT"
  MINUSXOPTS="$MINUSXOPTS,DEC"
  MINUSXOPTS="$MINUSXOPTS,60"

  FID=$(fclogerr -e FFDC_ERROR -t ERRID_SP.FFDCEXPL_ER -i /usr/lpp/ssp/inc/myprog.h -r myprog -s myprog.ksh -p $LINEPOS -v "1.1" -l PSSP -d $MINUSDOPTS -x $MINUSXOPTS -y $MINUSXOPTS -b "myprog Configuration Failure - Exiting")
  RC=$?
  if ((RC == 0))
then
  fcdispfid $FID
  return 1

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```
Now consider a slight variation on the above example, using the same AIX Error Logging template, but this
time using an external command to obtain the configuration data from a file that this source code supplies.
The command exits with a non-zero exit status and prints an FFDC Failure Identifier to standard output if it
encounters any failure conditions. Also, to demonstrate the use of double-quotes in the -d list, the
configuration file will have an embedded space in the name:

```
typeset CONFIG_FNAME
typeset INBUF
typeset MINUSDOPTS
typeset MINUSXOPTS
typeset MINUSYOPTS
typeset FID
typeset OUTPUT
integer MYCLIENT
integer RC
:
MYCLIENT=$$
CONFIG_FNAME="This is a test"
OUTPUT=$(configdabeast $CONFIG_FNAME)
RC=$?
if ((RC != 0))
then
    # Create Detail Data Memory Block for AIX Error Log Template
    # Need to know the EXACT structure of the Template to do this correctly.
    # Field 1 - filled in by fc_log_error
    # Field 2 - filled in by fc_log_error
    # Field 3 - filled in by fc_log_error
    # Field 4 - name of configuration file being used - 16 bytes
    # Field 5 - name of function call that failed - 16 bytes
    # Field 6 - return code from failing function - 4 byte integer
    # Field 7 - errno from failing function call (unused) - 4 byte integer
    # Field 8 - user ID using this software - remaining space (62 bytes)
    # This source code supplied fields 4 through 8 in the "-d" option, and
    # describes the data types for each in the "-x" option.
    MINUSDOPTS="""$CONFIG_FNAME""
    MINUSXOPTS="""ALPHA"
    MINUSYOPTS="""16"
    MINUSDOPTS="""$MINUSDOPTS,configdabeast"
    MINUSXOPTS="""$MINUSXOPTS,ALPHA"
    MINUSYOPTS="""$MINUSYOPTS,16"
    MINUSDOPTS="""$MINUSDOPTS,$SRC"
    MINUSXOPTS="""$MINUSXOPTS,DEC"
    MINUSYOPTS="""$MINUSYOPTS,4"
    MINUSDOPTS="""$MINUSDOPTS,0"
    MINUSXOPTS="""$MINUSXOPTS,DEC"
    MINUSYOPTS="""$MINUSYOPTS,4"
    MINUSDOPTS="""$MINUSDOPTS,$MYCLIENT"
    MINUSXOPTS="""$MINUSXOPTS,DEC"
    MINUSYOPTS="""$MINUSYOPTS,60"

    FDD=$\{fclogerr -e FFDC_ERROR -t ERRID_SP_FFDCEXMPL_ER -i /usr/lpp/ssp/inc/
myprog.h -r myprog -s myprog.ksh -p $LINEPOS -v "1.1" -l PSSP -d $MINUSDOPTS -x
$MINUSXOPTS -y $MINUSYOPTS -a $OUTPUT -b "myprog Configuration Failure - Exiting"
\}
RC=$?
if ((RC == 0))
then
    fcdispfid $FID
    return 1
```
Related Information

Commands: errpt, fcdecode, fcdispfid, fcinit, fcpushstk, fcreport

Files: ct_ffdc.h

Subroutines: fc_log_error (see the RSCT First Failure Data Capture Programming Guide and Reference)

fcpushstk Command

Purpose

Records information about failure or noteworthy conditions to the First Failure Data Capture Error Stack.

Syntax

/usr/sbin/rsct/bin/fcpushstk { [-assoc_fid] -cmessagename Catalog_name
-umessage_set -umessage_number [-umessage_param, message_param,...]]
-llpp_name -pline_of_code_pos -rresource -ssource_filename -vsidlevel
{ [-ddefault_message] │ [ -fdefault_message_file] } default_message │ -h

Description

fcpushstk is used by scripts to record failure information to the FFDC Error Stack. Scripts record descriptive information and debugging data to the FFDC Error Stack for use in later problem determination efforts.

The FFDC Error Stack is used to help understand failure conditions that occur when multiple related processes or threads are executing together on a node to perform a common task. This device is best applied to an application that creates one or more threads or subprocesses, which in turn, may also create threads or subprocesses themselves. To use the FFDC Error Stack, the script establishes an FFDC Error Stack Environment using the fcinit interface. After this environment is established, the application and any of its descendants can make use of the FFDC Error Stack.

Not all software applications will establish an FFDC Error Stack Environment. However, these applications may be invoked by other applications or scripts that establish FFDC Error Stack Environments. In these cases, the scripts or applications invoking this software may wish to capture the failure information from this software, to analyze it along with other failure information from other software it invokes to discover any relationships or patterns in the failures. For this reason, software that ordinarily would not make use of the FFDC Error Stack under normal operational conditions should at least support the use of the FFDC Error Stack when it is used by any client invoking the software. This is accomplished by inheriting the FFDC Error Stack Environment from the parent process through the fcinit interface.

fcpushstk records descriptions and details about noteworthy conditions to the FFDC Error Stack. If an FFDC Error Stack Environment has not been established by the script, either by creation or inheritance, fcpushstk does not record any information and returns control back to the caller. This action permits the script to run in a normal “silent” mode when debugging information is not requested, but also permits the script to support the use of the FFDC Error Stack when debugging information is requested.

Scripts must make explicit calls to fcpushstk to record information to the FFDC Error Stack when an FFDC Error Stack Environment is established. Merely establishing the environment is not enough to result in failure data being recorded. The fclogerr command will not make any records to the FFDC Error Stack.
To ensure proper identification of the condition and the location at which it was encountered, `fcpushstk` should be called in-line in the script's source code module, invoked as soon as the condition is detected. `fcpushstk` will record source code file name and line of code information to assist in identifying and locating the source code that encountered the condition. `fcpushstk` can be invoked by a subroutine or autoloaded routine to record this information if this is necessary, provided that all location information and necessary failure detail information is made available to this external routine. The external recording routine must record the true location where the incident was detected.

The maximum size of an FFDC Error Stack entry is given by the FC_STACK_MAX definition in the `<rsct/ct_ffdc.h>` header file. FC_STACK_MAX defines a length in bytes. This value should be used only as a rough guide, since this length includes data that will be used by `fcpushstk` to record the detecting file information, description information, and FFDC Failure Identifier information. Any records longer than FC_STACK_MAX bytes will be truncated to fit within the FC_STACK_MAX limit.

**Flags**

- **-a** Specifies an FFDC Failure Identifier for a failure condition reported by software used by this application which causes or influenced the condition being recorded at this time. This identifier should have been returned to this application as part of the software’s result indication. The caller provides this identifier here so that the FFDC Error Stack can associate the failure report it is making at this time with the previously recorded failure report. This permits problem investigators to trace the cause of a failure from its various symptoms in this application and others to the root cause in the other software. If no other software failure is responsible for this condition, or if the other software did not return an FFDC Failure Identifier as part of its result information, the `-a` option should not be provided.

- **-c** Indicates the name of the XPG/4-compliant message catalog that contains a description of the failure being recorded. This name is relative to the `/usr/lib/nls/msg/$LANG` directory. If the message catalog cannot be found, the `default_message` will be displayed to describe the failure. Note that the `default_message` will not be translated to the user’s locale.

- **-d** A character string that provides detailed information on the condition, similar to the Detail Data concept used by the AIX Error Log. If details of the information are too lengthy, these details can be written to a file, and the name of that file provided as an argument to the `-f` option. The `-d` and `-f` options cannot be specified at the same time. If neither the `-d` or the `-f` options are provided or appear valid, the character string `no detail data` is recorded.

- **-f** Specifies the name of a file containing details about the condition being reported, similar to the Detail Data concept used by the AIX Error Log. This option is used when the details are too lengthy to record within the FFDC Error Stack itself, or when a utility exists that can analyze the detail information. The contents of this file is copied to the `/var/adm/ffdc/dumps` directory, and the file’s new location is recorded as the Detail Data in the FFDC Error Stack. If a file containing details of the condition does not exist, do not specify this option. The `-d` and `-f` options cannot be specified at the same time.

- **-h** Displays a help message to standard output and exits. No other processing is performed, regardless of the options specified.

- **-l** Specifies an abbreviation of the name of the licensed programming product in which this software was shipped. This value should be recognizable to both customer and application-support services as an acceptable name for the LPP. Examples of such values are: PSSP, GPFS, LoadLeveler, and RSCT. If this option is not provided or appears invalid, the character string `PPS_PRODUCT` is used.

- **-m** Specifies the message set containing the message describing the failure in the message catalog file. If this message set cannot be located, the `default_message` will be displayed to describe the failure. Note that `default_message` will not be translated to the user’s locale.

- **-n** Specifies the message number that describes the failure being recorded. If this message cannot
be located, the *default_message* will be displayed to describe the failure. Note that
*default_message* will not be translated to the user’s locale.

- **o** Specifies a list of substitution parameters within the message indicated by the -n option.

  *fcpushstk* only supports character strings as substitutional parameters (%s) due to the shell
  operating environment. If multiple substitutional parameters are provided, each one must be
  separated by a comma (,). If any of these substitution parameters contain imbedded white space,
  they must be enclosed in double quotes (""").

- **q** Suppresses the generation of warning messages from the command. Warning are generated when
  the command must substitute default information for missing information, or when the command is
  unable to copy the *detail_data_file* to the */var/adm/ffdc/dumps* directory.

- **r** Specifies the software component name. This is a symbolic name for the software making the
  report, and should be a name recognizable to both customer and application-support services.

- **p** Specifies the line of code location within the source code module where the condition is being
  reported. The value provided must be a valid integer value. To allow for proper identification and
  location of the condition, this value should be as close to the line of code that detected the
  condition as possible. Korn Shell scripts can use the value of $SLINENO. Script languages that do
  not provide a special line count variable can provide a symbolic value here that a developer can
  use to locate the spot in the source code where *fcpushstk* is being used. If this option is not valid
  or not provided, the value of 0 is used.

- **s** Specifies the name of the source file containing the line of code that encountered the condition
  being reported. For Korn and Borne Shell scripts, the argument to this option should be set to $0;
  C Shell scripts would set this argument to ${0}. If this option is not provided or not valid, the
  character string *unknown_file* is used.

- **v** Indicates the SCCS version number of the source code module that detected the condition being
  recorded. For source code under SCCS control, this should be set to "1.1" (the double-quotes are
  necessary). If this option is not provided or is not valid, the character string *unknown* is used.

**Parameters**

*default_message*

Indicates a default message to be used as a description of the failure, when the information
cannot be retrieved from the message catalog information supplied through the -c, -m, and -n
options. If this string contains positional parameters, all positional parameters must be specified to
be character strings (%s). The message should be enclosed in double quotes (""") if it contains any
embedded white space. *fcpushstk* limits the overall length of this string to 72 characters.

**Exit Status**

*fcpushstk* returns the following exit status codes upon successful completion:

0  FFDC Error Stack Environment exists, and failure information successfully recorded in the FFDC
    Error Stack. An FFDC Failure Identifier for the record is displayed to standard output. The caller
    should capture standard output to obtain this value.

2  Help information displayed and processing ended.

*fcpushstk* returns the following exit status codes when a failure occurs:

11 No information recorded to the FFDC Error Stack, and no FFDC Failure Identifier is provided by
     this command. The client requested to use an option not supported in this release of the FFDC
     software

12 No information recorded to the FFDC Error Stack, and no FFDC Failure Identifier is provided by
     this command. Unknown function parameter provided to the interface.

15 FFDC Error Stack Environment does not exist. No information recorded to the FFDC Error Stack.
No FFDC Failure Identifier is generated by this command. This is the normal return code to the FFDC client when an FFDC Error Stack Environment did not exist to be inherited via fcinit.

17 No information recorded to the FFDC Error Stack, and no FFDC Failure Identifier is provided by this command. The FFDC Error Stack Environment appears to be corrupted and should be considered unusable.

19 No information recorded to the FFDC Error Stack - the FFDC Error Stack directory does not exist or cannot be used. No FFDC Failure Identifier is provided by this command.

20 No information recorded to the FFDC Error Stack, and no FFDC Failure Identifier is provided by this command. Unable to access the FFDC Error Stack file. The file may have been removed, or permissions on the file or its directory have been changed to prohibit access to the FFDC Error Stack.

22 No information recorded to the FFDC Error Stack - the FFDC Error Stack file could not be locked for exclusive use by this interface. Repeated attempts had been made to lock this file, and all attempts failed. Another process may have locked the file and failed to release it, or the other process may be hung and is preventing other processes from using the FFDC Error Stack. No FFDC Failure Identifier is provided by this command.

24 No information recorded to the FFDC Error Stack, and no FFDC Failure Identifier is provided by this command. The FFDC Error Stack file appears to be corrupted. The client should consider the FFDC Error Stack Environment unusable.

25 No information recorded to the FFDC Error Stack, and no FFDC Failure Identifier is provided by this command. The FFDC Error Stack file name is set to a directory name. The FFDC Error Stack Environment should be considered corrupted and unusable.

32 A dump file could not be copied to the /var/adm/ffdc/dumps directory. There is insufficient space in the file system containing the /var/adm/ffdc directory. The fcclear command should be used to remove unneeded FFDC Error Stacks and dump files, or the system administrator needs to add more space to the file system. No FFDC Failure Identifier is provided by this command.

40 No information recorded to the FFDC Error Stack - information could not be recorded in the FFDC Error Stack. There is insufficient space in the file system containing the /var/adm/ffdc directory. The fcclear command should be used to remove unneeded FFDC Error Stacks and dump files, or the system administrator needs to add more space to the file system. No FFDC Failure Identifier is provided by this command.

41 No information recorded to the FFDC Error Stack, and no FFDC Failure Identifier is provided by this command. A failure occurred when reading control information from the FFDC Error Stack or writing incident information to the FFDC Error Stack. The client should conclude that the entry was not recorded for this incident.

99 No information recorded to the FFDC Error Stack, and no FFDC Failure Identifier is provided by this command. An unexpected internal failure occurred in the fc_push_stack routine. This problem may require the attention of application-support services.

When fcpushstk is provided with incomplete information, it substitutes default information for the missing information and attempts to make a record in the FFDC Error Stack. Warnings are generated in these cases, and warning messages are displayed to the standard error device unless the -q option has been specified. In cases where more than one warning condition was detected, the command generates an exit status code corresponding to the most severe warning condition it detected. The following exit status codes are returned by fcpushstk when warning conditions are detected:

26 Both a detailed data string and a detail data file were provided to this routine. The routine chose the detail data string and ignored the detail data file.

28 The name of the resource detecting the incident was not provided. The default resource name was substituted for the missing resource name.
At least one component of the detecting application information—source code file name, source code file version, LPP name, line of code position—was not provided. Default information was substituted for the missing information.

No default message was provided to describe the nature of the incident. If the XPG/4 message catalog containing the description message cannot be found, no description for this condition will be displayed by the fcstkprt command.

No message was provided to describe the nature of the incident, or a component of the XPG/4 information—catalog file name, message set number, message number—was not provided. No description for this condition can be displayed by the fcstkprt command.

The file named in the detail_data_file parameter could not be copied to the /var/adm/ffdc/dumps directory. The FFDC Error Stack entry cites the original version of this file. Do not discard the original copy of this file.

No detailed information was provided for this incident. Later problem analysis may be difficult without these details to indicate specifics on the incident.

An FFDC Failure Identifier could not be constructed for the report created by this routine. No FFDC Failure Identifier is provided by this command, but information on the incident was recorded to the FFDC Error Stack.

The information provided to this command would have caused an FFDC Error Stack record to exceed the FC_STACK_MAX limit. The record was truncated to allow it to be recorded within the system limits. Important information about the failure may have been lost during the truncation process. Modify the script to provide less information, or to record the information to a detail data file and submit the detail data file name to this command instead.

Examples

To record information about a failure to the FFDC Error Stack when the FFDC Environment is established or inherited by the process:

```bash
#!/bin/ksh
:
:

cp /tmp/workfile $FILENAME
RC=$?
if ((RC != 0))
then
    FFDCID=$(fcpushstk -c mymsg.cat -m2 -n10 -o$FILENAME -r myprog
             -d"cp exit status $RC - file being copied /tmp/workfile" -s$0
             -p$LINENO -v"1.1" -lPSSP "Cannot update configuration file %1$s")
    if (($? == 0))
        then
            fcdispfid $FFDCID
            return 1
    fi
fi
:
```

To make the same recording from a script language that does not have a line of code variable available:

```bash
#!/bin/bsh
:
:
CODESCTN=14  # Used to identify where in the script code we are

cp /tmp/workfile $FILENAME
RC=$?
if test $RC -ne 0
```

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To record information about a failure condition that is related to another failure condition previously recorded to the FFDC Error Stack by an application exploiting FFDC:

```bash
#!/bin/ksh

ASSOC_FID=$(/usr/lpp/ssp/bin/somecmd -a -b)
RC=$?
if ((RC != 0)); then
    FFDCID=$(fcpushstk -a$ASSOC_FID -c mymsg.cat -m2 -n10 -o$FILENAME -r myprog
             -d"cp exit status $RC - file being copied /tmp/workfile" -s$0
             -p$LINENO -v"v1.1" -1PSSP "Cannot update configuration file %1$s")
    if (($? == 0)); then
        fcdispfid $FFDCID
        return 1
    fi
fi
CODESECTION=15  # New code section begins - a different task starts

Related Information
Commands: fcdecode, fcdispf, fcinit, fcreport, fcstkrpt, fcteststk
Subroutines: fc_push_stack (see the RSCT First Failure Data Capture Programming Guide and Reference)

fcreport Command

Purpose
Locates and displays the report of a failure and any failures associated with the failure.

Syntax
/usr/sbin/rsct/bin/fcreport { [-a] FFDC_Failure_ID } | -h

Description
fcreport decodes an FFDC Failure Identifier, and obtains reports on the failure identified by it. The command also detects if any failure was associated with the FFDC Failure Identifier, and if so, obtains the report on that failure. The command continues to examine the report of each failure it locates for associated failures and to obtain reports on the associated failures until one of the following conditions is met:

- No further associated failures are detected.
The report for an associated failure cannot be found. This may occur when the associated failure report resides on a remote node that cannot be reached at the moment, or the record of the failure has been removed from the node where it resided.

Using this command, the user can obtain a report for the entire list of failures that caused a specific failure. fcreport is not capable of locating reports for any failures that may have been caused by the initial failure provided to the command; it can only obtain reports of failures that caused this failure.

**Flags**

- **-a**  
  Displays all information contained in a report for a failure. The default is to display the network address of the node where the failure report was generated, the time stamp on the failure report, and the description of the incident recorded in the failure report.

- **-h**  
  Displays a help message to standard output and exits. No other processing is performed, regardless of the options specified.

**Parameters**

`FFDC_Failure_ID`  
Specifies the FFDC Failure Identifier of the failure to begin the report. fcreport will attempt to obtain the failure information for this failure, as well as any failures that this report lists as an associated failure. Only one FFDC Failure Identifier may be provided to this command.

**Security**

fcreport uses rsh to obtain failure reports that may reside on remote nodes. The user must have sufficient privilege to execute rsh commands to these remote nodes. If the user does not have this permission, fcreport can only trace the list of related failures so long as they exist on the local node.

**Exit Status**

fcreport generates one of the following exit status codes upon completion:

0  
Failure report located and displayed for the FFDC Failure Identifier provided. Zero or more related failure reports may have been located and displayed as well.

2  
Help information displayed and processing ended.

10  
Required options or arguments are not provided.

11  
The FFDC Failure Identifier provided to this command was generated by a later release of the FFDC software. The command is not capable of correctly interpreting this identifier.

12  
Unknown option specified to this command.

20  
The FFDC Failure Identifier refers to an entry made in an FFDC Error Stack on this system, but the FFDC Error Stack file cannot be accessed. The file may have been removed, or permissions may have been altered on the file to prevent access to it.

27  
The FFDC Failure Identifier provided to this command is not a valid identifier.

**Examples**

Consider the case where several processes were created in the following parent-child order:

```
  PID = 562
    .
    .
  PID = 785
    .
    .
  PID = 2024  PID = 1042
```

In this example, process 785 generated the FFDC Failure Identifier .3lv04ZVVfvp.wtY0xRXQ7............... and passed it back to Process 562. To obtain a detailed report for FFDC Failure Identifier .3lv04ZVVfvp.wtY0xRXQ7............... and any previous failures that led to this specific failure:

```
$fcreport -a .3lv04ZVVfvp.wtY0xRXQ7.................
```

This report will contain the details of the specified FFDC Failure Identifier, as well as any failures in processes 2024, 1042, 981, and 5012 that may have caused it. The report will not contain any failures in process 562 that may have been caused as a result of process 785’s failure.

**Related Information**

Commands: `fcclear`, `fcdecode`, `fcdispfid`, `fcfilter`, `fclogerr`, `fcpushstk`, `fcstkrpt`

Subroutines: `fc_log_error`, `fc_push_stack` (see the *RSCT First Failure Data Capture Programming Guide and Reference*).

### fcstkrpt Command

#### Purpose
Displays the contents of an FFDC Error Stack file.

#### Syntax
```
/usr/sbin/rsct/bin/fcstkrpt { [-a] [-p | -r] 
   { -f FFDC_Failure_Identifier [-i] | -s FFDC_Error_Stack_File_Name }
 } | [-h]
```

#### Description
`fcstkrpt` reads an existing FFDC Error Stack file and displays its contents to the standard output device. The FFDC Error Stack file is indicated either through the name of the file itself, or by using an FFDC Failure Identifier that references a specific record within that file.

Information from the FFDC Error Stack can be displayed in one of two formats: by related failure conditions (the default) or by software layer.

#### Flags
- `-a` Indicates that all information be displayed for entries in the FFDC Error Stack. The default action is to display the time stamp for the record and the description of the incident.
- `-f` Specifies the FFDC Failure Identifier to use in locating the FFDC Error Stack. `fcstkrpt` decodes the FFDC Failure Identifier, locates the FFDC Error Stack associated with that FFDC Failure Identifier, and processes the FFDC Error Stack. Only one FFDC Failure Identifier can be specified by this flag.
- `-h` Displays a help message to standard output and exits. No other processing is performed regardless of the options specified.
Displays only the information associated with the specific failure report identified by the `-f` flag. By default, all records in the FFDC Error Stack are displayed.

Displays information from the FFDC Error Stack by process orientation. The output is ordered so that it reflects the order in which the processes were created (parent-child process relationship). Child process information is shown first, followed by parent process information. This view is used to understand which incidents occurred first, and which incidents occurred later because of them.

Displays information from the FFDC Error Stack by incident relationships. Incidents are presented along with those incidents that are related to them. This view is used to understand which incidents occurred because of the occurrence of other incidents. This is the default.

Specifies the name of the FFDC Error Stack to be examined. This name may be either the absolute or relative path name of the FFDC Error Stack. Only one FFDC Error Stack file name can be specified by this flag. If a relative file name is used, the file is assumed to be located in the `/var/adm/ffdc/stacks` directory of the node where the file resides.

**Parameters**

`FFDC_Failure_ID`

Specifies the FFDC Failure Identifier of the failure to begin the report. `fcreport` will attempt to obtain the failure information for this failure, as well as any failures that this report lists as an associated failure. Only one FFDC Failure Identifier may be provided to this command.

**Security**

`fcreport` uses `rsh` to obtain failure reports that may reside on remote nodes. The user must have sufficient privilege to execute `rsh` commands to these remote nodes. If the user does not have this permission, `fcreport` can only trace the list of related failures so long as they exist on the local node.

**Exit Status**

`fcstkrpt` issues the following integer exit status codes upon completion:

0  FFDC Error Stack file successfully located, and contents displayed to the standard output device.
2  Help information displayed and processing ended.
12  An invalid option was specified.
14  No information written to the standard output device. The `-f` option was used and the `FFDC Error Identifier` argument was not valid.
20  No information written to the standard output device. The `-s` option was used and the `FFDC Error Stack File` argument was not found.
27  No information written to the standard output device. The caller provided a valid `FFDC Failure Identifier`, but the file referenced by the FFDC Failure Identifier was not recorded on this node. Use the `fcdecode` command to locate the node where this FFDC Error Stack resides.
81  No information written to the standard output device. A failure occurred while writing information to standard output. The application should conclude that standard output cannot accept output.
85  No information written to the standard output device. The caller provided a valid FFDC Failure Identifier, but the file referenced by the FFDC Failure Identifier does not exist.

**Examples**

To obtain a brief report of the information stored in the FFDC Error Stack file `/var/adm/ffdc/stacks/myprog.562.19981001143052`:  

```
$ fcstkrpt -r -s myprog.562.19981001143052
```
To obtain a detailed report of the information contained in the FFDC Error Stack where the FFDC Failure Identifier .3Iv04ZVVfvp.wtY0xRXQ7.................... was recorded, and present this information in parent-child ordering:

```
$ fcstkrpt -p -f .3Iv04ZVVfvp.wtY0xRXQ7....................
```

**Related Information**

Commands: `fcclear`, `fcdecode`, `fcdispfid`, `fcfilter`, `fcpushstk`, `fcreport`

Subroutines: `fc_push_stack` (see the RSCT First Failure Data Capture Programming Guide and Reference)

---

### fcsteststk Command

**Purpose**

Test for the presence of a First Failure Data Capture Error Stack environment

**Syntax**

```
/usr/sbin/rsct/bin/fcteststk [-q] | [-h]
```

**Description**

`fcteststk` can be called by any application program that wishes to use the FFDC Error Stack to test if these facilities have been activated. By performing this test, applications can avoid the performance burden of collecting failure information in cases where an FFDC Environment has not been established. This interface is provided primarily for use by library routines, which would not have any knowledge of whether their client application established or inherited an FFDC Environment.

An **FFDC Error Stack Environment** is established by a process when that process wants to have failure information from itself, any threads it may create, and any descendant processes it may create to be recorded in an FFDC Error Stack. An FFDC Error Stack Environment is inherited by a process when that process wants to record failure information to an FFDC Error Stack file only when one of its ancestors has requested for processes to do so; in all other cases, the process will not record failure information to the FFDC Error Stack. Processes use `fcinit` to either establish or inherit the FFDC Error Stack Environment.

The FFDC Error Stack Environment reserves an FFDC Error Stack file, so that failure information is recorded to a file in the `/var/adm/ffdc/stacks` directory. These files use the naming format `script_name.PID.date_and_time`, where `script_name` is the name of the script itself, `PID` is the process identifier of the script, and `date_and_time` is the date and time when the script was executed. Whenever this script or children processes of this script record failure information to the FFDC Error Stack, it will be recorded in this file.

Applications use the `fcpushstk` interface to record failure information to the FFDC Error Stack. However, the application may need to collect this information from various locations before recording the information, and obtaining this information can impact the application's overall performance. The application should not need to collect this information if the FFDC Error Stack Environment was not established or inherited. To avoid this performance impact, the application can issue `fcteststk` to determine if an FFDC Error Stack Environment is available, and if so, begin collecting the failure information. If the FFDC Error Stack Environment does not exist, the application can avoid collecting this information.

Processes that use the `fclogerr` FFDC interface can use `fclogerr` when an FFDC Environment exists, whether or not an FFDC Error Stack is in use by the FFDC Environment. Whenever `fclogerr` is used, failure information is recorded to the AIX Error Log and the BSD System Log, regardless of whether an
FFDC Error Stack was reserved. Any application that records information using the fclogerr interface must always collect the failure information and record it, regardless of whether an FFDC Error Stack is in use.

**Flags**

- **-h**
  Displays a usage message for this command. No further processing is performed.

- **-q**
  Suppresses output from this command that explains whether or not an FFDC Environment was established. The command user will be required to test the exit status from the command to determine whether an FFDC Environment is established for this process.

**Parameters**

**FFDC_Failure_ID**

Specifies the FFDC Failure Identifier of the failure to begin the report. fcreport will attempt to obtain the failure information for this failure, as well as any failures that this report lists as an associated failure. Only one FFDC Failure Identifier may be provided to this command.

**Security**

fcreport uses rsh to obtain failure reports that may reside on remote nodes. The user must have sufficient privilege to execute rsh commands to these remote nodes. If the user does not have this permission, fcreport can only trace the list of related failures so long as they exist on the local node.

**Exit Status**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>An FFDC Error Stack Environment exists.</td>
</tr>
<tr>
<td>2</td>
<td>Help information displayed and processing ended.</td>
</tr>
<tr>
<td>12</td>
<td>No processing performed. An invalid option was specified.</td>
</tr>
<tr>
<td>15</td>
<td>FFDC Error Stack Environment has not been established or inherited by the client at this point in time.</td>
</tr>
<tr>
<td>17</td>
<td>FFDC Error Stack Environment appears to be corrupted and should be considered unusable.</td>
</tr>
</tbody>
</table>

**Examples**

To test whether an FFDC Error Stack Environment exists for an application:

```bash
fcteststk -q
if (($? == 0))
  then
    # Collect failure information
    : 
    # Use fcpushstk to record failure info
    : 
fi
```

**Related Information**

Commands: fcinit, fcpushstk

Subroutines: fc_test_stack (see the RSCT First Failure Data Capture Programming Guide and Reference)
fddistat Command

Purpose
Shows FDDI device driver and device statistics.

Syntax
fddistat [-r -t] Device_Name

Description
The fddistat command displays the statistics gathered by the specified FDDI device driver. If no flags are specified, only the device driver statistics are displayed. This command is also invoked when the netstat command is run with the -v flag. The netstat command does not issue any fddistat command flags.

If an invalid Device_Name is specified, the fddistat command will produce an error message stating that it could not connect to the device.

Flags
- r   Resets all the statistics back to their initial values. This flag can only be issued by privileged users.
- t   Toggles debug trace in some device drivers.

Parameter
Device_Name         The name of the FDDI device, for example, fddi0.

Statistic Fields
Note: Some adapters may not support a specific statistic. The value of non-supported statistic fields is always 0.

The statistic fields displayed in the output of the fddistat command and their descriptions are:

Title Fields
Elapsed Time          Displays the real time period has elapsed since last time the statistics was reset. Since part of the statistics may be reset by the device driver during error recovery when a hardware error was detected, there will be another Elapsed Time displayed in the middle of the output when this situation has occurred in order to reflect the time differences between the statistics.

Transmit Statistics Fields
Packets               The number of packets transmitted successfully by the device.
Bytes                 The number of bytes transmitted successfully by the device.
Interrupt             The number of transmit interrupts received by the driver from the adapter.
Transmit Errors       The number of output errors encountered on this device. This is a counter for unsuccessful transmissions due to hardware/network errors.
Packets Dropped

The number of packets accepted by the device driver for transmission which were not (for any reason) given to the device.

Max Packets on S/W Transmit Queue

The maximum number of outgoing packets ever queued to the software transmit queue.

S/W Transmit Queue Overflow

The number of outgoing packets overflowed the software transmit queue.

Current S/W+H/W Transmit Queue Length

The number of pending outgoing packets on either the software transmit queue or the hardware transmit queue.

Broadcast Packets

The number of broadcast packets has been transmitted without any error.

Multicast Packets

The number of multicast packets has been transmitted without any error.

Receive Statistics Fields

- **Packets**: The number of packets has been received successfully by the device.
- **Bytes**: The number of bytes received successfully by the device.
- **Interrupts**: The number of receive interrupts received by the driver from the adapter.
- **Receive Errors**: The number of input errors encountered on this device. This is a counter for unsuccessful reception due to hardware/network errors.
- **Packets Dropped**: The number of packets received by the device driver from this device which were not (for any reason) given to a network demuxer.
- **Bad Packets**: The number of bad packets received (i.e., saved) by the device driver.
- **Broadcast Packets**: The number of broadcast packets received without any error.
- **Multicast Packets**: The number of multicast packets received without any error.

General Statistics Fields

- **No mbuf Errors**: The number of times that mbufs were not available to the device driver. This usually occurs during receive operations when the driver must obtain mbuf buffers to process inbound packets. If the mbuf pool for the requested size is empty, the packet will be discarded. The `netstat -m` command can be used to confirm this.
- **SMT Error Word**: The adapter's SMT error status.
- **SMT Event Word**: The adapter's SMT event status.
- **Connection Policy Violation**: The status of the adapter’s connection to the ring.
- **Port Event**: The adapter’s port status.
- **Set Count**: The current set count value.
- **Adapter Check Code**: The adapter’s most recent adapter check status.
- **Purged Frames**: Receive frames dropped by the adapter due to lack of available descriptors.
- **ECM State Machine**: Entity Coordination Management State Machine.
- **PCM State Machine: Port A**: Physical Connection Management for the primary adapter State Machine.
- **PCM State Machine: Port B**: Physical Connection Management for the secondary adapter State Machine.
- **CFM State Machine: Port A**: Configuration Management for the primary adapter State Machine.
- **CFM State Machine: Port B**: Configuration Management for the secondary adapter State Machine.
- **CF State Machine**: Overall Configuration State Machine.
- **MAC CFM State Machine**: Configuration Management for the MAC State Machine.
- **RMT State Machine**: Ring Management State Machine.
Driver Flags

The device driver internal status flags that are currently turned on.

Example

To display the device driver statistics for fddi0, enter:

fddistat fddi0

This produces the following output:

```
FDDI STATISTICS (fddi0) :
Elapsed Time: 0 days 0 hours 1 minutes 3 seconds
Transmit Statistics: Receive Statistics:
-------------------- -------------------
Packets: 100 Packets: 100
Bytes: 113800 Bytes: 104700
Interrupts: 100 Interrupts: 100
Transmit Errors: 0 Receive Errors: 0
Packets Dropped: 0 Packets Dropped: 0
Max Packets on S/W Transmit Queue: 0 Bad Packets: 0
S/W Transmit Queue Overflow: 0
Current S/W+H/W Transmit Queue Length: 0
Broadcast Packets: 0 Broadcast Packets: 0
Multicast Packets: 0 Multicast Packets: 0
General Statistics:
-------------------
No mbuf Errors: 0
SMT Error Word: 00040080 SMT Event Word: 000004a0
Connection Policy Violation: 0000 Port Event: 0000
Set Count Hi: 0000 Set Count Lo: 0003
Adapter Check Code: 0000 Purged Frames: 0
ECM State Machine: IN
PCM State Machine Port A: CONNECT
PCM State Machine Port B: ACTIVE
CFM State Machine Port A: ISOLATED
CFM State Machine Port B: CONCATENATED
CF State Machine: C_WRAP_B
MAC CFM State Machine: PRIMARY
RMT State Machine: RING_OP
Driver Flags: Up Broadcast Running
Simplex DualAttachStation
```

Related Information

The `atmstat`, `entstat`, `netstat`, `tokstat` command.

---

fdformat Command

Purpose

The `fdformat` command formats diskettes.

Syntax

```
fdformat [ Device ] [-h]
```

Description

**Attention:** Formatting a diskette or read/write optical disk destroys any existing data on it.
The `fdformat` command formats diskettes in the diskette drive specified for low density unless the `-h` flag is specified.

All new, blank diskettes must be formatted before they can be used.

Before formatting a diskette or read/write optical disk, the `fdformat` command prompts for verification. This allows you to end the operation cleanly.

**Flags**

- `-h` Forces high-density formatting. This flag is used only with the `fdformat` command.

**Parameters**

*Device* Specifies the device containing the diskette to be formatted. The default is the `/dev/rfd0` device for drive 0.

**Examples**

To force high-density formatting of a diskette when using the `fdformat` command, enter:

```
fdformat -h
```

**Files**

- `/usr/sbin/fdformat` Contains the `fdformat` command.
- `/dev/rfd*` Specifies the device parameters.
- `/dev/fd*` Specifies the device parameters.
- `/dev/romd*` Specifies the device parameters.
- `/dev/omd*` Specifies the device parameters.

**Related Information**

The `flcopy` command, `format` command.

The `fd` special file.

---

### fdpr Command

**Purpose**

A performance tuning utility for improving execution time and real memory utilization of user-level application programs.

**Syntax**

**Most Common Usage:**

```bash
fdpr -p ProgramFile -x WorkloadCommand
```

**Use with Phases 1 and 3 Flags:**

```bash
fdpr -p ProgramFile -x WorkloadCommand
```

Alphabetical Listing of Commands 345
Use With Phase 2 Flag:

Optimization Flags

Description
The fdpr command (Feedback Directed Program Restructuring) is a performance-tuning utility that may help improve the execution time and the real memory utilization of user-level application programs. The fdpr program optimizes the executable image of a program by collecting information on the behavior of the program while the program is used for some typical workload, and then creates a new version of the program that is optimized for that workload. The new program generated by fdpr typically runs faster and uses less real memory.

Attention: The fdpr command applies advanced optimization techniques to a program that may result in programs that do not behave as expected. Programs that are reordered using this tool should be used with due caution and should be rigorously retested with, at a minimum, the same test suite used to test the original program in order to verify expected functionality. The reordered program is not supported.

The fdpr command builds an optimized executable program in 3 distinct phases:
- Phase 1: Create an instrumented executable program.
- Phase 2: Run the instrumented program and create the profile data.
- Phase 3: Generate the optimized executable program file.

These phases can be run separately or in partial or full combination, but must be run in order (i.e., -1 then -2 then -3 or -12 then -3). The default is to run all three phases.

Note: The instrumented executable, created in phase 1 and run in phase 2, typically runs several times slower than the original program. Due to the increased execution time required by the instrumented program, the executable should be invoked in such a way as to minimize execution duration, while still fully exercising the desired code areas. The fdpr command user should also attempt to eliminate, where feasible, any time dependent aspects of the program.

Flags
-1, -2, -3 Specifies the phase to run. The default is all 3 phases (-123). The -s flag must be used when running separate phases so that the succeeding phases can access the required intermediate files. The phases must be run in order (for example, -1, then -2, then -3, or -1, then -23). The -2 flag must be used along with the invocation flag -x.

-M SegNum Specifies where to map shared memory for profiling. The default is 0x30000000. Specify an alternate shared memory address if the program to be optimized or any of the workload command strings invoked with the -x flag use conflicting shared-memory addresses. Typical alternative values are 0x40000000, 0x50000000, ... up to 0xC0000000.

-fd Fdesc Specifies which file descriptor number is to be used for the profile file that is mapped to the above shared memory area. The default of Fdesc is set to 1999.

-o OutFile Specifies the name of the output file from the optimizer. The default is program:fdpr
-p ProgramFile
Contains the name of the executable program file or shared object file or shared library containing shared objects/executables, to optimize. This program must be an unstripped executable.

-armember ArchiveMemberList
Lists archive members to be optimized, within a shared archive file specified by the -p flag. If -armember is not specified, all members of the archive file are optimized. The entries in ArchiveMemberList should be separated by spaces.

-map
Print a map of basic blocks with their respective old -> new addresses into a suffixed .map file.

-disasm
Print the disassembled version of the input program into a suffixed .dis file.

-profcount
Print the profiling counters into a suffixed .counters file.

-s
Specifies that temporary files created by the fdpr command cannot be removed. This flag must be used when running fdpr in separate phases.

-v
Contains verbose output.

-x Command
Specifies the command used for invoking the instrumented program. All the arguments after the -x flag are used for the invocation. The -x flag is required when the -s flag is used with the -2 flag.

Optimization Flags

<table>
<thead>
<tr>
<th>Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-Rn</td>
<td>Copies input to output instead of invoking the optimizer. <strong>Note:</strong> The -Rn flag cannot be used with the -R0, -R1, -R2, or -R3 flags.</td>
</tr>
<tr>
<td>-R0,-R1,-R2,-R3</td>
<td>Specifies the level of optimization. -R3 is the most aggressive optimization. The default is -R0. See Optimization for more information.</td>
</tr>
<tr>
<td>-nl</td>
<td>Do not permit branch reversing at code reordering optimization.</td>
</tr>
<tr>
<td>-tb</td>
<td>Force the restructuring of traceback tables in reordered code. If -tb option is omitted, traceback tables are automatically included only for C++ applications using Try &amp; Catch mechanism.</td>
</tr>
<tr>
<td>-pc</td>
<td>Preserve CSECT boundaries. Effective only with -R1/-R3.</td>
</tr>
<tr>
<td>-pp</td>
<td>Preserve procedures' boundaries. Effective only with -R1/-R3.</td>
</tr>
<tr>
<td>-toc</td>
<td>Enable TOC pointer modifications. Effective only with -R0/-R2.</td>
</tr>
<tr>
<td>-bt</td>
<td>Enable branch table modifications. Effective only with -R0/-R2.</td>
</tr>
<tr>
<td>-O2</td>
<td>Switch on the following less aggressive optimization flags: -nop, -opt_fdpr glue, -inline, -killed_regs, -RD, -tocload, -volatile_regs, -regs_redo</td>
</tr>
<tr>
<td>-O3</td>
<td>Switch on all the following optimization flags: -nop, -opt_fdpr glue, -inline, -i_resched, -killed_regs, -RD, -full_saved_regs_calls, -trunc_tb, -aggressive_tocload, -regs_release, -ret_prologs, -volatile_regs, -propagate, -regs_redo, -dcbt_opt, -ptrgl_opt.</td>
</tr>
<tr>
<td>-inline</td>
<td>Perform inlining of frequently invoked functions.</td>
</tr>
<tr>
<td>-nop</td>
<td>Remove NOP instructions from optimized code.</td>
</tr>
<tr>
<td>-opt_fdpr glue</td>
<td>Optimize frequently used basic blocks within glue code added by fdpr at code reordering optimization</td>
</tr>
<tr>
<td>-killed_regs</td>
<td>Avoid store instructions for registers within callee functions' prologs that are overwritten by the calling function.</td>
</tr>
<tr>
<td>-regs_release</td>
<td>Eliminate store/restore instructions in the function’s prolog/epilog for non-frequently used registers within the function.</td>
</tr>
</tbody>
</table>
Optimization

The `fdpr` command provides four levels of code reordering optimization. The flags `-R1`, `-R2`, and `-R3` provide the most aggressive code reordering optimization along with the greatest potential speedups. However, in some cases, using these optimization levels may result in an executable which does not behave as expected. Programs which contain assembler code (in particular code which performs dynamic branch calculations) or programs derived from nonstandard compilers are prone to these types of reordering-induced anomalies.

Use of the `-R0` or `-R2` flags may result in a slightly reduced performance improvement as these flags preserve functionality and debug capability by maintaining the original program code. The reordered code, which represents the highly-executed code paths through the program, is appended to the end of the original program code. Therefore, these options will produce a reordered executable which is typically 20-40% larger than the original program. The `-R2` flag also fixes the content of branch tables in the program, according to the new reordered code and, therefore, may result in better performance improvement.

The `-R1` and `-R3` flags reorder the entire executable code. Only modules, in the code, for which no appropriate compiler signature is found in the symbol table, the entire original module is maintained while only frequently executed parts in them are added to the reordered program. The `-R1` flag reorders the entire code while preserving procedures’ boundaries and therefore, may result in less performance improvement than the `-R3` flag.

Executables built with the `-qfdpr` IBM xl compiler flag contain information to assist `fdpr` in producing reordered programs. Modules which are not compiled with the `-qfdpr` option, are reordered based on the compiler signatures in the symbol table.

Additional performance enhancements may be realized by using static linking when building the program to be reordered. Since the `fdpr` program only reorders the instructions within the executable program.
specified, any dynamically linked shared library routines called by the program are not optimized. Statically linking these library routines to the executable allows for optimizing both the instructions in the program and all library routines used by the program. There are other advantages as well as disadvantages to building a statically linked program. See the AIX 5L Version 5.2 Performance Management Guide for further information.

Output Files
All files created by the fdpr command are stored in the current directory with the exception of any files which may be created by running the workload command specified in the -x flag. During the optimization process, the original program is saved by renaming the program, and is only restored to the original program name upon successful completion of the final phase.

The profile file created by the fdpr command explicitly uses the name of the current directory since scripts used to run the program may change the working directory before executing the program.

The files created and/or used by the fdpr command are:

- **program**: Name of the unstripped executable to be optimized.
- **program.save**: Saved version of the original executable program.
- **program.prof**: Name of the profile file.
- **program.instr**: Name of the instrumented version of program.
- **program.save.dis**: Name of the default disassembly file produced by the -disasm flag.
- **program.save.map**: Name of the default mapping file produced by the -map flag.
- **program.save.counters**: Name of the default profile counters file produced by the -profcount flag.
- **program.fdpr**: Default name of optimized executable output file.

Enhanced Debugging Capabilities
In order to enable a certain degree of debugging capability for optimized programs, fdpr updates the Symbol Table to reflect the changes that were made in the .text section.

Entry fields in the Symbol Table that specify addresses of symbols that were relocated during the reordering of fdpr, are modified to point to their new addresses in the .text section.

In addition, in the case where functions or files are split during reordering, fdpr creates new entries in the Symbol Table for each new part of the split function/file. These new parts of the same function are given new symbol names in the Symbol Table according to the following naming convention:

<originalfunctionname>_<fdpr | nonfdpr>_<functionspartnumber>

For optimization flags -R0/-R2, which append all new reordered code to the end of the .text section, the suffix string __fdpr__ indicates that the new entry refers to an address in the appended text area whereas the __nonfdpr__ string refers to an address in the original text area. For optimization flags -R1/-R3 all the new entries are suffixed with the __fdpr__ string.

For example: Originally, if a function was split into 3 parts, it would have 3 entries in the Symbol Table; one for each part:

<table>
<thead>
<tr>
<th>[Index]</th>
<th>Value</th>
<th>Scn</th>
<th>Aux</th>
<th>Sclass</th>
<th>Type</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Original Entry:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>.main</td>
</tr>
<tr>
<td>[456]</td>
<td>0x00000230</td>
<td>2</td>
<td>1</td>
<td>0x02</td>
<td>0x0000</td>
<td>.main</td>
</tr>
<tr>
<td>Restructured Entries:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>.main</td>
</tr>
<tr>
<td>[456]</td>
<td>0x00000304</td>
<td>2</td>
<td>1</td>
<td>0x02</td>
<td>0x0000</td>
<td>.main_fdpr_1</td>
</tr>
<tr>
<td>[1447]</td>
<td>0x00000328</td>
<td>2</td>
<td>1</td>
<td>0x02</td>
<td>0x0000</td>
<td>.main_fdpr_2</td>
</tr>
<tr>
<td>[1453]</td>
<td>0x000003b4</td>
<td>2</td>
<td>1</td>
<td>0x02</td>
<td>0x0000</td>
<td>.main_fdpr_3</td>
</tr>
</tbody>
</table>
Debug Support

The use of the optimization flags -R0 and -R2 result in an executable that has additional information included in the program file for use by the dbx debug program. This additional information allows dbx to provide limited debug support by mapping reordered instruction addresses to their original locations and by maintaining traceback entries in the original text section. The dbx command maps most reordered instruction addresses to the corresponding addresses in the original executable as follows:

\[ 0xRRRRRRRR = \text{fdpr}[0xYYYYYYYY] \]

where \( 0xRRRRRRRR \) indicates the reordered address and \( \text{fdpr}[0xYYYYYYYY] \) indicates the original address. Also, dbx uses the traceback entries in the original instruction area to find associated procedure names and during stack traceback. See the “Examples” section for further details.

Examples

The following are typical usage examples of the fdpr command.

1. This example allows the user to run all three phases. In this example, test1 is the unstripped executable and test2 is a shell script that invokes test1. The current working directory is /tmp/fdpr.

   test2 script file:
   
   # code to exercise test1
   test1 -expand 100 -root $PATH file.jpg -quit
   # the end of test2

   Run the fdpr command (using the default optimization):
   
   fdpr -p test1 -x test2

   This results in the new reordered executable test1.fdpr.

2. To run one phase at a time, execute phase one of fdpr and save the necessary temporary files.

   fdpr -s -1 -p test1

   This command string renames the original program to __test1.save and creates an instrumented version with the name test1.

   To execute phase two and save temporary files:
   
   fdpr -s -2 -p test1 -x test2

   This command string executes the script file test2 that runs the instrumented version of test1 to collect the profile data.

   To execute phase three, saving temporary files:
   
   fdpr -s -3 -p test1

   Again, this results in the new reordered executable test1.fdpr.

3. To run the first two phases followed by phase three, execute phase one and two, saving temporary files.

   fdpr -s -12 -p test1 -x test2

   Execute phase three, while saving temporary files and using optimization level three.
   
   fdpr -s -3 -R3 -p test1

4. If an error occurs while running an fdpr reordered program built with the -R0 or -R2 optimization flags, the dbx command can be used to determine what procedure the error occurred in (either in the original text section or in the reordered text section) as follows:

   dbx program.fdpr
which produces the output similar to the following:

Type 'help' for help.
reading symbolic information ...warning: no source compiled with -g
[using memory image in core]
Segmentation fault in proc_d at 0x10000634 = fdpr[0x10000290]
0x10000634 (???) 98640000  stb r3,0x0(r4)
(dbx)

The address mapping information 0x10000634 = fdpr[0x10000290] indicates that the instruction at address 0x10000634 is in the reordered text section and originally resided (in the original program) at address 0x10000290 in proc_d. Running dbx on the original program and using the mapped addresses (0x10000290 in the above example) may provide additional information to aid in debugging.

A stack traceback, which is used to determine how the program arrived at the current location, is produced as follows:
(dbx) where

which produces the following output:
proc_d(0x0) at 0x10000634
proc_c(0x0) at 0x10000604
proc_b(0x0) at 0x100005d0
proc_a(0x0) at 0x1000059c
main(0x2, 0x2f77fba4) at 0x1000055c
(dbx)

5. The dbx subcommand stepi may also be used to single step through the instructions of a reordered executable program as follows:
(dbx) stepi

which produces the following output:
stopped in proc_d at 0x1000061c = fdpr[0x10000278]
0x1000061c (???) 9421ffcc stwu r1,-64(r1)
(dbx)

In this example, dbx indicates that the program stopped in routine proc_d at address 0x1000061c in the reordered text section (originally located at address 0x10000278).

Implementation Specifics
Software Product/Option: AIX Performance Aide/ Local Performance Analysis & Control Commands.

Files

/usr/bin/fdpr
program
__program.save
__program.save.histo
__program.save.bt
__program.prof
__program.instr
__program.save.dis
__program.save.map
__program.save.counters

program.fdpr
Contains the fdpr command.
Name of the unstripped executable to be optimized.
Saved version of the original executable program.
Intermediate file.
Intermediate file.
Name of the profile file.
Name of the instrumented version of program.
Name of the default disassembly file produced by the -disasm flag.
Name of the default mapping file produced by the -map flag.
Name of the default profile counters file produced by the -profcount flag.
Default name of optimized executable output file.
Related Information

The dbx command.

Restructuring Executable Programs with the fdpr Program in AIX 5L Version 5.2 Performance Management Guide.

feprom_update Command

Purpose
Loads flash EPROM and reboots the system.

Syntax
feprom_update [f] FileName

Description

Attention: Do not use this command when the system is running with more than one user.

The feprom_update command loads the system's flash EPROM with the specified file, which must contain a valid binary flash EPROM image, and then reboots the system. The file name can also be the device name for the diskette drive containing the flash EPROM image.

By default, the feprom_update command warns that the system will be rebooted, and asks for confirmation before proceeding. If the -f flag is given, this warning is not given; the flash EPROM is updated and the system is rebooted without asking for confirmation.

The system must be in service mode and single-user root mode when the feprom_update command is run.

Note: The feprom_update command works only on multiprocessor systems with Micro Channel I/O for AIX 5.1 and earlier. For IBM systems, this includes the IBM 7012 Model G Series, IBM 7013 Model J Series, and the IBM 7015 Model R Seriethrough AIX 5.1 only.

Flags

-f Forces the feprom_update command to update the flash EPROM and reboot the system without asking for confirmation.

Examples

1. To update the flash EPROM with the contents of the file /tmp/eprom.new, and then reboot the system, enter the following command:

   feprom_update /tmp/eprom.new

2. To update the flash EPROM with the contents of the diskette in driver rfd0, and then reboot the system without warning, enter the following command:

   feprom_update -f /dev/rfd0

File

/usr/sbin/feprom_prom Contains the feprom_prom command.
Related Information

The `smit` command.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in AIX 5L Version 5.2 Web-based System Manager Administration Guide.

**ff Command**

**Purpose**

Lists the file names and statistics for a file system.

**Syntax**

```
```

**Description**

The `ff` command reads the i-nodes in the file system specified by the `FileSystem` parameter and then writes information about them to standard output. It assumes the `FileSystem` is a file system, which is referenced in the `/etc/filesystems` file, and saves i-node data for files specified by flags.

The output from the `ff` command consists of the path name for each requested i-node number, in addition to other file information that you can request using the flags. The output is listed in order by i-node number, with tabs between all fields. The default line produced by the `ff` command includes the path name and i-node number fields. With all flags enabled, the output fields include path name, i-node number, size, and UID (user ID).

The `Number` parameter is a decimal number that specifies a number of days. It is prefixed by a + or - (plus or minus sign). Therefore, +3 means more than 3 days, -3 means less than 3 days, and 3 means 3 days, where a day is defined as a 24-hour period.

The `ff` command lists only a single path name out of many possible ones for an i-node with more than one link, unless you specify the `-l` flag. With the `-l` flag, the `ff` command lists all links.

**Flags**

- `-a Number` Displays the file if it has been accessed within the number of days specified by the `Number` parameter.
- `-c Number` Displays the file if its i-node has been changed within the number of days specified by the `Number` parameter.
- `-i I-Number` Displays the files corresponding to the i-node numbers specified by the `I-Number` parameter.
  The i-node numbers listed must be separated by a comma.
- `-l` (This flag is an uppercase l.) Does not display the i-node after each path name.
- `-l` (This flag is a lowercase L.) Additionally displays a list of pathnames for files with more than one link.
- `-m Number` Displays the file if it has been modified within the number of days specified by the `Number` parameter.
- `-n File` Displays the file if it has been modified more recently than the file specified by the `File` parameter.
- `-o Options` Specifies file system implementation-specific options.
- `-p Prefix` Adds the prefix specified by the `Prefix` parameter to each path name. The default prefix is . (dot).
- `-s` Writes the file size, in bytes, after each path name.
- `-u` Writes the owner’s login name after each path name.
-V VFSName  
Instructs the ff command to assume the file system is of type VFSName, overriding the value in the /etc/filesystems file.

Examples

1. To list the path names of all files in a given file system, enter:

   
   ff  [-I] /dev/hd0

   This displays the path names of the files on the /dev/hd0 device. If you do not specify the [-I] flag, the ff command also displays the i-node number of each file.

2. To list files that have been modified recently, enter:

   
   ff  [-m] -2  [-u] /dev/hd0

   This displays the path name, i-node number, and owner’s user name (the [-u] flag) of each file on the /dev/hd0 device that has been modified within the last two days ([-m] -2).

3. To list files that have not been used recently, enter:

   
   ff  [-a] +30 /dev/hd0

   This displays the path name and i-node of each file that was last accessed more than 30 days ago ([-a] +30).

4. To find out the paths corresponding to certain i-node numbers, enter:

   
   ff  [-l] -i 451,76 /dev/hd0

   This displays all the path names (-l) associated with i-nodes 451 and 76.

Files

/etc/vfs  
Contains descriptions of virtual file system types.

/etc/filesystems  
Lists the known file systems and defines their characteristics.

Related Information

The find command, ncheck command.


fg Command

Purpose

Runs jobs in the foreground.

Syntax

fg [JobID]

Description

If job control is enabled (see "Job Control in the Korn Shell" in AIX 5L Version 5.2 System User’s Guide: Operating System and Devices), the fg command moves a background job in the current environment into
the foreground. Use the JobID parameter to indicate a specific job to be run in the foreground. If this parameter is not supplied, the fg command uses the job most recently suspended, placed in the background, or run as a background job.

The JobID parameter can be a process ID number, or you can use one of the following symbol combinations:

- %Number: Refers to a job by the job number.
- %String: Refers to a job whose name begins with the specified string.
- %?:String: Refers to a job whose name contains the specified string.
- %+ OR %?: Refers to the current job.
- %?: Refers to the previous job.

Using the fg command to place a job into the foreground removes the job’s process ID from the list of those known by the current shell environment.

The /usr/bin/fg command does not work when operating in its own command execution environment, because that environment does not have applicable jobs to manipulate. For this reason, the fg command is implemented as a Korn shell or POSIX shell regular built-in command.

**Exit Status**

The following exit values are returned:

- 0: Successful completion.
- >0: An error occurred.

If job control is disabled, the fg command exits with an error, and no job is placed in the foreground.

**Examples**

If the output of the job -l command shows the following job running in the background:

```
[1] + 16477RunningSleep 100 &
```

use the process ID to run the sleep 100 & command in the foreground by entering:

```
fg 16477
```

The screen displays:

```
sleep
```

**Files**

- /usr/bin/ksh: Contains the Korn shell fg built-in command.
- /usr/bin/fg: Contains the fg command.

**Related Information**

The bg command, csh command, jobs command, kill command, wait command.

[Job Control in the Korn Shell in AIX 5L Version 5.2 System User’s Guide: Operating System and Devices]
fgrep Command

Purpose
Searches a file for a literal string.

Syntax

```
```

Description
The `fgrep` command searches the input files specified by the `File` Parameter (standard input by default) for lines matching a pattern. The `fgrep` command searches specifically for `Pattern` parameters that are fixed strings. The `fgrep` command displays the file containing the matched line if you specify more than one file in the `File` parameter.

The `fgrep` command differs from the `grep` and `egrep` commands because it searches for a string instead of searching for a pattern that matches an expression. The `fgrep` command uses a fast and compact algorithm. The $, *, [, |, (, ) and \ characters are interpreted literally by the `fgrep` command. These characters do not recognize full regular expressions like the `egrep` command. Since these characters have special meaning to the shell, the entire string should be enclosed in single quotes (`'`). If no files are specified, the `fgrep` command assumes standard input. Normally, each line found is copied to the standard output. The filename is printed before each line found if there is more than one input file.

Notes:
1. The `fgrep` command is the same as the `grep` command with the `-F` flag, except that error and usage messages are different and the `-s` flag functions differently.
2. Lines are limited to 2048 bytes.
3. Paragraphs (under the `-p` flag) are currently limited to a length of 5000 characters.
4. Do not run the `grep` command on a special file because it produces unpredictable results.
5. Input lines should not contain the NULL character.
6. Input files should end with the new line character.
7. Although some flags can be specified simultaneously, some flags override others. For example, if you specify -i and -n together, only file names are written to standard output.

Flags

- `-b` Precedes each line by the block number on which it was found. Use this flag to help find disk block numbers by context. The `-b` flag cannot be used with input from stdin or pipes.
- `-c` Displays only a count of matching lines.
- `-e Pattern` Specifies a pattern. This works like a simple pattern but is useful when the pattern begins with a - (minus sign).
- `-f StringFile` Specifies a file that contains strings.
- `-h` Suppresses file names when multiple files are being processed.
- `-i` Ignores the case of letters when making comparisons.
- `-l` Lists just the names of files (once) with matching lines. Each file name is separated by a new line character.
- `-n` Precedes each line with its relative line number in the file.
- `-p Separator` Displays the entire paragraph containing matched lines. Paragraphs are delimited by paragraph separators, as specified by the `Separator` parameter, which are patterns in the same form as the search pattern. Lines containing the paragraph separators are used only as separators; they are never included in the output. The default paragraph separator is a blank line.
-q Suppresses all writing to standard output, regardless of matching lines. Exits with a 0 status if an input line is selected.
-s Displays only error messages. This is useful for checking status.
-v Displays all lines except those that match the specified pattern.
-w Does a word search.
-x Displays lines that match the pattern exactly with no additional characters.
-y Ignores the case of letters when making comparisons.

**Exit Status**

This command returns the following exit values:

<table>
<thead>
<tr>
<th>Exit Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>A match was found.</td>
</tr>
<tr>
<td>1</td>
<td>No match was found.</td>
</tr>
<tr>
<td>&gt;1</td>
<td>A syntax error was found or a file was inaccessible (even if matches were found).</td>
</tr>
</tbody>
</table>

**Examples**

1. To search several files for a simple string of characters:
   
   `fgrep strcpy *.c`
   
   This searches for the string `strcpy` in all files in the current directory with names ending in the `.c` character string.

2. To count the number of lines that match a pattern:
   
   `fgrep -c"{"pgm.c`
   
   This displays the number of lines in `pgm.c` that contain left and right braces.

   If you do not put more than one { (left brace) or one } (right brace) on a line in your C programs, and if the braces are properly balanced, the two numbers displayed are usually the same if the proper conditions are met. If the numbers are not the same, you can display the lines that contain braces in the order that they occur in the file with:
   
   `egrep \{|\} pgm.c`

3. To display the names of files that contain a pattern:
   
   `fgrep -l strcpy *.c`
   
   This searches the files in the current directory that end with `.c` and displays the names of those files that contain the `strcpy` string.

**Files**

`/usr/bin/fgrep` Contains the `fgrep` command.

`/bin/fgrep` Symbolic link to the `fgrep` command.

**Related Information**

The `ed` command, `egrep` command, `grep` command, `sed` command.

See "Files Overview" in *AIX 5L Version 5.2 System User's Guide: Operating System and Devices* for an introduction to files and the way you can work with them.
Input and Output Redirection Overview in AIX 5L Version 5.2 System User's Guide: Operating System and Devices describes how the operating system processes input and output.

file Command

Purpose
Determines the file type.

Syntax

To Classify the File Type
file [ -m MagicFile ] [ -f FileList ] [ File... ]

To Check the Magic File for Format Errors
file -c [ -m MagicFile ]

Description
The file command reads the files specified by the File parameter or the FileList variable, performs a series of tests on each file, and attempts to classify them by type. The command then writes the file types to standard output. The file can be regular file, directory, FIFO(named pipe), block special, character special, symbolic link or sockets type.

• If it is a regular file and of zero length, it is identified as an empty file.
• If the file is a symbolic link, by default, the link is followed by file the symbolic link refers to.

If a file appears to be in ASCII format, the file command examines the first 1024 bytes and determines the file type. If a file does not appear to be in ASCII format, the file command further attempts to distinguish a binary data file from a text file that contains extended characters.

If the File parameter specifies an executable or object module file and the version number is greater than 0, the file command displays the version stamp. The ld command explains the use of a.out files.

The file command uses the /etc/magic file to identify files that have some sort of a magic number; that is, any file containing a numeric or string constant that indicates type.

If the file does not exist, cannot be read or its file status could not be determined then, it is not considered as an error that affects the exit status. The output indicates that the file was processed but the type could not be determined.

Flags

-c Checks the specified magic file (the /etc/magic file, by default) for format errors. This validation is not normally done. File typing is not done under this flag.

-f FileList Reads the specified file list. The file must list one file per line and must not contain leading or trailing spaces.

-m MagicFile Specifies the file name of the magic file (the /etc/magic file, by default).

Exit Status
This command returns the following exit values:

0 Successful completion.

>0 An error occurred.
Examples

1. To display the type of information a file contains, enter:
   
   `file myfile`

   This displays the file type of `myfile` (such as directory, data, ASCII text, C-program source, and archive).

2. To display the type of each file named in a list of file names, enter:
   
   `file -ffilenames`

   This displays the type of each file named in the `filenames` list. Each file name must appear alone on a line.

Files

`/usr/bin/file` Contains the `file` command.
`/etc/magic` Contains the file type database.

Related Information

The `find` command, `id` command.


Input and Output Redirection Overview in AIX 5L Version 5.2 System User’s Guide: Operating System and Devices describes how the operating system processes input and output.


filemon Command

Purpose

Monitors the performance of the file system, and reports the I/O activity on behalf of logical files, virtual memory segments, logical volumes, and physical volumes.

Syntax


Description

The `filemon` command monitors a trace of file system and I/O system events, and reports on the file and I/O access performance during that period.

In its normal mode, the `filemon` command runs in the background while one or more application programs or system commands are being executed and monitored. The `filemon` command automatically starts and monitors a trace of the program’s file system and I/O events in real time. By default, the trace is started immediately; optionally, tracing may be deferred until the user issues a `trcon` command. The user can issue `trcoff` and `trcon` commands while the `filemon` command is running in order to turn off and on monitoring, as desired. When tracing is stopped by a `trcstop` command, the `filemon` command generates an I/O activity report and exits.
The filemon command can also process a trace file that has been previously recorded by the trace facility. The file and I/O activity report will be based on the events recorded in that file.

To provide a more complete understanding of file system performance for an application, the filemon command monitors file and I/O activity at four levels:

Logical file system

The filemon command monitors logical I/O operations on logical files. The monitored operations include all `read`, `write`, `open`, and `seek` system calls, which may or may not result in actual physical I/O, depending on whether or not the files are already buffered in memory. I/O statistics are kept on a per-file basis.

Virtual memory system

The filemon command monitors physical I/O operations (that is, paging) between segments and their images on disk. I/O statistics are kept on a per-segment basis.

Logical volumes

The filemon command monitors I/O operations on logical volumes. I/O statistics are kept on a per-logical-volume basis.

Physical volumes

The filemon command monitors I/O operations on physical volumes. At this level, physical resource utilizations are obtained. I/O statistics are kept on a per-physical-volume basis.

Any combination of the four levels can be monitored, as specified by the command line flags. By default, the filemon command only monitors I/O operations at the virtual memory, logical volume, and physical volume levels. These levels are all concerned with requests for real disk I/O.

The filemon command writes its report to standard output or to a specified file. The report begins with a summary of the I/O activity for each of the levels being monitored and ends with detailed I/O activity statistics for each of the levels being monitored. Summary and detailed report contents are described in the Reports section.

Notes:

1. The reports produced by the filemon command can be quite long. Consequently, the `-o` option should usually be used to write the report to an output file. When a physical device is opened and accessed directly by an application, only reads and writes of complete 512-byte blocks are reflected in the report. “Short” reads and writes, used by the device driver to issue device commands and read device status, are ignored. CD-ROMs do not have concentric “tracks” or “cylinders,” as in hard files. (There is one spiral track.) Consequently, it is not possible to report seek distance statistics for CD-ROMs in terms of cylinders.

2. The `-u` flag is used to generate reports on files opened prior to the start of the trace daemon. Some of this data can be useful, but much of it applies to daemons and other unrelated activity. This background information can be overwhelming, especially on large systems. If the `/unix` file and the running kernel are not the same, then the kernel addresses will be incorrect, causing the filemon command to exit. When using the filemon command from within a shell script, allow for a slight delay prior to viewing the contents of the filemon output file. The filemon command may take a few seconds to produce this report.

System Trace Facility

The filemon command obtains raw I/O performance data using the system trace facility. Currently, the trace facility only supports one output stream. Consequently, only one filemon or trace process can be active at a time. If another filemon or trace process is already running, the filemon command responds with the message:

/dev/sysytrace: Device busy

While monitoring very I/O-intensive applications, the filemon command may not be able to consume trace events as fast as they are produced in real time. When that happens, the error message:
Trace kernel buffers overflowed, N missed entries

will be displayed on stderr, indicating how many trace events were lost while the trace buffers were full. The filemon command will continue monitoring I/O activity, but the accuracy of the report will be diminished to some unknown degree. One way to prevent overflow is to monitor fewer levels of the file and I/O subsystems: the number of trace events generated is proportional to the number of levels monitored. Additionally, the trace buffer size can be increased using the -T option, to accommodate larger bursts of trace events before overflow. Remember that increasing the trace buffer size will result in more pinned memory, and therefore may affect I/O and paging behavior.

In memory-constrained environments (where demand for memory exceeds supply), the -P option can be used to pin the text and data pages of the real-time filemon process in memory so the pages cannot be swapped out. If the -P option is not used, allowing the filemon process to be swapped out, the progress of the filemon command may be delayed to the point where it cannot process trace events fast enough. This situation leads to trace buffer overflow as described above. Of course, pinning this process takes memory away from the application (although the filemon command is not a large program, its process image can consume up to 500KB).

Before using the filemon command to process an existing trace data file, you must use the -r option of the trcrpt command to rewrite the trace data sequentially to a new file. Otherwise, the filemon command produces the following error message, and then exits:

```
error: run 'trcrpt -r' on logfile first
```

The -i Trace_File and -n Gennames_File flags allow for offline processing by filemon of trace data files created by the trace command. Both flags must be supplied if either is present. These flags are useful when it is necessary to postprocess a trace file from a remote machine or perform the trace data collection at one time and postprocess it at another time. The flags are also useful when system load is high and trace hooks are being missed by filemon.

The gennames file (containing filesystem information) must be used from the machine that the trace came from. Also, it is wise to run gennames at close to the same time that the system trace file is created, so that the system configuration is the same for both.

Trace hooks relevant to filemon must be collected by the trace command and are specified by the trace -j flag. The relevant trace hooks are listed when filemon is invoked with the -v flag. The gennames command with -option is then executed, with its output saved in Gennames_File to collect additional information for filemon. The -f option is used with the gennames command to collect the device information for physical and logical volumes. It is also used to get the virtual file system information used by offline filemon. Once the trace command has been executed, trcrpt -r must be run on the trace logfile and redirected to another file. Then this file and the Gennames_File may be provided to filemon.

**Reports**

Each report generated by the filemon command has a header that identifies the date, the machine ID, and the length of the monitoring period, in seconds. The CPU utilization during the monitoring period is also reported.

Next, summary reports are generated for each of the file system levels being monitored. By default, the logical file and virtual memory reports are limited to the 20 most active files and segments, respectively, as measured by the total amount of data transferred. If the -v flag has been specified, activity for all files and segments is reported. There is one row for each reported file, segment, or volume. The columns in each row for the four summary reports are described in the following lists:

**Most Active Files Report**

<table>
<thead>
<tr>
<th>Column</th>
<th>Description</th>
</tr>
</thead>
</table>

Alphabetical Listing of Commands 361
#MBS
Total number of megabytes transferred to/from file. The rows are sorted by this field, in decreasing order.

#opns
Number of times the file was opened during measurement period.

#rds
Number of read system calls made against file.

#wrs
Number of write system calls made against file.

file
Name of file (full path name is in detailed report).

volume:inode
Name of volume that contains the file, and the file’s i-node number. This field can be used to associate a file with its corresponding persistent segment, shown in the virtual memory I/O reports. This field may be blank; for example, for temporary files created and deleted during execution.

**Most Active Segments Report**

**Column** | **Description**
---|---
#MBS | Total number of megabytes transferred to/from segment. The rows are sorted by this field, in decreasing order.
#rpgs | Number of 4096-byte pages read into segment from disk (that is, page).
#wpgs | Number of 4096-byte pages written from segment to disk (page out).
segid | Internal ID of segment.
segtype | Type of segment: working segment, persistent segment (local file), client segment (remote file), page table segment, system segment, or special persistent segments containing file system data (log, root directory, .inode, .inodemap, .inodex, .inodexmap, .indirect, .diskmap).
volume:inode | For persistent segments, name of volume that contains the associated file, and the file’s i-node number. This field can be used to associate a persistent segment with its corresponding file, shown in the file I/O reports. This field is blank for non-persistent segments.

**Note:** The virtual memory analysis tool, `svmon`, can be used to display more information about a segment, given its segment ID (segid), as follows:

```
svmon -S <segid>
```

**Most Active Logical Volumes Report**

**Column** | **Description**
---|---
util | Utilization of the volume (fraction of time busy). The rows are sorted by this field, in decreasing order.
#rblk | Number of 512-byte blocks read from the volume.
#wblk | Number of 512-byte blocks written to the volume.
KB/sec | Total transfer throughput, in Kilobytes per second.
volume | Name of volume.
description | Contents of volume: either a file system name, or logical volume type (paging, jfslog, boot, or sysdump). Also, indicates if the file system is fragmented or compressed.

**Most Active Physical Volumes Report**

**Column** | **Description**
---|---
util | Utilization of the volume (fraction of time busy). The rows are sorted by this field, in decreasing order.
#rblk | Number of 512-byte blocks read from the volume.
#wblk | Number of 512-byte blocks written to the volume.
KB/sec | Total volume throughput, in Kilobytes per second.
volume | Name of volume.
description | Type of volume, for example, 120MB disk, 355MB SCSI, or CDROM SCSI.

**Note:** Logical volume I/O requests start before, and end after, physical volume I/O requests. For that reason, total logical volume utilization will appear to be higher than total physical volume utilization.
Finally, detailed reports are generated for each of the file system levels being monitored. By default, the logical file and virtual memory reports are limited to the 20 most active files and segments, respectively, as measured by the total amount of data transferred. If the `-v` flag is specified, activity for all files and segments is reported. There is one entry for each reported file, segment, or volume.

Some of the fields report a single value, others report statistics that characterize a distribution of many values. For example, response time statistics are kept for all read or write requests that were monitored. The average, minimum, and maximum response times are reported, as well as the standard deviation of the response times. The standard deviation is used to show how much the individual response times deviated from the average. Roughly two-thirds of the sampled response times are between `average - standard deviation` and `average + standard deviation`. If the distribution of response times is scattered over a large range, the standard deviation will be large compared to the average response time. The four detailed reports are described in the following lists:

### Detailed File Stats Report

<table>
<thead>
<tr>
<th>Column</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FILE</td>
<td>Name of the file. The full path name is given, if possible.</td>
</tr>
<tr>
<td>volume</td>
<td>Name of the logical volume/file system containing the file.</td>
</tr>
<tr>
<td>inode</td>
<td>I-node number for the file within its file system.</td>
</tr>
<tr>
<td>opens</td>
<td>Number of times the file was opened while monitored.</td>
</tr>
<tr>
<td>total bytes xfrd</td>
<td>Total number of bytes read/written to/from the file.</td>
</tr>
<tr>
<td>reads</td>
<td>Number of read calls against the file.</td>
</tr>
<tr>
<td>read sizes (bytes)</td>
<td>The read transfer-size statistics (avg/min/max/sdev), in bytes.</td>
</tr>
<tr>
<td>read times (msec)</td>
<td>The read response-time statistics (avg/min/max/sdev), in milliseconds.</td>
</tr>
<tr>
<td>writes</td>
<td>Number of write calls against the file.</td>
</tr>
<tr>
<td>write sizes (bytes)</td>
<td>The write transfer-size statistics.</td>
</tr>
<tr>
<td>write times (msec)</td>
<td>The write response-time statistics.</td>
</tr>
<tr>
<td>seeks</td>
<td>Number of <code>lseek</code> subroutine calls.</td>
</tr>
</tbody>
</table>

### Detailed VM Segment Stats Report

<table>
<thead>
<tr>
<th>Column</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEGMENT</td>
<td>Internal segment ID.</td>
</tr>
<tr>
<td>segtype</td>
<td>Type of segment contents.</td>
</tr>
<tr>
<td>segment flags</td>
<td>Various segment attributes.</td>
</tr>
<tr>
<td>volume</td>
<td>For persistent segments, the name of the logical volume containing the corresponding file.</td>
</tr>
<tr>
<td>inode</td>
<td>For persistent segments, the i-node number for the corresponding file.</td>
</tr>
<tr>
<td>reads</td>
<td>Number of 4096-byte pages read into the segment (that is, paged in).</td>
</tr>
<tr>
<td>read times (msec)</td>
<td>The read response-time statistics (avg/min/max/sdev), in milliseconds.</td>
</tr>
<tr>
<td>read sequences</td>
<td>Number of read sequences. A sequence is a string of pages that are read (paged in) consecutively. The number of read sequences is an indicator of the amount of sequential access.</td>
</tr>
<tr>
<td>read seq. lengths</td>
<td>Statistics describing the lengths of the read sequences, in pages.</td>
</tr>
<tr>
<td>writes</td>
<td>Number of pages written from the segment (that is, paged out).</td>
</tr>
<tr>
<td>write times (msec)</td>
<td>Write response time statistics.</td>
</tr>
<tr>
<td>write sequences</td>
<td>Number of write sequences. A sequence is a string of pages that are written (paged out) consecutively.</td>
</tr>
<tr>
<td>write seq.lengths</td>
<td>Statistics describing the lengths of the write sequences, in pages.</td>
</tr>
</tbody>
</table>

### Detailed Logical/Physical Volume Stats Reports

<table>
<thead>
<tr>
<th>Column</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VOLUME</strong></td>
<td>Name of the volume.</td>
</tr>
<tr>
<td><strong>description</strong></td>
<td>Description of the volume. (Describes contents, if discussing a logical volume; describes type, if dealing with a physical volume.)</td>
</tr>
<tr>
<td><strong>reads</strong></td>
<td>Number of read requests made against the volume.</td>
</tr>
<tr>
<td><strong>read sizes (blks)</strong></td>
<td>The read transfer-size statistics (avg/min/max/sdev), in units of 512-byte blocks.</td>
</tr>
<tr>
<td><strong>read times (msec)</strong></td>
<td>The read response-time statistics (avg/min/max/sdev), in milliseconds.</td>
</tr>
<tr>
<td><strong>read sequences</strong></td>
<td>Number of read sequences. A sequence is a string of 512-byte blocks that are read consecutively and indicate the amount of sequential access.</td>
</tr>
<tr>
<td><strong>read seq. lengths</strong></td>
<td>Statistics describing the lengths of the read sequences, in blocks.</td>
</tr>
<tr>
<td><strong>writes</strong></td>
<td>Number of write requests made against the volume.</td>
</tr>
<tr>
<td><strong>write sizes (blks)</strong></td>
<td>The write transfer-size statistics.</td>
</tr>
<tr>
<td><strong>write times (msec)</strong></td>
<td>The write-response time statistics.</td>
</tr>
<tr>
<td><strong>write seq. lengths</strong></td>
<td>Statistics describing the lengths of the write sequences, in blocks.</td>
</tr>
<tr>
<td><strong>write seq. lengths</strong></td>
<td>Statistics describing the lengths of the write sequences, in blocks.</td>
</tr>
<tr>
<td><strong>seek dist (blks)</strong></td>
<td>Seek distance statistics, in units of 512-byte blocks. In addition to the usual statistics (avg/min/max/sdev), the distance of the initial seek operation (assuming block 0 was the starting position) is reported separately. This seek distance is sometimes very large, so it is reported separately to avoid skewing the other statistics.</td>
</tr>
<tr>
<td><strong>seek dist (cyls)</strong></td>
<td>(Hard files only.) Seek distance statistics, in units of disk cylinders.</td>
</tr>
<tr>
<td><strong>time to next req</strong></td>
<td>Statistics (avg/min/max/sdev) describing the length of time, in milliseconds, between consecutive read or write requests to the volume. This column indicates the rate at which the volume is being accessed.</td>
</tr>
<tr>
<td><strong>throughput</strong></td>
<td>Total volume throughput, in Kilobytes per second.</td>
</tr>
<tr>
<td><strong>utilization</strong></td>
<td>Fraction of time the volume was busy. The entries in this report are sorted by this field, in decreasing order.</td>
</tr>
</tbody>
</table>

**Flags**

- **-i Trace_File**
  Reads the I/O trace data from the specified `Trace_File`, instead of from the real-time trace process. The `filemon` report summarizes the I/O activity for the system and period represented by the trace file.  
  **Note:** Trace data files are usually written in a circular manner. If the trace data has wrapped around, the chronological beginning and end of the trace may occur in the middle of the file. Use the raw mode of the `trcprt` command to rewrite the data sequentially, before invoking the `filemon` command, as follows:

  ```
  trcprt -r file > new.file
  ```

  For the report to be accurate, the trace file must contain all the hooks required by the `filemon` command.

- **-n Gennames_File**
  Specifies a `Gennames_File` for offline trace processing. This file is created by running the gennames command with `-f` option and redirecting the output to a file, as follows:

  ```
  gennames -f > file
  ```

  The `-i` option must also be specified.

- **-o File**
  Writes the I/O activity report to the specified `File`, instead of to the `stdout` file.

- **-d**
  Starts the `filemon` command, but defers tracing until the `trcon` command has been executed by the user. By default, tracing is started immediately.
-T n  Sets the kernel's trace buffer size to n bytes. The default size is 32,000 bytes. The buffer size can be increased to accommodate larger bursts of events, if any. (A typical event record size is 30 bytes.)

Note: The trace driver in the kernel uses double buffering, so in fact there will be two buffers allocated of size n bytes. Also, note that these buffers are pinned in memory, so they are not subject to paging. Large buffers may affect the performance of paging and other I/O.

-P  Pins monitor process in memory. The -P flag causes the filemon command's text and data pages to be pinned in memory for the duration of the monitoring period. This flag can be used to ensure that the real-time filemon process is not paged out when running in a memory-constrained environment.

-v  Prints extra information in the report. The most significant effect of the -v flag is that all logical files and all segments that were accessed are included in the I/O activity report, instead of only the 20 most active files and segments.

-O Levels  Monitors only the specified file system levels. Valid level identifiers are:

  If   Logical file level
  vm   Virtual memory level
  lv   Logical volume level
  pv   Physical volume level
  all  Short for If, vm, lv, pv

Note: The vm, lv, and pv levels are implied by default.

-u  Reports on files that were opened prior to the start of the trace daemon. The process ID (PID) and the file descriptor (FD) are substituted for the file name.

Note: Since PIDs and FDs are reusable, it is possible to see different files reported with the same name field.

Examples

1. To monitor the physical I/O activity of the virtual memory, logical volume, and physical volume levels of the file system, enter:

   filemon

   The filemon command automatically starts the system trace and puts itself in the background. After this command, enter the application programs and system commands to be run at this time, then enter:

   trcstop

   After the trcstop command is issued, the I/O activity report is displayed on standard output (but will probably scroll off the screen). The virtual memory I/O report will be limited to the 20 segments that incurred the most I/O.

2. To monitor the activity at all file system levels, and write the report to the fmon.out file, enter:

   filemon -o fmon.out -O all

   The filemon command automatically starts the system trace and puts itself in the background. After this command, enter the application programs and system commands to be run at this time, then enter:

   trcstop

   After the trcstop command is issued, the I/O activity report is written to the fmon.out file. All four levels of the file and I/O system (the logical file, virtual memory, logical volume, and physical volume levels) will be monitored. The logical file and virtual memory I/O reports will be limited to the 20 files and segments (respectively) that incurred the most I/O.
3. To monitor the activity at all file system levels and write a verbose report to the fmon.out file, enter:
   ```
   filemon -v -o fmon.out -O all
   ```
   The `filemon` command automatically starts the system trace and puts itself in the background. After this command, enter the application programs and system commands to be run at this time, then enter:
   ```
   trcstop
   ```
   This example is similar to the previous example, except a verbose report is generated on the fmon.out file. The primary difference is that the `filemon` command will indicate the steps it is taking to start up the trace, and the summary and detailed reports will include all files and segments that incurred any I/O (there may be many), instead of just the top 20.

4. To report on I/O activity captured by a previously recorded trace session, enter:
   ```
   filemon -i trcfile | pg
   ```
   In this example, the `filemon` command reads file system trace events from the input file trcfile. The input file must already be in raw trace format, as a result of running the `trcrpt -r` command. Since the trace data is already captured on a file, the `filemon` command does not put itself in the background to allow application programs to be run. After the entire file is read, an I/O activity report for the virtual memory, logical volume, and physical volume levels will be displayed on standard output (which, in this example, is piped to `pg`).

5. To monitor the I/O activity for logical and physical volumes only, while controlling the monitored intervals using the `trcon` and `trcoff` commands, enter:
   ```
   filemon -d -o fmon.out -O pv,lv
   ```
   The `filemon` command automatically starts the system trace and puts itself in the background. After this command, you can enter the unmonitored application programs and system commands to be run at this time, then enter:
   ```
   trcon
   ```
   After this command, you can enter the monitored application programs and system commands to be run at this time, then enter:
   ```
   trcoff
   ```
   After this command, you can enter the unmonitored application programs and system commands to be run at this time, then enter:
   ```
   trcon
   ```
   After this command, you can enter the monitored application programs and system commands to be run at this time, then enter:
   ```
   trcstop
   ```
   In this example, the `-O` flag is used to restrict monitoring to logical and physical volumes only. Only those trace events that are relevant to logical and physical volumes are enabled. Also, as a result of using the `-d` flag, monitoring is initially deferred until the `trcon` command is issued. System tracing can be intermittently disabled and reenabled using the `trcoff` and `trcon` commands, so that only specific intervals are monitored.

6. To run `filemon` in offline mode, run the `trace` and `gennames` commands separately, then use the output from those commands as input to the `filemon` command, as follows:
   ```
   trace -a -T 768000 -L 10000000 -o trace.out -j 000,000,001,002,003,005,006,139,102,10C,106,00A,107,101,104,100,15B,12E,130,163,19C,154,303,1BA,1BE,1BC,10B,221,1C9,222,228,232,45B
   ```
   Run the monitored application programs and system commands, then enter:
   ```
   trcstop
   ```
Then format the trace file:
trcrpt -r trace.out > trace.rpt

Create the gennames file:
gennames -f > gennames.out

Then run filemon with both -i and -n flags:
filemon -i trace.rpt -n gennames.out -O all

Related Information
The svmon command, trcrpt command, trcstop command.
The lseek subroutine.

Monitoring and Tuning Disk I/O in AIX 5L Version 5.2 Performance Management Guide.

fileplace Command

Purpose
Displays the placement of file blocks within logical or physical volumes.

Syntax
fileplace [ { -l | -p } | -i ] | -v ] File | -n LogicalVolumeName

Description
The fileplace command displays the placement of a specified file within the logical or physical volumes containing the file.

By default, the fileplace command lists to standard output the ranges of logical volume fragments allocated to the specified file. The order in which the logical volume fragments are listed corresponds directly to their order in the file. A short header indicates the file size (in bytes), the name of the logical volume in which the file lies, the block size (in bytes) for that volume, the fragment size in bytes, and the compression, indicating if the file system is compressed or not.

Occasionally, portions of a file may not be mapped to any fragments in the volume. These areas, whose size is an integral number of fragments, are implicitly zero-filled by the file system. The fileplace command indicates which areas in a file have no allocated fragments.

Optionally, the fileplace command also displays:
• Statistics indicating the degree to which the file is spread within the volume.
• The indirect block addresses for the file.
• The file’s placement on physical (as opposed to logical) volume, for each of the physical copies of the file.

Notes:
1. The fileplace command is not able to display the placement of remote Network File System (NFS) files. If a remote file is specified, the fileplace command returns an error message. However, the placement of the remote file can be displayed if the fileplace command is run directly on the file server.
2. The `fileplace` command reads the file’s list of blocks directly from the logical volume on disk. If the file is newly created, extended, or truncated, the file system information may not yet be on the disk when the `fileplace` command is run. Use the `sync` command to flush the file information to the logical volume.

3. There is no Indirect/Double Indirect blocks concept in JFS2 filesystem. The file is represented in terms of extents. Therefore the size of the maximum extent depends on the aggregate block size. With a 512 byte aggregate block size (the smallest allowable), the maximum extent is $512\cdot(2^{24}-1)$ bytes long (slightly under 8G). With a 4096 byte aggregate block size (the largest allowable), the maximum extent is $4096\cdot(2^{24}-1)$ bytes long (slightly under 64G). These limits apply only to a single extent; in no way do they have any limiting effects on overall file sizes.

**Flags**

- `-i` Displays the indirect blocks for the file, if any. The indirect blocks are displayed in terms of either their logical or physical volume block addresses, depending on whether the `-l` or `-p` flag is specified.
- `-l` Displays file placement in terms of logical volume fragments, for the logical volume containing the file. The `-l` and `-p` flags are mutually exclusive.

  **Note:** If neither the `-l` flag nor the `-p` flag is specified, the `-l` flag is implied by default. If both flags are specified, the `-p` flag is used.

- `-m` Displays the logical to physical map for a logical volume.

  `LogicalVolumeName`

- `-p` Displays file placement in terms of underlying physical volume, for the physical volumes that contain the file. If the logical volume containing the file is mirrored, the physical placement is displayed for each mirror copy. The `-l` and `-p` flags are mutually exclusive.

- `-v` Displays more information about the file and its placement, including statistics on how widely the file is spread across the volume and the degree of fragmentation in the volume. The statistics are expressed in terms of either the logical or physical volume fragment numbers, depending on whether the `-l` or `-p` flag is specified.

  *File space efficiency* is calculated as the number of nonnull fragments ($N$) divided by the range of fragments ($R$) assigned to the file and multiplied by 100, or $(N/R)\times 100$. Range is calculated as the highest assigned address minus the lowest assigned address plus 1, or $MaxBlk-MinBlk+1$. For example, the logical blocks written for the file are 01550 through 01557, so $N$ equals 8. The range, $R$, $(01557 - 01550 +1)$ also equals 8. Space efficiency for this file is 100% or $8/8 \times 100$. The `-v` flag message prints the results of the $(N/R)+100$ equation.

  According to this method of calculating efficiency, files greater than 32KB are never 100% efficient because of their use of the indirect block.

  *Sequential efficiency* is defined as 1 minus the number of gaps ($nG$) divided by number of possible gaps ($nPG$) or $1 - (nG/nPG)$. The number of possible gaps equals $N$ minus 1 ($nPG=N-1$). If the file is written to 9 blocks (greater than 32KB), and the logical fragment column shows:

  01550-01557
  01600

  The file is stored in 2 fragments out of a possible 9 fragments. The sequential efficiency calculation for this file is:

  $nG=1$
  $nPG=9-1=8$

  $(1-1/8) \times 100=87.5\%$

**Examples**

1. To display the placement of a file in its logical volume, enter:

```
fileplace data1
```
This example displays the list of fragments and the logical volume that contains the file data1.

2. To display the indirect blocks for a file, enter:
   
   ```
   fileplace -i data1
   ```

   In addition to the default list of logical volume fragments, the indirect blocks (if any) used to store the file block addresses in the file system are enumerated.

3. To display more placement information for a file, enter:
   
   ```
   fileplace -v data1
   ```

   In addition to the default list of logical volume fragments, statistics about the placement efficiency are displayed.

4. To display all information about the placement of a file on its physical volumes, enter:
   
   ```
   fileplace -piv data1
   ```

   This example displays the list of file and indirect blocks in terms of the underlying physical volumes, and includes statistics about the efficiency of the placement.

Files

`/dev/hd0, /dev/hd1, .../dev/hd`n

Specifies the logical volume.

Related Information

The `sync` command.

[Monitoring and Tuning Disk I/O](AIX 5L Version 5.2 Performance Management Guide)

The [Logical Volume Storage Overview](AIX 5L Version 5.2 System Management Concepts: Operating System and Devices) defines and discusses logical volume storage.

find Command

Purpose

Finds files with a matching expression.

Syntax

```
find Path ... [ Expression ]
```

Description

The `find` command recursively searches the directory tree for each specified `Path` parameter, seeking files that match a Boolean expression written using the terms given in the following text. When the `find` command is recursively descending directory structures, it will not descend into directories that are symbolically linked into the current hierarchy. The output from the `find` command depends on the terms specified by the `Expression` parameter.

The `find` command does not support the 4.3 BSD fast find syntax.

Expression Terms

These Boolean expressions and variables describe the search boundaries of the `find` command as defined in the `Path` and `Expression` parameters.
Note: In the following definitions, the \( n \) variable specifies a decimal integer that can be expressed as \(+n\) (more than \( n \)), \(-n\) (less than \( n \)), or \( n \) (exactly \( n \)).

\( (\text{Expression}) \) Evaluates to the value True if the expression in parentheses is true.

- \texttt{-cpio Device} Writes the current file to the specified device in the \texttt{cpio} command format.

- \texttt{-depth} Always evaluates to the value True. Causes the descent of the directory hierarchy to be done so that all entries in a directory are affected before the directory itself is affected. This can be useful when the \texttt{find} command is used with the \texttt{cpio} command to transfer files that are contained in directories without write permission.

- \texttt{-exec Command} Evaluates to the value True if the specified command runs and returns a 0 value as exit status. The end of the specified command must be punctuated by a semicolon in quotation marks or escaped semicolon. A command parameter \{\} (braces) is replaced by the current path name.

- \texttt{-follow} Causes symbolic and hard links to be followed.

- \texttt{-fstype Type} Evaluates to the value True if the file system to which the file belongs is of the specified type, where the \texttt{Type} variable has a value of \texttt{jfs} (journaled file system) or \texttt{nfs} (network file system).

- \texttt{-group Group} Evaluates to the value True if the file belongs to the specified group. If the value of the \texttt{Group} variable is numeric and does not appear in the \texttt{/etc/group} file, it is interpreted as a group ID.

- \texttt{-nogroup} Evaluates to the value True if the file belongs to a group not in the \texttt{/etc/group} database.

- \texttt{-inum \( n \)} Evaluates to the value True if file has an i-node matching the value of the \( n \) variable.

- \texttt{-links \( n \)} Evaluates to the value True if the file has the specified number of links. See the \texttt{ln} command for a description of links.

- \texttt{-ls} Always evaluates to the value True. Causes the current path name to be printed together with its associated statistics. These statistics include the following:
  - I-node number
  - Size in kilobytes (1024 bytes)
  - Protection mode
  - Number of hard links
  - User
  - Group
  - Size in bytes
  - Modification time

If the file is a special file, the size field contains the major and minor device numbers. If the file is a symbolic link, the path name of the linked-to file is printed preceded by the \texttt{->} (hyphen, greater than) symbols. Formatting is similar to that of the \texttt{ls -fls} command, however formatting is done internally without executing the \texttt{ls} command, therefore differences in output with the \texttt{ls} command may exist, such as with the protection mode.

- \texttt{-name File} Evaluates to the value True if the value of the \texttt{File} variable matches the file name. The usual shell filename generation characters (see the \texttt{sh} command) can be used. The pattern should either be enclosed in quotation marks or the escape character used when the \texttt{find} command is used from the shell. A backslash (\) is used as an escape character within the pattern. You can use wildcard (pattern-matching) characters, provided they are in quotation marks. See "Pattern Matching with Wildcards and Metacharacters" in \textit{AIX 5L Version 5.2 System User’s Guide: Operating System and Devices} for more information on using wildcard characters.

In an expression such as \([a-z]\), the hyphen means \textit{through} according to the current collating sequence. A collating sequence may define equivalence classes for use in character ranges. See "National Language Support Overview" in \textit{AIX 5L Version 5.2 National Language Support Guide and Reference} for more information on collating sequences and equivalence classes.
**-newer File**
Evaluates to the value True if the current file has been modified more recently than the file indicated by the `File` variable.

**-ok Command**
The same as the `-exec` expression, except that the `find` command asks you whether it should start the specified command. An affirmative response starts the command. The end of the specified command must be punctuated by a semicolon enclosed in quotation marks or the \\ (backslash-escape semicolon).

**-perm [ - ] OctalNumber**
Evaluates to the value True if the permission code of the file exactly matches the `OctalNumber` parameter (see the `chmod` command for an explanation of file permissions). If the optional `-` (hyphen) is present, this expression evaluates to true if at least these permissions are set. The `OctalNumber` parameter may be up to nine octal digits.

**-perm [ - ] Mode**
The mode argument is used to represent file mode bits. It will be identical in format to the `<symbolicmode>` operand described in `chmod`, and will be interpreted as follows:

Initially, a template will be assumed with all file mode bits cleared. Op symbols have the following function:

- `+` sets the appropriate mode bits in the template
- `-` clears the appropriate bits
- `=` sets the appropriate mode bits, without regard to the contents of the process’ file mode creation mask

The op symbol `-` cannot be the first character of mode. This avoids ambiguity with the optional leading hyphen. Because the initial mode is all bits off, there are no symbolic modes that need to use `-` as the first character.

If the hyphen is omitted, the primary evaluates as True when the file permission bits exactly match the value of the resulting template. Otherwise, if mode is prefixed by a hyphen, the primary will evaluate as True if at least all bits in the resulting template are set in the file permission bits.

The `Mode` parameter is identical to the `chmod` command syntax. This expression evaluates to the value True if the file has exactly these permissions. If the optional `-` (hyphen) is present, this expression evaluates to the value True if at least these permissions are set.

**-print**
Always evaluates to the value True. Displays the current path name. The `find` command assumes a `-print` expression, unless the `-exec`, `-ls`, or `-ok` expressions are present.

**-prune**
Always evaluates to the value True. Stops the descent of the current path name if it is a directory. If the `-depth` flag is specified, the `-prune` flag is ignored.

**-size n**
Evaluates to the value True if the file is the specified `n` of blocks long (512 bytes per block). The file size is rounded up to the nearest block for comparison.

**-size nc**
Evaluates to the value True if the file is exactly the specified `n` of bytes long. Adding `c` to the end of the `n` variable indicates that the size of the file is measured in individual bytes not blocks.

**-atime n**
Evaluates to the value True if the file has been accessed in `n-1` to `n` multiples of 24 hours. For example, `-atime 2` is true if the file has been accessed within 24 to 48 hours.

**-ctime n**
Evaluates to the value True if the file i-node (status information) has been changed in the specified number of 24-hour periods.

**-mtime n**
Evaluates to the value True if the file has been modified in `n-1` to `n` multiples of 24 hours.
-type Type
Evaluates to the value True if the Type variable specifies one of the following values:

- b  Block special file
- c  Character special file
- d  Directory
- f  Plain file
- l  Symbolic link
- p  FIFO (a named pipe)
- s  Socket

-user User
Evaluates to the value True if the file belongs to the specified user. If the value of the User variable is numeric and does not appear as a login name in the /etc/passwd file, it is interpreted as a user ID.

-nouser
Evaluates to the value True if the file belongs to a user not in the /etc/passwd database.

-xdev
Always evaluates to the value True. Prevents the find command from traversing a file system different from the one specified by the Path parameter.

These expressions can be combined using the following operators in the order of decreasing precedence:

1. ( Expression ) - A parenthetic group of expressions and operators (parentheses are special to the shell and require the backslash-escape sequence).
2. ! Expression - The negation of an expression ('!' is the unary NOT operator).
3. Expression [ -a ] Expression - Concatenation of expressions (the AND operation is implied by the juxtaposition of two primaries or may be explicitly stated as -a).
4. Expression -o Expression - Alternation of primaries; -o is the OR operator. The second expression will not be evaluated if the first expression is true.

Note: When using the find and cpio commands together, you must use the -follow option with the cpio command when using the -L option with the cpio command, and visa versa. Not using these two options together produces undesirable results. If no expression is present, -print as used in the default expression. For example, if the given expression does not contain any of the primaries -exec, -ok, or -print, the given expression will be replaced by (given_expression) -print. The -user, -group, and -newer primaries each evaluate their respective arguments only once. Using a command specified by -exec or -ok does not affect subsequent primaries on the same file.

Exit Status
This command returns the following exit values:

0  All Path parameters were traversed successfully.
>0  An error occurred.

Examples
1. To list all files in the file system with a given base file name, type:

    find / -name .profile -print

    This searches the entire file system and writes the complete path names of all files named .profile. The / (slash) tells the find command to search the root directory and all of its subdirectories. In order not to waste time, it is best to limit the search by specifying the directories where you think the files might be.

2. To list files having a specific permission code in the current directory tree, type:

372  Commands Reference, Volume 2
**find . -perm 0600 -print**

This lists the names of the files that have only owner-read and owner-write permission. The . (dot) tells the `find` command to search the current directory and its subdirectories. See the `chmod` command for an explanation of permission codes.

3. To search several directories for files with certain permission codes, type:

   `find manual clients proposals -perm -0600 -print`

   This lists the names of the files that have owner-read and owner-write permission and possibly other permissions. The `manual`, `clients`, and `proposals` directories and their subdirectories are searched. In the previous example, `-perm 0600` selects only files with permission codes that match 0600 exactly. In this example, `-perm -0600` selects files with permission codes that allow the accesses indicated by 0600 and other accesses above the 0600 level. This also matches the permission codes 0622 and 2744.

4. To list all files in the current directory that have been changed during the current 24-hour period, type:

   `find . -ctime 1 -print`

5. To search for regular files with multiple links, type:

   `find . -type f -links +1 -print`

   This lists the names of the ordinary files (-type f) that have more than one link (-links +1).

   **Note:** Every directory has at least two links: the entry in its parent directory and its own . (dot) entry. The `ln` command explains multiple file links.

6. To find all accessible files whose path name contains `find`, type:

   `find . -name '*find*' -print`

7. To remove all files named a.out or *.o that have not been accessed for a week and that are not mounted using `nfs`, type:

   `find / \( -name a.out -o -name '*\o' \) -atime +7 ! -fstype nfs -exec rm {} \;`

   **Note:** The number used within the `-atime` expression is +7. This is the correct entry if you want the command to act on files not accessed for more than a week (seven 24-hour periods).

8. To print the path names of all files in or below the current directory, except the directories named SCCS or files in the SCCS directories, type:

   `find . -name SCCS -prune -o -print`

   To print the path names of all files in or below the current directory, including the names of SCCS directories, type:

   `find . -print -name SCCS -prune`

9. To search for all files that are exactly 414 bytes long, type:

   `find . -size 414c -print`

10. To find and remove every file in your home directory with the .c suffix, type:

    `find /u/arnold -name "*.c" -exec rm {} \;`

    Every time the `find` command identifies a file with the .c suffix, the `rm` command deletes that file. The `rm` command is the only parameter specified for the `-exec` expression. The {} (braces) represent the current path name.
Files

/usr/bin/find
Contains the find command.

/bin/find
Symbolic link to the find command.

/etc/group
Contains a list of all known groups.

/etc/passwd
Contains a list of all known users.

Related Information
The chmod command, cpio command, ln command, sh command.

Backup Overview for System Management in AIX 5L Version 5.2 System Management Concepts: Operating System and Devices introduces archiving methods, including the use of the cpio command.

Directories Overview in AIX 5L Version 5.2 Files Reference describes the structure and characteristics of directories in the file system.

Types of Files in AIX 5L Version 5.2 System User’s Guide: Operating System and Devices describes files, file types, how to name files, and how to use wildcard characters.

Input and Output Redirection Overview in AIX 5L Version 5.2 System User’s Guide: Operating System and Devices describes how the operating system processes input and output.

Shells Overview in AIX 5L Version 5.2 System User’s Guide: Operating System and Devices describes shells, the different types of shells, and how shells affect the way commands are interpreted.


finger Command

Purpose
Shows user information. This command is the same as the f command.

Syntax

{ finger | f } [ -b ] [ -h ] [ -l ] [ -p ] [ -q | -s ] [ -w ]

[ -f ] [ -m ] [ User ] [ @ Host ] [ @ Host ]

Description
The /usr/bin/finger command displays information about the users currently logged in to a host. The format of the output varies with the options for the information presented.

Default Format
The default format includes the following items:

• Login name
• Full user name
• Terminal name
• Write status (an * (asterisk) before the terminal name indicates that write permission is denied)

For each user on the host, the default information list also includes, if known, the following items:
• Idle time (Idle time is minutes if it is a single integer, hours and minutes if a : (colon) is present, or days and hours if a "d" is present.)
• Login time
• Site-specific information

The site-specific information is retrieved from the gecos field in the /etc/passwd file. The gecos field may contain the Full user name followed by a comma or / (slash character). All information that follows the comma or slash character is displayed by the finger command with the Site-specific information.

Longer Format
A longer format is used by the finger command whenever a list of user’s names is given. (Account names as well as first and last names of users are accepted.) This format is multiline, and includes all the information described above along with the following:
• User’s $HOME directory
• User’s login shell
• Contents of the .plan file in the user’s $HOME directory
• Contents of the .project file in the user’s $HOME directory

The finger command may also be used to look up users on a remote system. The format is to specify the user as User@Host. If you omit the user name, the finger command provides the standard format listing on the remote system.

Create the .plan and .project files using your favorite text editor and place the files in your $HOME directory. The finger command uses the toascii subroutine to convert characters outside the normal ASCII character range when displaying the contents of the .plan and .project files. The finger command displays a M- before each converted character.

When you specify users with the User parameter, you can specify either the user’s first name, last name, or account name. When you specify users, the finger command, at the specified host, returns information about those users only in long format.

For other information about the finger command, see “Installation and Configuration for TCP/IP” in AIX 5L Version 5.2 System Management Guide: Communications and Networks.

Flags
-b Gives a brief, long-form listing.
-f Suppresses printing of header line on output (the first line that defines the fields that are being displayed).
-h Suppresses printing of .project files on long and brief long formats.
-i Gives a quick listing with idle times.
-l Gives a long-form listing.
-m Assumes that the User parameter specifies a user ID (used for discretionary access control), not a user login name.
-p Suppresses printing of .plan files on long-form and brief long-form formats.
-q Gives a quick listing.
-s Gives a short format list.
-w Gives a narrow, short-format list.

Parameters
@Host Specifies all logged-in users on the remote host.
User Specifies a local user ID (used for discretionary access control) or local user login name, as specified in the /etc/passwd file.
User@Host Specifies a user ID on the remote host, displayed in long format.
Examples

1. To get information about all users logged in to host alcatraz, enter:
   `finger @alcatraz`

   Information similar to the following is displayed:
   
   
   [alcatraz.austin.ibm.com]
   Login Name  TTY  Idle   When  Site Info
   brown  Bob Brown  console  2d  Mar 15 13:19
   smith  Susan Smith  pts0  11:  Mar 15 13:01
   jones  Joe Jones  tty0  3  Mar 15 13:01

   User brown is logged in at the console, user smith is logged in from pseudo teletype line pts0, and user jones is logged in from tty0.

2. To get information about user brown at alcatraz, enter:
   `finger brown@alcatraz`

   Information similar to the following is displayed:

   Login name: brown
   Directory: /home/brown    Shell: /home/bin/xinit -L -n Startup
   On since May 8 07:13:49 on console
   No Plan.

3. To get information about user brown at a local host in short form, enter:
   `finger -q brown`

   Information similar to the following is displayed:
   
   Login TTY  When
   brown  pts/6  Mon Dec17 10:58

Files

/`usr/bin/finger` Contains the `finger` command.
/`etc/utmp` Contains list of users currently logged in.
/`etc/passwd` Defines user accounts, names, and home directories.
/`etc/security/passwd` Defines user passwords.
/`var/adm/lastlog` Contains last login times.
$HOME/.plan Optional file that contains a one-line description of a user’s plan.
$HOME/.project Optional file that contains a user’s project assignment.

Related Information

The `hostname` command, `rwho` command.

The `fingerd` daemon.

Displaying Information about Logged-In Users in AIX 5L Version 5.2 System User’s Guide: Communications and Networks.

fingerd Daemon

Purpose
Provides server function for the finger command.

Syntax

Note: The fingerd daemon is usually started by the inetd daemon. It can also be controlled from the command line, using System Resource Controller (SRC) commands.

/usr/sbin/fingerd [-s] [-f]

Description
The /usr/sbin/fingerd daemon is a simple protocol that provides an interface to the finger command at several network sites. The finger command returns a status report on either the current system or a user. The fingerd daemon listens for Transmission Control Protocol (TCP) requests at port 79 as listed in the /etc/services file and the /etc/inetd.conf file.

For individual site security concern the fingerd daemon, by default, will not forward any finger request to any other system. If it receives a finger forward request, the fingerd daemon replies with the message Finger forwarding service denied to the finger command. The system administrator has the option to turn on finger forwarding as the default when running the fingerd daemon by using the -f flag.

Changes to the fingerd daemon can be made using the System Management Interface Tool (SMIT) or SRC or by editing the /etc/inetd.conf file or /etc/services file. Entering fingerd at the command line is not recommended. The fingerd daemon is started by default when it is uncommented in the /etc/inetd.conf file.

The inetd daemon get its information from the /etc/inetd.conf file and the /etc/services file.

After changing the /etc/inetd.conf or /etc/services file, run the refresh -s inetd or kill -l InetdPID command to inform the inetd daemon of the changes to its configuration file.

The fingerd daemon should have a user ID with the least privileges possible. The nobody ID allows the least permissions. Giving the fingerd daemon the nobody user ID allows the daemon to be used on your host. Change the /etc/services file to reflect the user ID you want to use.

Manipulating the fingerd Daemon with the System Resource Controller
The fingerd daemon is a subserver of the inetd daemon, which is a subsystem of the SRC. The fingerd daemon is a member of the tcpip SRC subsystem group. This daemon is enabled when it is uncommented in the /etc/inetd.conf file and can be manipulated by the following SRC commands:

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>startsrc</td>
<td>Starts a subsystem, group of subsystems, or a subserver.</td>
</tr>
<tr>
<td>stopsrc</td>
<td>Stops a subsystem, group of subsystems, or a subserver.</td>
</tr>
<tr>
<td>lssrc</td>
<td>Gets the status or a subsystem, group or subsystems, or a subserver.</td>
</tr>
</tbody>
</table>

Flags

- -s Turns on socket-level debugging.

- -f Turns on finger forwarding service for this fingerd daemon.
Examples

Note: The arguments for the fingerd daemon can be specified by using SMIT or by editing the /etc/inetd.conf file.

1. To start the fingerd daemon type:
   startsrc -t finger
   This command starts the fingerd subserver.

2. To stop the fingerd daemon usually, type:
   stopsrc -t finger
   This command allows all pending connections to start and existing connections to complete but prevents new connections from starting.

3. To force stop the fingerd daemon and all fingerd connections type:
   stopsrc -t -f finger
   This command terminates all pending connections and existing connections immediately.

4. To display a short status report about the fingerd daemon type:
   lssrc -t finger
   This command returns the daemon’s name, process ID, and state (active or inactive).

Related Information
The finger command, lssrc command, kill command, refresh command, startsrc command, and stopsrc command.

TCP/IP daemons in AIX 5L Version 5.2 System Management Guide: Communications and Networks.

The /etc/inetd.conf file format, /etc/services file format.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in AIX 5L Version 5.2 Web-based System Manager Administration Guide.

fish Command

Purpose
Plays the go fish card game.

Syntax
fish

Description
The object of the go fish game is to accumulate books of four cards with the same face value. You and the program (your opponent) take turns asking for cards from one another’s hand. If your opponent has one or more cards of the value requested, your opponent must hand them over. If not, your opponent prompts GO FISH!, and you draw a card from the pool of undealt cards. If you draw the card you asked for, you draw again. As books are made, they are laid down on the table. Play continues until there are no cards left. The player with the most books wins the game. The fish command tells you the winner and exits.

The fish command prompts with instructions? before play begins. To see the instructions, enter Y (yes).
Entering a 'p' as your first move gives you the professional-level game. The default is an amateur-level game.

When playing go fish, you enter the card you want when your opponent prompts:
you ask me for:

If you press only the Enter key when prompted, you receive information about the number of cards in your opponent's hand and in the pool.

The game displays:
- your current hand, including the books you have accumulated
- GO FISH! when either you or your opponent ask for a card the other does not have
- the card drawn after the GO FISH! prompt
- the card your opponent asks you for
- completed books (yours or your opponent's)
- the requested card when you or your opponent get another guess.

**Examples**
The following is a sample of a fish screen display:

```
your hand is: A 5 5 7 10 J Q
you ask me for: 5
I say "GO FISH!"
You draw A
I ask you for: 5
Made a book of 5's
I get another guess
I ask you for 6
You say "GO FISH!"
your hand is: AA 7 10 J Q
you ask me for:
```

To exit the game before play is completed, press the Interrupt (Ctrl-C) key sequence.

**Files**

`/usr/games` Location of the system’s games.

**Related Information**
The [arithmetic](command), [back](command), [bj](command), [craps](command), [fortune](command), [hangman](command), [moo](command), [number](command), [quiz](command), [ttt](command), [turnoff](command), [turnon](command), [wump](command).

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**flcopy Command**

**Purpose**
Copies to and from diskettes.

**Syntax**
```
flcopy [-f Device] [-h] [-r] [-t Number]
```
Description

The `flcopy` command copies a diskette (opened as `/dev/rfd0`) to a file named `floppy` created in the current directory, then prints the message: Change floppy, hit return when done. The `flcopy` command then copies the `floppy` file to the diskette. You can specify the `-f, -h, -r, or -t Number` flag to modify the behavior of the `flcopy` command.

**Note:** You cannot use the `flcopy` command to copy data from one diskette to another diskette of different size.

Flags

- `-f Device` Allows you to specify a drive other than `/dev/rfd0`.
- `-h` Causes the `flcopy` command to open the `floppy` file in the current directory and copy it to `/dev/rfd0`.
- `-r` Tells the `flcopy` command to exit after copying the diskette to the `floppy` file in the current directory.
- `-t Number` Causes only the specified `Number` of tracks to be copied. The tracks copied always begin with the first tracks on the diskette.

Exit Status

This command returns the following exit values:

0  Successful completion.
>0  An error occurred.

Examples

1. To copy `/dev/rfd1` to the `floppy` file in the current directory, enter:

   `flcopy -f/dev/rfd1 -r`

2. To copy the first 100 tracks of the diskette, enter:

   `flcopy -f/dev/rfd1 -t100`

Files

`/usr/sbin/flcopy` Contains the `flcopy` command.

Related Information

The `format` or `fdformat` command.

The `fd` special file.

flush-secldapclntd Command

Purpose

The `flush-secldapclntd` command flushes the cache for the `secldapclntd` daemon process.

Syntax

`/usr/sbin/flush-secldapclntd`
Description
The **flush-secldapclntd** command clears the cache for the **secldapclntd** daemon process.

Example
1. To flush the **secldapclntd** daemon cache, type:
   `/usr/sbin/flush-secldapclntd`

Files
/`etc/security/ldap/ldap.cfg` Contains information needed by the **secldapclntd** daemon to connect to the server.

Related Information
The **secldapclntd** daemon

The **mksecldap**, **stop-secldapclntd**, **start-secldapclntd**, **restart-secldapclntd** and **ls-secldapclntd** commands.

The `/`etc/security/ldap/ldap.cfg` file.

**fmt Command**

Purpose
Formats mail messages prior to sending.

Syntax
`/usr/bin/fmt [-Width] [File ... ]`

Description
The **fmt** command starts a text formatter that reads the concatenation of input Files (or standard input if no Files are specified), then produces on standard output a version of the input with the line lengths set to the value of **-Width**. If no value is specified with the **-Width** flag, the default value of 72 characters is used. The spacing at the beginning of the input lines is preserved in the output, as are blank lines and spacing between words.

The **fmt** command is generally used to format mail messages to improve their appearance before they are sent. However, the **fmt** command may also be useful for simple formatting tasks. For example, within visual mode of a text editing program such as the vi editor, the command `!fmt` formats a paragraph so that all lines are set to the value specified with the **-Width** flag, the default value of 72 characters is used. Standard text editing programs are more appropriate than **fmt** for complex formatting operations.

**Note:** Do not use the **fmt** command if the message contains embedded messages or preformatted information from other files. This command formats the heading information in embedded messages and may change the format of preformatted information.

Flags
- **File** Specifies the name of the file to be formatted.
- **-Width** Specifies the line length. The default value for **Width** is 72 characters.
Examples

1. To format a message you have created with the mail editor, enter:
   ```
   ~| fmt
   ```
   The `~| fmt` is entered at the left margin of the message. After you issue the `~| fmt` command, the message is formatted. The word (continue) is displayed to indicate that you can enter more information or send the message.

2. To format a file and display the output on your screen, enter:
   ```
   fmt file1
   ```
   In this example, the file file1 is formatted and displayed on your screen.

Files

/usr/bin/fmt Contains the fmt command.

Related Information

The `mail` command, `nroff` command, `vi` command.

Mail Overview in AIX 5L Version 5.2 System User’s Guide: Communications and Networks.

fold Command

Purpose
Folds long lines for finite-width output device.

Syntax

fold [-b] [-s] [-w Width] [ File... ]

Description
The fold command is a filter that folds long lines for a finite-width output device. By default, the command folds the contents of standard input, breaking the lines to a line width of 80 (eighty). You can also specify one or more files as input to the command.

The fold command inserts a new-line character in the input lines so that each output line is as wide as possible without exceeding the value specified by the Width parameter. If the -b flag is specified, line width is counted in bytes. If the -b flag is not specified:
- Width is counted in columns as determined by the LC_CTYPE environment variable.
- A backspace character decreases the length of an output line by 1.
- A tab character advances to the next column where the column position is 1 plus a multiple of 8.

The fold command accepts -w Width values in multiples of 8 if the file contains tabs. To use other width values when the file contains tabs, use the `expand` command before using the fold command.

Notes:
1. The fold command may affect any underlining that is present.
2. The fold command does not insert new-line characters in the middle of multibyte characters even when the -b flag is used.
Flags

- **b**
  Counts \textit{Width} in bytes. The default is to count in columns.

- **s**
  Breaks the line after the rightmost blank within the \textit{Width} limit, if an output line segment contains any blank characters. The default is to break lines so each output line segment is as wide as possible.

- **w Width**
  Specifies the maximum line width as the value of the \textit{Width} variable. The maximum line width is 2048. The default is 80.

Exit Status

This command returns the following exit values:

- **0**
  All input files processed successfully.

- **>0**
  An error occurred.

Examples

To fold the lines of a file named \texttt{longlines} into width 72 (seventy-two), enter:

\texttt{fold -w 72 longlines}

Files

\texttt{/usr/bin/fold} Contains the \texttt{fold} command.

Related Information

The \texttt{expand} command, \texttt{tab} command.


\underline{folder Command}

Purpose

Selects and lists folders and messages.

Syntax


Description

The \texttt{folder} command sets the current folder and the current message for that folder, and lists information about your folders. By default, the \texttt{folder} command lists the current folder name, the number of messages, the range of the message numbers, and the current message.

The folder specified by the +\texttt{Folder} flag becomes the current folder. The message specified by the \texttt{Message} parameter becomes the current message for the folder. Use the -\texttt{pack} flag to renumber the messages in a folder.

Flags

- **-all**
  Displays a line of information about each folder in your mail directory.
-fast
Displays only the names of the folders.
+Folder
Specifies the folder information to display.
-header
Displays column headings for the folder information.
-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.

-list
Displays the current folder followed by the contents of the folder stack.

Message
Sets the specified message as the current message. Unless you specify the +Folder flag, the command sets the specified message for the current folder. Use the following references to specify a message:

Number
Number of the message.
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.
new
The new message that is created.
prev
Message preceding the current message.

-nofast
Displays information about each folder. This flag is the default.
-noheader
Suppresses column headings for the folder information. This flag is the default.
-nolist
Suppresses the display of the folder-stack contents. This flag is the default.
-nopack
Prevents renumbering of the messages in the folder. This flag is the default.
-noprint
Prevents display of folder information. If the -push, -pop, or -list flag is specified, the -noprint flag is the default.
-norecurse
Displays information about the top-level folders in your current folder only. Information about subfolders is not displayed. This flag is the default.
-nototal
Prevents display of the total of all messages and folders in your mail directory structure. When the -all flag is specified, the default is the -total flag; otherwise, the -nototal flag is the default.
-pack
Renumbers the messages in the specified folder. Rerumbering eliminates gaps in the message numbering after messages have been deleted.
-pop
Removes the folder from the top of the folder stack and makes it the current folder. The +Folder flag cannot be specified with the -pop flag.
-print
Displays information about the folders. If the -push, -pop, or -list flag is specified, the -noprint flag is the default; otherwise, the -print flag is the default.
-push
Moves the current folder to the top of the folder stack and sets the specified folder as the current folder. If no folder is specified, the -push flag swaps the current folder for the folder on top of the folder stack.
-recurse
Displays information about all folders and subfolders in your current folder.
-total
Displays all messages and folders in your mail directory structure. The -total flag does not display information for subfolders unless you specify the -recurse flag. The -total flag is the default if the -all flag is specified.

Profile Entries
The following entries are entered in the UserMhDirectory/.mh_profile file:

Current-Folder: Sets the default current folder.
Folder-Protect: Sets the protection level for the new folder directories.
Folder-Stack: Specifies the folder stack.
lsproc: Specifies the program used to list the contents of a folder.
Path: Specifies the user’s MH directory.
Examples

1. To display information about the current folder, enter:
   
   folder

   The system responds with a message similar to the following:
   inbox+ has 80 messages (1-82); cur = 7; (others).

   In this example, the current folder is inbox.The folder contains 80 messages, ranging from message 1 to message 82. The current message number is 7.

2. To display information about all folders, enter:
   
   folder -all

   The system responds with a message similar to the following:
   Folder # of messages (range); cur msg (other files)
   inbox+ has 80 messages (1-82); cur= 7; (others).
   test has 5 messages (1-5); cur= 5; (others).
   
   Total= 85 messages in 2 folders

   In this example, there are 2 folders containing a total of 85 messages. The current folder is inbox, indicated by the + (plus sign) that follows it.

3. To make the test folder the current folder and display information about test, enter:
   
   folder +test

   The system responds with a message similar to the following:
   test+ has 5 messages (1-5); cur = 5; (others)

4. To make message 2 the current message in the current folder, enter:
   
   folder 2

   The system responds with a message similar to the following:
   test+ has 5 messages (1-5); cur = 2; (others)

5. To create a folder called group and make it the current folder, enter:
   
   folder +group

   The system responds with a message similar to the following:
   Create folder "/home/dawn/Mail/group"? _

   Enter:
   yes

   The system responds with a message similar to the following:
   group+ has no messages.

6. To renumber the messages in the current folder, enter:
   
   folder -pack

   The system responds with a message similar to the following:
   inbox+ has 80 messages (1-80); cur= 7; (others).
In this example, the messages are renumbered to eliminate gaps in the message numbering after messages have been deleted.

Files

$HOME/.mh_profile
Contains the MH user profile.

/usr/bin/folder
Contains the folder command.

Related Information

The folders command, mhpath command, pack command, refile command.

The mh_alias file format, mh_profile file format.


folders Command

Purpose

Lists all folders and messages in mail directory.

Syntax

folders [ +Folder ] [ Message ] [ -all ] [ -pack | -nopack ] [ -fast | -nofast ] [ -recurse | -norecurse ] [ -print | -noprint ] [ -header | -noheader ] [ -total | -nototal ] [ -push | -pop ] [ -list | -nolist ]

Description

The folders command lists all folders and messages in your mail directory. This command is equivalent to the folder command specified with the -all flag.

Flags

-all
Displays a line of information about each folder in your mail directory.

-fast
Displays only the names of the folders.

+Folder
Specifies the folder information to display.

-header
Displays column headings for the folder information. This flag is the default.

-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.

-list
Displays the current folder followed by the contents of the folder stack.
Message

Sets the specified message as the current message. Unless you specify the +Folder flag, the command sets the specified message for the current folder. Use the following references to specify a message:

Number

Number of the message.

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.

new

The new message that is created.

prev

Message preceding the current message.

-nofast

Displays information about each folder. This flag is the default.

-noheader

Suppresses column headings for the folder information.

-nolist

Suppresses the display of the folder-stack contents. This flag is the default.

-nopack

Prevents renumbering of the messages in the folder. This flag is the default.

-noprint

Prevents display of folder information. If the -push, -pop, or -list flag is specified, the -noprint flag is the default.

-norecurse

Displays information about the folders in your mail directory. Information about subfolders is not displayed. This flag is the default.

-nototal

Prevents display of all messages and folders in your mail directory structure.

-pack

Renumbers the messages in the folders. Renumbering eliminates gaps in message numbering after messages have been deleted.

-pop

Removes the folder from the top of the folder stack and makes it the current folder.

-print

Displays the number of messages in each folder, the current message for each folder, and the current folder. If the -push, -pop, or -list flag is specified, the -noprint flag is the default; otherwise, the -print flag is the default.

-push

Moves the current folder to the top of the folder stack and sets the specified folder as the current folder. If no folder is specified, the -push flag swaps the current folder for the folder on top of the folder stack.

-recurse

Displays information about all folders and subfolders in your mail directory structure.

-total

Displays all messages and folders in your mail directory structure. The -total flag does not display information for subfolders unless you specify the -recurse flag. The -total flag is the default.

Profile Entries

The following entries are entered in the UserMhDirectory/mh_profile file:

Current-Folder: Sets the default current folder.
Folder-Protect: Sets the protection level for the new folder directories.
Folder-Stack: Specifies the folder stack.
lsproc: Specifies the program used to list the contents of a folder.
Path: Specifies the user’s MH directory.

Examples

1. To display information about all folders, enter:

   folders

   The system responds with a message similar to the following:
In this example, there are 2 folders containing a total of 85 messages. The current folder is `inbox`, indicated by the + (plus sign) following it.

2. To list only the names of all folders, enter:

```
folders -fast
```

The system responds with a message similar to the following:

```
inbox
test
```

3. To renumber the messages in all folders, enter:

```
folders -pack
```

The system responds with a message similar to the following:

```
inbox+ has 80 messages (1-80); cur= 7; (others).
test has 5 messages (1-5); cur= 5; (others).
```

In this example, the messages in the `inbox` folder and in the `test` folder have been renumbered to eliminate gaps in message numbering after messages were deleted.

**Files**

$HOME/.mh_profile Contains the MH user profile.

/usr/bin/folders Contains the `folders` command.

**Related Information**

The `folder` command, `mhpath` command, `packf` command, `refile` command.

The `mh_alias` file format, `mh_profile` file format.

*Mail Overview* in *AIX 5L Version 5.2 System User’s Guide: Communications and Networks.*

---

**format Command**

**Purpose**

Formats either diskettes or read/write optical media disks.

**Syntax**

```
format [-d Device] [-f] [-l]
```

**Description**

**Attention:** Formatting a diskette or read/write optical disk destroys any existing data on it.

The `format` command formats diskettes in the diskette drive specified by the `Device` parameter. The `format` command determines the device type, which may be one of the following:

- 5.25-inch low-density diskette (360KB) containing 40x2 tracks, each with 9 sectors
- 5.25-inch high-capacity diskette (1.2MB) containing 80x2 tracks, each with 15 sectors
- 3.5-inch low-density diskette (720KB) containing 80x2 tracks, each with 9 sectors
- 3.5-inch high-capacity diskette (1.44MB) containing 80x2 tracks, each with 18 sectors
- 3.5-inch high-capacity diskette (2.88MB) containing 80x2 tracks, each with 36 sectors

The sector size is 512 bytes for all diskette types.

The format command formats a diskette with the highest capacity supported by the diskette drive, unless the Device parameter specifies a different density.

The format command formats a read/write optical disk, provided that the drive supports setting the Format Options Valid (FOV) bit of the defect list header to 0. To format a read/write optical disk, use the name of the read/write optical drive (such as /dev/romd0) after the -d flag. For more information, see the DKFORMAT operation of the ioctl subroutine in the scdisk SCSI Device Driver in AIX 5L Version 5.2 Technical Reference: Kernel and Subsystems Volume 2.

Before formatting a diskette or read/write optical disk, the format command prompts for verification. This allows you to end the operation cleanly.

**Flags**

- **-d Device**
  Specifies the device used to format the diskette. If the device name ends with the letter h, the drive formats the diskette for high density. If the device name ends with the letter l, the drive formats the diskette for low density. Refer to the /dev special file for information about valid device types. This flag is used only with the format command.

  **Attention:** If the diskette drive supports a higher capacity than the highest capacity for which the diskette was manufactured, the capacity of the diskette should be explicitly stated in the Device parameter (-d Device flag) of the format command. For example, to format a 1MB diskette on a 4MB diskette drive, specify the diskette capacity in the -d flag as follows:

  ```
  -d /dev/fd0.9 for a 1MB diskette
  ```

  Failure to do this may cause read and write errors.

- **-f**
  Formats the diskette without checking for bad tracks, thus formatting the diskette more quickly. This flag applies to diskettes only, not to read/write optical disks. It is used only with the format command.

- **-l**
  (Lowercase L) Formats a 360KB diskette in a 5.25-inch, 1.2MB diskette drive. Formats a 720KB diskette in a 3.5-inch 1.4MB diskette drive. This flag applies to diskettes only, not to read/write optical disks. It is used only with the format command.

  **Attention:** A 360KB diskette drive may not be able to read a 360KB diskette that has been formatted in a 1.2MB drive.

**Parameters**

 Device
  Specifies the device containing the diskette to be formatted. The default is the /dev/rfd0 device for drive 0.

**Examples**

1. To format a diskette in the /dev/rfd0 device, enter:

   ```
   format -d /dev/rfd0
   ```

2. To format a diskette without checking for bad tracks, enter:

   ```
   format -f
   ```
3. To format a 360KB diskette in a 5.25-inch, 1.2MB diskette drive in the /dev/rfd1 device, enter:
   format -l -d /dev/rfd1

4. To format a 3.5-inch, low-density (720KB) diskette, enter:
   format -d /dev/fd0.9

5. To format a 3.5-inch, high-capacity (1.44MB) diskette, enter:
   format -d /dev/fd0.18

6. To format a read/write optical disk in the /dev/romd0 device, enter:
   format -d /dev/romd0

Files

/usr/sbin/format Contains the format command.
/dev/rfd* Specifies the device parameters.
/dev/fd* Specifies the device parameters.
/dev/romd* Specifies the device parameters.
/dev/omd* Specifies the device parameters.

Related Information
The flcopy command, fdformat command.
The fd special file.

fortune Command

Purpose
Displays a random fortune from a database of fortunes.

Syntax
fortune [ ] [ -s | -l | -a | -w ] [ File ]

Description
The fortune command displays a fortune from either the fortunes.dat file or the file specified by the File parameter. After displaying the fortune, the fortune command exits.

Flags
- Displays the usage summary.
-a Displays either type of fortune.
-l Displays long fortunes only.
-s Displays short fortunes only.
-w Waits after displaying a fortune to allow the user time to read the fortune.

Files

/usr/games Location of the system’s games.
/usr/games/lib/fortune/fortunes.dat Location of the default fortune database.
Related Information
The \texttt{arithmetic} command, \texttt{back} command, \texttt{bj} command, \texttt{craps} command, \texttt{fish} command, \texttt{hangman} command, \texttt{moo} command, \texttt{number} command, \texttt{quiz} command, \texttt{ttt} command, \texttt{turnoff} command, \texttt{turnon} command, \texttt{wump} command.

\textbf{forw Command}

\textbf{Purpose}
Forwards messages.

\textbf{Syntax}
\texttt{forw [ + Folder ] [ -draftfolder +Folder | -nodraftfolder ] [ -draftmessage Message ] } [ -digest Name | -issue Number | -volume Number ] [ -form FormFile ] [ -editor Editor | -noedit ] [ -whatnowproc Program | -nowhatnowproc ] [ -filter File ] [ -annotate | -inplace | -noinplace ] [ -noannotate ] [ -format | -noformat | -help ]

\textbf{Description}
The \texttt{forw} command starts an interface for forwarding messages. By default, the \texttt{forw} command interface:
- Opens for editing a \texttt{UserMhDirectory/draft} file.
- Prompts the user to enter forwarding information based on the template defined in the \texttt{/etc/mh/mhl.forward} file.
- Prompts the user to enter any additional text that should accompany the forwarded message.

To complete editing of the \texttt{UserMhDirectory/draft} file, press the Ctrl-D sequence. The \texttt{forw} command appends the current message from the current folder to the \texttt{draft} file. If you want to append more than one message, use the \texttt{Messages} parameter.

\textbf{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.

Upon exiting the editor, the \texttt{forw} command starts the \texttt{What Now?} prompt. Press the Enter key to see a list of the available \texttt{whatnow} subcommands. These subcommands enable you to continue to edit the message, list the message, direct the disposition of the message, or end the processing of the \texttt{forw} command.

The \texttt{forw} command allows you to change the format of the forwarded message with the \texttt{-form} flag. By default, the command uses the default message format located in your \texttt{UserMhDirectory/forwcomps} file. If you have not defined your own \texttt{forwcomps} file, the \texttt{/etc/mh/forwcomps} file is used.

Use the \texttt{-annotate} flag to annotate the original message with forwarding information. To ensure annotation, send the forwarded note before exiting the \texttt{forw} command interface.

\textbf{Note:} The \texttt{-annotate} flag is not preserved over multiple executions of the \texttt{forw} command on the same draft.

\textbf{Flags}
-\texttt{-annotate} \hspace{1cm} Annotates the forwarded messages with the lines:
  - \texttt{Forwarded: Date}
  - \texttt{Forwarded: Addresses}

  Use the \texttt{-inplace} flag to force annotation in place. This preserves links to the annotated message.
-digest Name

Uses the digest facility to create a new issue for the digest specified by the Name variable. The forw command expands the format strings in the components file (using the same format string mechanism used by the repl command) and composes the draft using the standard digest encapsulation algorithm. After the draft has been composed, the forw command writes out the volume and issue entries for the digest and starts the editor.

Unless you specify the -form flag, the forw command uses the format in the UserMhDirectory/digestcomps file. If this file does not exist, the command uses the default specified in the /etc/mh/digestcomps file.

-draftfolder +Folder

Places the draft message in the specified folder. If you do not specify this flag, the forw command selects a default draft folder according to the information supplied in the Message Handler (MH) profiles. If +Folder is not specified, the Current-Folder is assumed. You can define a default draft folder in the $HOME/mh_profile file.

Note: If -draftfolder +Folder is followed by a Message parameter, it is the same as specifying the -draftmessage flag.

-draftmessage Message

Identifies a draft message. If you specify -draftfolder without the -draftmessage flag, then the default message is new.

-editor Editor

Specifies the initial editor for preparing the message.

-filter File

Reformats each message being forwarded and places the reformatted message in the draft message. The -filter flag accepts formats used by the mh command.

+Folder

Specifies the folder that contains the messages you want to forward. If a folder is not specified, Current-Folder is assumed.

-form FormFile

Displays the forw command output in the format specified by the FormFile variable. The forw command treats each line in the specified file as a format string. If the -digest flag is also specified, the forw command uses the form specified by the File variable as the format of the digest. If the -form flag is not specified when the -digest flag is used, the digest filter file becomes the form default.

-format

Using the mh command and a default format file, reformats each message being forwarded and places the reformatted message in the draft message. If the UserMhDirectory/mhl.forward file exists, it contains the default format. Otherwise, the /etc/mh/mhl.forward file contains the default format.

-help

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

Note: For MH, the name of this flag must be fully spelled out.

-inplace

Forces annotation to be done in place to preserve links to the annotated message.

-issue Number

Specifies the issue number of the digest. The default issue number is one greater than the current value of the DigestName-issue-list entry in the UserMhDirectory/context file.
Message

Specifies a message. You can specify several messages, a range of messages, or a single message. Use the following references when specifying messages:

Number

Number of the message.

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.

- new
  New message that is created.

- next
  Message following the current message.

- prev
  Message preceding the current message.

The default message is the current message in the current folder. When you specify several messages, the first message forwarded becomes the current message. When you specify a folder, that folder becomes the current folder.

-noannotate

Prevents annotation of the original message. This flag is the default.

-nodraftfolder

Places the draft in the UserMhDirectory/draft file.

-noedit

Suppresses the initial edit.

-noformat

Prevents reformatting of the messages being forwarded. This flag is the default.

-noinplace

Prevents annotation in place. This flag is the default.

-nowhatnowproc

Prevents interactive processing of the forw command. With this flag, no editing occurs.

-volume Number

Specifies the volume number of the digest. The default volume number is the current value of the DigestName-volume-list entry in the UserMhDirectory/context file.

-whatnowproc Program

Starts the specified program to guide you through the forwarding tasks.

Note: If you specify the whatnow command for Program, the forw 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:

Current-Folder:  Sets the default current folder.
Draft-Folder:    Sets the default folder for drafts.
Editor:          Sets the default editor.
fileproc:        Specifies the program used to refile messages.
mhproc:          Specifies the program used to filter messages being forwarded.
Msg-Protect:     Sets the protection level for the new message files.
Path:            Specifies the UserMhDirectory.
whatchnowproc:   Specifies the program used to prompt what now? questions.
Examples

1. To forward the current message to another person, enter:
   
   `forw`

   The system prompts you to enter information in the header fields. To skip a field, press the Enter key. You must enter information in the To: field. The system responds with:

   `---------Enter initial text`

   Enter the text you want displayed before the text of the forwarded message, and press the Ctrl-D key sequence. The text of the forwarded message is displayed, and you are prompted with `What now?` Enter `send` after the `What now?` prompt to forward the message.

2. To forward message 5 from the inbox folder, enter:

   `forw  +inbox  5`

Files

/etc/mh/digestcomps  Defines the MH default message form when the `-digest` flag is specified.

/etc/mh/mhl.forward
UserMhDirectory/digestcomps

Contains the default MH message filter.

UserMhDirectory/mhl.forward

Specifies a user's default message form when the `-digest` flag is specified. (If it exists, it overrides the MH default message filter.)

UserMhDirectory/forwcomps

Contains a user's default message form.

UserMhDirectory/mhl.forward

Contains a user's default message filter. (If it exists, it overrides the MH default message filter.)

/usr/bin/forw

Contains the executable form of the `forw` command.

$HOME/.mh_profile

Contains the file that customizes MH for an individual user.

UserMhDirectory/draft

Contains the draft created for editing messages.

/etc/mh/forwcomps

Defines components for the messages created by the `forw` command.

Related Information

The `anno` command, `comp` command, `dist` command, `mhl` command, `repl` command, `whatnow` command.

The `mh_alias` file format, `mh_profile` file format.

Mail Overview in AIX 5L Version 5.2 System User’s Guide: Communications and Networks.

frcaCTRL Command

Purpose

Controls and configures FRCA

Syntax

```
frcaCTRL { load | unload }
frcaCTRL open Ip_Address Port [ Virtual_Host ] Server_Name Virtual_Root Log_File
frcaCTRL close Ip_Address Port [ Virtual_Host ]
frcaCTRL loadfile Ip_Address Port [ Virtual_Host ] Document_Root File ... 
frcaCTRL stats [ reset ] [ Interval ]
frcaCTRL logging Ip_Address Port [Virtual_Host ] { on | off } [ Format ] [ CPU_Id ]
```
The `frcactrl` command controls and configures the FRCA kernel extension. The kernel extension must be loaded before starting any Web servers that want to use FRCA.

### Subcommands

**load**  
Downloads the FRCA kernel extension if not loaded.

**unload**  
Unloads the FRCA kernel extension if loaded.

**open** `Ip_Address` `Port` `[ Virtual_Host ]`  
Opens and configures an FRCA instance under the name `Server_Name` for IP address `Ip_Address` on port `Port`. The `Virtual_Root` parameter specifies the directory where the Web data starts. The requests will be logged in the file specified by `Log_File`. This filename must be fully qualified.

**close** `Ip_Address` `Port` `[ Virtual_Host ]`  
Closes the FRCA instance associated with the specified IP address and port.

**loadfile** `Ip_Address` `Port` `[ Virtual_Host ]` `Document_Root` `File` ...  
Downloads the specified file(s) into the FRCA / Network Buffer Cache. The IP and Port number at which the FRCA instance has been opened earlier must be specified here along with the document root and the file(s) to be loaded.

**stats** `[ reset ]` `[ Interval ]`  
Displays FRCA statistics. The optional `reset` subcommand clears (zeros) the statistics. You can display the statistics at a regular interval by specifying the duration of the interval in seconds with the `Interval` parameter.

**logging** `Ip_Address` `Port` `[ Virtual_Host ]` `{ on | off }` `[ Format ]` `[ CPU_Id ]`  
Turns logging of request served by an FRCA instance bound to the specified `Ip_Address` and `Port` on or off. The format can be one of CLF, V-CLF, or ECLF (Common Log Format, Virtual Host & CLF, Extended CLF). The FRCA logging thread can also be bound to a particular CPU by specifying the optional `CPU_Id` parameter on multiprocessor machines.

**start** `Ip_Address` `Port` `[ Virtual_Host ]`  
Enables the kernel get engine to serve requests sent to the specified IP and port.

**stop** `Ip_Address` `Port` `[ Virtual_Host ]`  
Disables the kernel get engine for the specified IP and port.

**revaltimeout** `Ip_Address` `Port` `[ Virtual_Host ]` `[ Seconds ]`  
Changes the revalidation timeout value for an FRCA instance at the specified address and port. The timeout value must be specified in seconds.

**pctonintr** `[ Percentage ]`  
Controls the percentage of CPU time that can be spent in interrupt context. If this value is too low then FRCA will send requests up to Web server more often since it always executes in interrupt context. Any value >= 100 will result in FRCA serving every request that is cached in the FRCA cache.
Examples

1. The following are examples of using the open subcommand:
   
   frcactrl open 9.1.1.1 80 ici imgcache01 /htdocs /logs/frca.log bin
   frcactrl open 9.1.1.2 80 ici imgcache02 /htdocs /logs/frca.log bin
   
   In the above examples “ici” is the virtual host name which could be used to access one of the mirrors imgcache01 or imgcache02. The IP address may be 0.0.0.0 if the Web server is not bound to a specific IP address.

2. To close the FRCA instance associated with IP address 9.1.1.1 and port 80, type:
   
   frcactrl close 9.1.1.1 80

3. To load the content of files /a/b/c/d and /a/b/c/e with URLs /d and /e, type:
   
   frcactrl loadfile /a/b/c /a/b/c/d e

4. To display the FRCA statistics, type:
   
   frcactrl stats
   
   This will cause the FRCA statistics to be displayed. They will look similar to this:
   
<table>
<thead>
<tr>
<th>Requests</th>
<th>Deferred Requests</th>
<th>Cache Hits</th>
<th>Cache Misses</th>
<th>Resource Errors</th>
</tr>
</thead>
<tbody>
<tr>
<td>1024065396</td>
<td>227</td>
<td>1024065168</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

5. This examples shows how to use the start subcommand for virtual host “ici”:
   
   frcactrl start 9.1.1.1 80 ici
   
   Note: The virtual host parameter is optional.

6. To disable the kernel get engine for port 80 on IP address 9.1.1.1 on virtual host “ici”, type:
   
   frcactrl stop 9.1.1.1 80 ici

7. The following example sets the revalidation timeout value for the FRCA instance at port 80 of IP address 9.1.1.1 to 100 seconds:
   
   frcactrl revaltimeout 9.1.1.1 80 100

8. To allow the CPU to spend 98 percent of its time in interrupt context, type:
   
   frcactrl pctonintr 98

Files

/usr/bin/frcactrl

from Command

Purpose

To determine whom mail is from.

Syntax

from [-d Directory] [-s Sender]

Description

The from command displays the message headings in your mailbox file to show you whom mail is from. If you specify User, the User mailbox is examined instead of your own (provided that you have read permission to User’s mailbox).
Flags

-\(d\) Directory Specifies the system mailbox directory.
-\(s\) Sender Prints message headers only for mail sent by \textit{Sender}.

Examples

1. To display the message headings in your mailbox, enter:
   \texttt{from}
   The names of the senders and message dates are displayed.
2. To display the message headings for mail sent by a specific user, enter:
   \texttt{from -s dale}
   In this example, only the message headings of the messages sent from user \textit{dale} are displayed.
3. To display the message headings in a specific user’s mailbox, enter:
   \texttt{from dawn}
   In this example, the message headings from user \textit{dawn}'s mailbox are displayed (provided that you have read permission to \textit{dawn}'s mailbox).

Files

/\texttt{var/spool/mail/*} System mailboxes for all users.
/\texttt{usr/bin/from} User mailbox files.

Related Information

The \texttt{mail} command.

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\texttt{fsck} Command

Purpose

Checks file system consistency and interactively repairs the file system.

Syntax

\texttt{fsck [ -n ] [ -p ] [ -y ] [ -d BlockNumber ] [ -f ] [ -i NodeNumber ] [ \textit{Options} ] [ -t File ] [ -V VfsName ] [ FileSystem1 - FileSystem2 ... ]}

Description

\textbf{Attention: } Always run the \texttt{fsck} command on file systems after a system malfunction. Corrective actions may result in some loss of data. The default action for each consistency correction is to wait for the operator to enter \texttt{yes} or \texttt{no}. If you do not have write permission for an affected file system, the \texttt{fsck} command defaults to a \texttt{no} response in spite of your actual response.

\textbf{Notes:}
1. The \texttt{fsck} command does not make corrections to a mounted file system.
2. The \texttt{fsck} command can be run on a mounted file system for reasons other than repairs. However, inaccurate error messages may be returned when the file system is mounted.
The `fsck` command checks and interactively repairs inconsistent file systems. You should run this command before mounting any file system. You must be able to read the device file on which the file system resides (for example, the `/dev/hd0` device). Normally, the file system is consistent, and the `fsck` command merely reports on the number of files, used blocks, and free blocks in the file system. If the file system is inconsistent, the `fsck` command displays information about the inconsistencies found and prompts you for permission to repair them.

The `fsck` command is conservative in its repair efforts and tries to avoid actions that might result in the loss of valid data. In certain cases, however, the `fsck` command recommends the destruction of a damaged file. If you do not allow the `fsck` command to perform the necessary repairs, an inconsistent file system may result. Mounting an inconsistent file system may result in a system crash.

If the `fsck` command must modify a JFS2 file system that has snapshots, the snapshots cannot be guaranteed to contain all of the before-images from the snapped file system. The `fsck` command will delete the snapshots. The logical volumes for the snapshots would become orphans if the snapshots are deleted, and a message is issued informing the user about the deleted material.

If you do not specify a file system with the `FileSystem` parameter, the `fsck` command checks all file systems listed in the `/etc/filesystems` file for which the `check` attribute is set to True. You can enable this type of checking by adding a line in the stanza, as follows:

```bash
check=true
```

The `fsck` command can perform simultaneous checks on multiple file systems. This procedure can reduce the time required to check a large number of file systems. Use a - (minus sign) to separate the file systems when specified as part of the argument.

You can also perform simultaneous checks on multiple file systems by grouping the file systems in the `/etc/filesystems` file. To do so, change the `check` attribute in the `/etc/filesystems` file as follows:

```bash
check=Number
```

The `Number` parameter tells the `fsck` command which group contains a particular file system. File systems that use a common log device should be placed in the same group. Each group is checked in a separate parallel process. File systems are checked, one at a time, in the order that they are listed in the `/etc/filesystems` file. All `check=true` file systems are in group 1. The `fsck` command attempts to check the root file system before any other file system regardless of the order specified on the command line or in the `/etc/filesystems` file.

The `fsck` command checks for the following inconsistencies:

- Blocks or fragments allocated to multiple files.
- i-nodes containing block or fragment numbers that overlap.
- i-nodes containing block or fragment numbers out of range.
- Discrepancies between the number of directory references to a file and the link count of the file.
- Illegally allocated blocks or fragments.
- i-nodes containing block or fragment numbers that are marked free in the disk map.
- i-nodes containing corrupt block or fragment numbers.
- A fragment that is not the last disk address in an i-node. This check does not apply to compressed file systems.
- Files larger than 32KB containing a fragment. This check does not apply to compressed file systems.
- Size checks:
  - Incorrect number of blocks.
  - Directory size not a multiple of 512 bytes.

These checks do not apply to compressed file systems.
• Directory checks:
  – Directory entry containing an i-node number marked free in the i-node map.
  – i-node number out of range.
  – Dot (.) link missing or not pointing to itself.
  – Dot dot (..) link missing or not pointing to the parent directory.
  – Files that are not referenced or directories that are not reachable.
• Inconsistent disk map.
• Inconsistent i-node map.

Orphaned files and directories (those that cannot be reached) are, if you allow it, reconnected by placing them in the **lost+found** subdirectory in the root directory of the file system. The name assigned is the i-node number. If you do not allow the **fsck** command to reattach an orphaned file, it requests permission to destroy the file.

In addition to its messages, the **fsck** command records the outcome of its checks and repairs through its exit value. This exit value can be any sum of the following conditions:

<table>
<thead>
<tr>
<th>Exit Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>All checked file systems are now okay.</td>
</tr>
<tr>
<td>2</td>
<td>The <strong>fsck</strong> command was interrupted before it could complete checks or repairs.</td>
</tr>
<tr>
<td>4</td>
<td>The <strong>fsck</strong> command changed the file system; the user must restart the system immediately.</td>
</tr>
<tr>
<td>8</td>
<td>The file system contains unrepaired damage.</td>
</tr>
</tbody>
</table>

When the system is booted from a disk, the boot process explicitly runs the **fsck** command, specified with the **-f** and **-p** flags on the **/**, **/usr**, **/var**, and **/tmp** file systems. If the **fsck** command is unsuccessful on any of these file systems, the system does not boot. Booting from removable media and performing maintenance work will then be required before such a system will boot.

If the **fsck** command successfully runs on **/**, **/usr**, **/var**, and **/tmp**, normal system initialization continues. During normal system initialization, the **fsck** command specified with the **-f** and **-p** flags runs from the **/etc/rc** file. This command sequence checks all file systems in which the **check** attribute is set to True (**check=true**). If the **fsck** command executed from the **/etc/rc** file is unable to guarantee the consistency of any file system, system initialization continues. However, the mount of any inconsistent file systems may fail. A mount failure may cause incomplete system initialization.

**Note:** By default, the **/**, **/usr**, **/var**, and **/tmp** file systems have the **check** attribute set to False (**check=false**) in their **/etc/filesystem** stanzas. The attribute is set to False for the following reasons:

1. The boot process explicitly runs the **fsck** command on the **/**, **/usr**, **/var**, and **/tmp** file systems.
2. The **/**, **/usr**, **/var**, and **/tmp** file systems are mounted when the **/etc/rc** file is executed. The **fsck** command will not modify a mounted file system. Furthermore, the **fsck** command run on a mounted file system produces unreliable results.

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 fsck** fast path to run this command.

**Flags**

- **-dBlockNumber**
  Searches for references to a specified disk block. Whenever the **fsck** command encounters a file that contains a specified block, it displays the i-node number and all path names that refer to it. For JFS2 filesystems, the i-node numbers referencing the specified block will be displayed but not their path names.

Alphabetical Listing of Commands 399
**-f**
Performs a fast check. Under normal circumstances, the only file systems likely to be affected by halting the system without shutting down properly are those that are mounted when the system stops. The **-f** flag prompts the **fsck** command not to check file systems that were unmounted successfully. The **fsck** command determines this by inspecting the **s_fmod** flag in the file system superblock.

This flag is set whenever a file system is mounted and cleared when it is unmounted successfully. If a file system is unmounted successfully, it is unlikely to have any problems. Because most file systems are unmounted successfully, not checking those file systems can reduce the checking time.

**-i**-NodeNumber
Searches for references to a specified i-node. Whenever the **fsck** command encounters a directory reference to a specified i-node, it displays the full path name of the reference.

**-n**
Assumes a no response to all questions asked by the **fsck** command; does not open the specified file system for writing.

**-o Options**
Passes comma-separated options to the **fsck** command. These options are assumed to be file system implementation-specific, except that the following are currently supported for all file systems:

- **mountable**
  Causes the **fsck** command to exit with success, returning a value of 0, if the file system in question is mountable (clean). If the file system is not mountable, the **fsck** command exits returning with a value of 8.

- **mytype**
  Causes the **fsck** command to exit with success (0) if the file system in question is of the same type as either specified in the **/etc/filesystems** file or by the **-V** flag on the command line. Otherwise, 8 is returned. For example, `fsck -o mytype -V jfs /` exits with a value of 0 if `/` (the root file system) is a journaled file system.

- **-p**
  Does not display messages about minor problems but fixes them automatically. This flag does not grant the wholesale license that the **-y** flag does and is useful for performing automatic checks when the system is started normally. You should use this flag as part of the system startup procedures, whenever the system is being run automatically. Also allows parallel checks by group. If the primary superblock is corrupt, the secondary superblock is verified and copied to the primary superblock.

- **-t**File
  Specifies a **File** parameter as a scratch file on a file system other than the one being checked, if the **fsck** command cannot obtain enough memory to keep its tables. If you do not specify the **-t** flag and the **fsck** command needs a scratch file, it prompts you for the name of the scratch file. However, if you have specified the **-p** flag, the **fsck** command is unsuccessful. If the scratch file is not a special file, it is removed when the **fsck** command ends.

- **-V** VfsName
  Uses the description of the virtual file system specified by the **VFSName** variable for the file system instead of using the **/etc/filesystems** file to determine the description. If the **-V** **VfsName** flag is not specified on the command line, the **/etc/filesystems** file is checked and the **vfs=Attribute** of the matching stanza is assumed to be the correct file system type.

- **-y**
  Assumes a yes response to all questions asked by the **fsck** command. This flag lets the **fsck** command take any action it considers necessary. Use this flag only on severely damaged file systems.

**Examples**

1. To check all the default file systems, enter:
   ```bash
   fsck
   ```
   This command checks all the file systems marked **check=true** in the **/etc/filesystems** file. This form of the **fsck** command asks you for permission before making any changes to a file system.

2. To fix minor problems with the default file systems automatically, enter:
   ```bash
   fsck -p
   ```
3. To check a specific file system, enter:

```
fsck /dev/hd1
```

This command checks the unmounted file system located on the `/dev/hd1` device.

### Files

- `/usr/sbin/fsck` Contains the `fsck` command.
- `/etc/filesystems` Lists the known file systems and defines their characteristics.
- `/etc/vfs` Contains descriptions of virtual file system types.
- `/etc/rc` Contains commands (including the `fsck` command) that are run when the system is started.

### Related Information

The `dfsck` command, `fsdb` command, `iostat` command, `mkfs` command, `ncheck` command, `rc` command, `shutdown` command.

The `filesystems` file, `filsys.h` file.


For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in AIX 5L Version 5.2 Web-based System Manager Administration Guide.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in AIX 5L Version 5.2 Web-based System Manager Administration Guide.

### fsck_cachefs Command

#### Purpose
Checks the integrity of data cached with CacheFS.

#### Syntax

```
fsck_cachefs [ -m ] [ -o noclean ] cache_directory
```

#### Description
The CacheFS version of the `fsck` command checks the integrity of a cache directory. By default it corrects any CacheFS problems it finds. There is no interactive mode. The most likely invocation of `fsck_cachefs` for CacheFS filesystems is at boot time from an entry in `/etc/rc.nfs`.

#### Flags

- `-m` Check, but do not repair.
- `-o noclean` Force a check on the cache even if there is no reason to suspect there is a problem.

#### Examples
To force a check on the cache directory, enter:

```
fsck_cachefs -o noclean /cache3
```
fsdb Command

Purpose
Debugs file systems.

Syntax
fsdb FileSystem

Description
The fsdb command enables you to examine, alter, and debug a file system, specified by the FileSystem parameter. The command provides access to file system objects, such as blocks, i-nodes, or directories. You can use the fsdb command to examine and patch damaged file systems. Key components of a file system can be referenced symbolically. This feature simplifies the procedures for correcting control-block entries and for descending the file system tree.

To examine a file system, specify it by a block device name, a raw device name, or a mounted file system name. In the last case, the fsdb command determines the associated file system name by reading the /etc/filesystems file. Mounted file systems cannot be modified.

The fsdb command has a different interface for a JFS file system and a JFS2 file system. The following explains how to use fsdb with a JFS file system. See JFS2 Subcommands for information about JFS2 subcommands.

If the file system specified is a JFS2 snapshot, the fsdb command enables examination and modification of the snapshot superblock, snapshot map, block map xtree copy, and segment headers. See JFS2 Snapshot Subcommands for information about JFS2 snapshot subcommands.

The subcommands for the fsdb command allow you to access, view, or change the information in a file system. Any number you enter in the subcommand is considered decimal by default, unless you prefix it with either 0 to indicate an octal number or 0x to indicate a hexadecimal number. All addresses are printed in hexadecimal.

Because the fsdb command reads and writes one block at a time, it works with raw as well as with block I/O.

Flag
- Disables the error checking routines used to verify i-nodes and block addresses. The O subcommand switches these routines on and off. When these routines are running, the fsdb command reads critical file system data from the superblock. The obtained information allows the fsdb command to access the various file system objects successfully and to perform various error checks.

Subcommands
The fsdb subcommands are requests to locate and display or modify information in the file system. The main categories of subcommands are:

<table>
<thead>
<tr>
<th>Category</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Location</td>
<td>Access the information in the file system.</td>
</tr>
<tr>
<td>Display</td>
<td>View the information in the file system.</td>
</tr>
<tr>
<td>Modification</td>
<td>Change the information in the file system.</td>
</tr>
</tbody>
</table>

In addition, there are a few miscellaneous subcommands.
Location Subcommands

There are two types of location subcommands:

Number[ I | M | i | b ]

OR
dDirectorySlot

The first type consists of a number, optionally followed by an address specification. The address specification defines how the preceding number is to be interpreted. There are four address specifications corresponding to four different interpretations of the Number variable:

I   I-node map block number
M   Disk map block number
i   I-node number
b   Fragment number

Depending on the address specification (or absence of it), this type of location subcommand accesses information as follows:

Number   Accesses data at the absolute byte offset specified by the Number variable.
MapBlockNumberI   Accesses the i-node map block indicated by the MapBlockNumber variable.
MapBlockNumberM   Accesses the disk map block indicated by the MapBlockNumber variable.
InodeNumberI   Accesses the i-node indicated by the InodeNumber variable.
FragmentNumberb   Accesses the file system block indicated by the FragmentNumber variable. A fragment number consists of a block address and an encoded length. A complete fragment address is 32 bits in length. The low-order 28 bits are the beginning fragment address. The fragment length is encoded in the remaining 4 bits; it is encoded as the number of fragments less than a full block. For example, on a file system consisting of 1024-byte fragments, the address 0x2000010f references a block that begins at 1KB block number 0x10f and is 2KB in length. In contrast, on a file system of 512-byte fragments, the address 0x2000010f references a block that begins at 512-byte block 0x10f and is 3072 (512 * 6) bytes in length.

The second type of location subcommand is used to access directory entries. The subcommand consists of the character d followed by a directory-slot number. Directory-slot numbers start at 0 for each block of the associated i-node.

This type of location subcommand accesses information as follows:

dDirectorySlot   Accesses the directory entry indexed by the DirectorySlot variable for the current i-node. Only allocated directory entries can be manipulated using this location subcommand.

Display Subcommands

To view information relative to the address specification, use a display subcommand comprised of one of the display facilities in conjunction with one of the display formats, as follows:

p{Number}[ {i | d | o | e | c | b | y | M | l | x | s | D }]

OR

f{Number}[ {i | d | o | e | c | b | y | M | l | x | s | D }]
The display facilities are:

- **p**: Indicates a general facility. Use the general display subcommand to display data relative to the current address. If you enter a number after the `p` symbol, the `fsdb` command displays that number of entries. A check is made to detect block boundary overflows. If you enter 0 or `*` (asterisk), the `fsdb` command displays all entries to the end of the current fragment.

- **f**: Indicates a file facility. Use the file display subcommand to display data blocks associated with the current i-node. If you enter a number after the `f` symbol, the `fsdb` command displays that block of the file. Block numbering begins at 0. The display format follows the block number. If you enter `f` without a block number, the `fsdb` command defaults to displaying block 0 of the current i-node.

The display formats for either facility are:

- **i**: Displays as i-nodes.
- **d**: Displays as directories.
- **o**: Displays as octal words.
- **e**: Displays as decimal words.
- **c**: Displays as characters.
- **b**: Displays as octal bytes.
- **y**: Displays as hexadecimal bytes.
- **M**: Displays as disk map entries.
- **I**: Displays as i-node map entries.
- **x**: Displays as hexadecimal words.
- **S**: Displays as single indirect blocks.
- **D**: Displays as double indirect blocks.

The chosen display facility and display format remain in effect during the processing of the `fsdb` command until explicitly changed. You may receive an error message indicating improper alignment if the address you specify does not fall on an appropriate boundary.

If you use the `Number`, `MapBlockNumber`, or `FragmentNumber` location subcommands to access i-node information, you can step through the data, examining each byte, word, or double word. Select the desired display mode by entering one of the following subcommands:

- **B**: Begins displaying in byte mode.
- **D**: Begins displaying in double-word mode.
- **W**: Begins displaying in word mode.

You can move forward or backward through the information. The boundary advances with the display screen and is left at the address of the last item displayed. The output can be ended at any time by pressing the INTERRUPT key. The following symbols allow movement through the information:

- `+ Number`: Moves forward the specified number of units currently in effect.
- `-Number`: Moves backward the specified number of units currently in effect.

The following symbols allow you to store the current address and return to it conveniently:

- `>`: Stores the current address.
- `<`: Returns to the previously stored address.

You can use dots, tabs, and spaces as subcommand delimiters, but they are only necessary to delimit a hexadecimal number from a subcommand that could be interpreted as a hexadecimal digit. Pressing the
Enter key (entering a blank line) increments the current address by the size of the data type last displayed. That is, the address is set to the next byte, word, double word, directory entry, or i-node, allowing you to step through a region of a file system.

The `fsdb` command displays information in a format appropriate to the data type. Bytes, words, and double words are displayed as a hexadecimal address followed by the hexadecimal representation of the data at that address and the decimal equivalent enclosed in parentheses. The `fsdb` command adds a `.B` or `.D` suffix to the end of the address to indicate a display of byte or double word values. It displays directories as a directory slot offset followed by the decimal i-node number and the character representation of the entry name. It displays i-nodes with labeled fields describing each element. The environment variables control the formats of the date and time fields.

**Modification Subcommands**

You can modify information relative to the address specification by using a field specification (for fields in the i-node and fields in the directory). The general form for assigning new values is: `mnemonic operator new-value`, where the `mnemonic` parameter represents one of the fields described in the following list:

The following mnemonics are used for the names of the fields of an i-node and refer to the current working i-node:

- **md**  
  Permission mode
- **ln**  
  Link count
- **uid**  
  User number
- **gid**  
  Group number
- **sz**  
  File size
- **aNumber**  
  Data block numbers (0 to 8) where the `Number` parameter can be a location subcommand
- **at**  
  Access time
- **mt**  
  Modification time
- **maj**  
  Major device number
- **min**  
  Minor device number

The following mnemonics refer to the i-node and disk maps:

- **mf**  
  Map free count
- **ms**  
  Map size
- **mp**  
  Permanent allocation bit map
- **mw**  
  Working allocation bit map

The following mnemonics are used for the names of the fields in directories:

- **rl**  
  Length of directory entry record
- **nl**  
  Length of directory name
- **nm**  
  Directory name

Valid values of the `Operator` parameter include:

- **=** Assigns the `New-Value` parameter to the specified `Mnemonic` parameter.
- **=+** Increment the `Mnemonic` parameter by the specified `New-Value` parameter. The default `New-Value` parameter is a value of one.
- **=-** Decrease the `Mnemonic` by the specified `New-Value`. The default `New-Value` is a value of one.
- **="** Assigns the character string specified by the `New-Value` parameter to the specified `Mnemonic` parameter. If the current display format is the address specification for directory and a mnemonic is not specified, the directory name is changed. The new directory name cannot be longer than the previous directory name.

**Note:** A file system must be unmounted before attempting to modify it.
Miscellaneous Subcommands

Miscellaneous subcommands are:

q  Quits.

xn  Expands a directory by n bytes where n plus the current size of the directory is not greater than the current directory’s fragment in bytes.
!
O  Escapes to the shell.
O  Toggles error checking.

JFS2 Subcommands

These subcommands can be entered by their entire name or by using a subset of the name. At least the bold letters must be entered.

a[Iter] <block> <offset> <hex string>  Alters disk data.
b[Map] [-<block number>]  Displays block allocation map.
d[irectory] <inode number> [<fileset>] [R]  Displays directory entries.
d[d]isplay [<block> [<offset> [format] [<count>]]]  Displays data.
d[t]ree {<block number> |<inode number>{a |f}}  Displays dtree nodes.
h[elp] <command>  Provides help on subcommands.
i[a]g [a | <fileset>]  Displays IAG pages.
im[ap] [a | <fileset>]  Displays inode allocation map.
i[node] [<inode number>] [a | <fileset>]  Displays inodes.
q[uit]  Exits fsdb.
s[u]perblock [p | s]  Displays superblock.
x[tree] {<block number> |<inode number>{a |f}}  Displays xtree nodes.

a[Iter] <block> <offset> <hex string>  where:

   <block>  block number (decimal)
   <offset>  offset within block (hex)
   <hex string>  string of hex digits

Alters disk data. <hex string> should contain an even number of digits.

b[Map] [<block numbers>]

Display Block Allocation Map.

   <block number>  Display the dmap page which describes this block number

Subcommands:

m  modify current node
u  visit upper level bmap page
l  visit left sibling
r  visit right sibling
w  display wmap
p  display pmap
s  display stree
exit subcommand mode

**Dir[ectory]** <inode number> [ <fileset>][R]

- **<inode number>** (decimal): Inode number of directory.
- **<fileset>** (decimal): Number, currently must be zero.
- **R**: Recursively lists all subdirectories.

Displays directory entries.

**Display** [ <block> [ <offset> [ <format> [ <count> ] ] ] ]

- **<block>** (decimal): Block number.
- **<offset>** (hex): Offset within block.
- **<format>** (see below): Format in which to display data.
- **<count>** (decimal): Number of objects to display.

Displays data in a variety of formats.

- **Format may be one of the following:**
  - **a**: ascii
  - **i**: inode
  - **l**: inode allocation map
  - **s**: superblock
  - **x**: hexadecimal

**Dt[ree]** {<block number> | <inode number>{a | f}}

- **<block number>** (decimal): Block number containing a dtree page.
- **<inode number>** (decimal): Inode number of directory.
- **{a | f}**: 'a' indicates inode number is an aggregate inode. 'f' indicates inode number is a fileset inode.

Displays root of the directory btree and enters a subcommand mode in which to navigate the btree.

**Subcommands:**

- **m**: Modifies current node
- **f**: Walks freelist entries
- **s**: Displays specified slot entry
- **[0-9]+**: Displays specified stbl entry
t Displays formatted stbl
u Visits parent node (not parent directory)
d Visits child node
x Exits subcommand mode

h[elp] [<command>]

<command> command name

Prints help text. Lists all commands if no parameter.

ia[g] [<IAG number>] [a | <fileset>]

<IAG number> IAG number (decimal)
a use aggregate inode table
<fileset> fileset number (currently must be zero)

Displays iag information and enters subcommand mode.

Subcommands:
e Displays/modifies inode extents map
m Modifies iag
p Displays/modifies persistent map
w Displays/modifies working map

im[ap] [a | <fileset>]

a use aggragate inode table
<fileset> fileset number (currently must be zero)

Display specified inode map and enters subcommand mode.

Subcommands:
e Displays/modifies inode extents map
m Modifies iag
p Displays/modifies persistent map

i[node] [<inode number>] [a | <fileset>]

(inode number) Inode number (decimal)
a Use aggregate inode table
fileset Fileset number (currently must be zero)
Displays inode information and enters subcommand mode.

Subcommands:

m          Modifies inode
M          Modifies inode's b-tree
M          display/modifies inode's EAs

t          Displays/modifies inode
T          display/modify inode's EAs

e          Note: Once displaying an inode’s EAs you can modify its pxdTable or eaDirectory entries. Specify modify option and then the pxdTable or eaDirectory indicator and the offset into the table.

q          Exits fsdb.

superblock [p l s]

p          Displays primary superblock
s          Displays secondary superblock

x[tree] {<block number> I <inode number>{a f}}

<block number>         block number (decimal)
<inode number>         inode number
(a f)                  'a' indicates inode number is an aggregate inode. 'f' indicates inode number is a fileset inode.

Displays one node of a xtree and enters a subcommand mode in which to navigate the xtree.

Subcommands:

m          Modifies current node
u          Visits parent node
d          Visits child node
n          Visits right sibling
p          Visits left sibling
s          Selects xad entry to view
x          Exits subcommand mode

JFS2 Snapshot Subcommands
These subcommands can be entered by their entire name or by using a subset of the name. At least the bold letters must be entered.

a[ltre] <block> <offset> <hex string>          Alters disk data.
b[map] [display] [<block> [<offset> [<format> [<count>]]]] Displays block map xtree copy.
h[elp] [<command>] Provides help on subcommands.
q[uit]          Exits fsdb.

Alphabetical Listing of Commands 409
st[able] [<block number>] Displays summary snapshot table.

s[map] <block number> Displays snapshot bit map.

su[perblock] Displays superblock.

a[letter] <block> <offset> <hex string>
where:

- <block> block number (decimal)
- <offset> offset within block (hex)
- <hex string> string of hex digits

Alters disk data. <hex string> should contain an even number of digits.

b[map]

Displays block map xtree copy.

d[isplay] [<block> [<offset> [<format> [<count>]]]]

- <block> block number (decimal)
- <offset> offset within block (hex)
- <format> format in which to display data (see below)
- <count> number of objects to display (decimal)

Displays data in a variety of formats.

Format may be one of the following:

- a ascii
- s snapshot segment header
- t snapshot table page
- x xtree page

h[elp] [<command>]

<command> command name

Provides help on subcommands.

q[uit] Exits fsdb.

st[able] [<block number>]
where:
<block number> block number (decimal)

Displays summary snapshot table.

\texttt{s[map] [<block number>]}

where:

<block number> block number (decimal)

Displays snapshot bit map.

\texttt{su[perblock]}

Displays superblock.

**Examples**

The following examples show subcommands you can use after starting the \texttt{fsdb} command on a JFS file system.

1. To display an i-node, enter:
   \texttt{386i}

   This command displays i-node 386 in i-node format. It now becomes the current i-node.

2. To change the link count for the current i-node to a value of 4, enter:
   \texttt{ln=4}

3. To increase the link count of the current i-node by a value of 1, enter:
   \texttt{ln=+1}

4. To display part of the file associated with the current i-node, enter:
   \texttt{fc}

   This command displays block 0 of the file associated with the current i-node in ASCII bytes.

5. To display entries of a directory, enter:
   \texttt{2i.fd}

   This changes the current i-node to the root i-node (i-node 2) and then displays the directory entries in the first block associated with that i-node. One or more of the last entries displayed may have an i-node number of 0 (zero). These are unused directory blocks; such entries cannot be manipulated as in the next example.

6. To go down a level of the directory tree, enter:
   \texttt{d5i.fc}

   This command changes the current i-node to the one associated with directory entry 5. Then it displays the first block of the file as ASCII text (fc). Directory entries are numbered starting from 0.

7. To display a block when you know its block number, enter:
   \texttt{1b.p0o}

   This command displays the superblock (block 1) of file system in octal.
8. To change the i-node of a directory entry, enter:
   2i.a0b.d7=3

   This command changes the i-node of directory entry 7 in the root directory (2i) to 3. This example
   also shows how several operations can be combined on one line.

9. To change the file name of a directory entry, enter:
   d7.nm="chap1.rec"

   This command changes the name field of directory entry 7 to chap1.rec.

10. To display a given block of the file associated with the current i-node, enter:
    a2b.p0d

   This command displays block 2 of the current i-node as directory entries.

11. To display the content of a single indirect block at block 7, enter:
    7b. p0S

   This command displays the block numbers allocated to the i-node that has a single indirect block at
    block 7.

12. To display the first page of the disk map, enter:
    0M

13. To display the first 10 words of permanent block allocation map in hexadecimal, enter:
    mp1.p10x

   This command shows the allocation bit map at the current address; for example, at 0M.

Files

/usr/sbin
   Contains the fsdb command.

/etc/filesystems
   Contains information on the file systems.

Related Information

The \texttt{dfsck} command, \texttt{fsck} command.

The \texttt{dir} file, \texttt{filsys.h} file.

The \texttt{environment} miscellaneous facility.

The \texttt{read} subroutine.

The \texttt{File Systems} in \textit{AIX 5L Version 5.2 System Management Concepts: Operating System and Devices} explains file system types, management, structure, and maintenance.

The \texttt{Files Overview} in \textit{AIX 5L Version 5.2 System User's Guide: Operating System and Devices} provides information on working with files.

\textbf{fsplit Command}

\textbf{Purpose}

Splits FORTRAN source code into separate routine files.
Syntax
fsplit [ -e SubprogramUnit ] ... [ File ]

Description
The fsplit command takes as input either a file or standard input containing FORTRAN source code and splits the input into separate routine files of the form name.f, where name is the name of the program unit (for example, function, subroutine, block data or program).

The name for unnamed block data subprograms has the form blkdtaNNN.f, where NNN is three digits and a file of this name does not already exist. For unnamed main programs the name has the form mainNNN.f. If there is an error in classifying a program unit, or if name.f already exists, the program unit is put in a file of the form zzzNNN.f, where zzzNNN.f does not already exist.

Note: The fsplit command assumes that the subprogram name is on the first non-comment line of the subprogram unit. Non-standard source formats can confuse the command and produce unpredictable results.

Flags
-e SubprogramUnit
Causes only the specified subprogram units to be split into separate files. Normally each subprogram unit is split into a separate file.

The -e flag can be used only for named main programs and block data subprograms. If names specified via the -e option are not found, a diagnostic is written to standard error.

Example
The following fsplit command splits the subprograms readit and doit into separate files:
fsplit -e readit -e doit prog.f

Files
/usr/bin/fsplit
Contains the fsplit command.

Related Information
The asa or fpr command, struct command.

ftp Command

Purpose
Transfers files between a local and a remote host.

Syntax
ftp [ -d ] [ -g ] [ -i ] [ -n ] [ -v ] [ -f ] [ -k realm ] [ -q ] [ -C ] [ HostName [ Port ] ]

Description
The ftp command uses the File Transfer Protocol (FTP) to transfer files between the local host and a remote host or between two remote hosts.
The FTP protocol allows data transfer between hosts that use dissimilar file systems. Although the protocol provides a high degree of flexibility in transferring data, it does not attempt to preserve file attributes (such as the protection mode or modification times of a file) that are specific to a particular file system. Moreover, the FTP protocol makes few assumptions about the overall structure of a file system and does not provide or allow such functions as recursively copying subdirectories.

**Note:** If you are transferring files between systems and need to preserve file attributes or recursively copy subdirectories, use the `rcp` command.

### Issuing Subcommands

At the `ftp>` prompt, you can enter subcommands to perform tasks such as listing remote directories, changing the current local and remote directory, transferring multiple files in a single request, creating and removing directories, and escaping to the local shell to perform shell commands. See the [Subcommands section](#) for a description of each subcommand.

If you execute the `ftp` command and do not specify the `HostName` parameter for a remote host, the `ftp` command immediately displays the `ftp>` prompt and waits for an `ftp` subcommand. To connect to a remote host, execute the `open` subcommand. When the `ftp` command connects to the remote host, the `ftp` command then prompts for the login name and password before displaying the `ftp>` prompt again. The `ftp` command is unsuccessful if no password is defined at the remote host for the login name.

The `ftp` command interpreter, which handles all subcommands entered at the `ftp>` prompt, provides facilities that are not available with most file-transfer programs, such as:

- Handling file-name parameters to `ftp` subcommands
- Collecting a group of subcommands into a single subcommand macro
- Loading macros from a `$HOME/.netrc` file

These facilities help simplify repetitive tasks and allow you to use the `ftp` command in unattended mode.

The command interpreter handles file-name parameters according to the following rules:

- If a - (hyphen) is specified for the parameter, standard input (stdin) is used for read operations and standard output (stdout) is used for write operations.
- If the preceding check does not apply and file-name expansion is enabled (see the `g` flag or the `glob` subcommand), the interpreter expands the file name according to the rules of the C shell. When globbing is enabled and a pattern-matching character is used in a subcommand that expects a single file name, results may be different than expected.

  For example, the `append` and `put` subcommands perform file-name expansion and then use only the first file name generated. Other `ftp` subcommands, such as `cd`, `delete`, `get`, `mkdir`, `rename`, and `rmdir`, do not perform file-name expansion and take the pattern-matching characters literally.

- For the `get`, `put`, `mget`, and `mput` subcommands, the interpreter has the ability to translate and map between different local and remote file-name syntax styles (see the `case`, `ntrans`, and `nmap` subcommands) and the ability to modify a local file name if it is not unique (see the `runique` subcommand). Additionally, the `ftp` command can send instructions to a remote `ftpd` server to modify a remote file name if it is not unique (see the `sunique` subcommand).

- Use double quotes (""") to specify parameters that include blank characters.

  **Note:** The `ftp` command interpreter does not support pipes. It also does not necessarily support all multibyte-character file names.

To end an `ftp` session when you are running interactively, use the `quit` or `bye` subcommand or the End of File (Ctrl-D) key sequence at the `ftp>` prompt. To end a file transfer before it has completed, press the Interrupt key sequence. The default Interrupt key sequence is Ctrl-C. The `stty` command can be used to redefine this key sequence.
The `ftp` command normally halts transfers being sent (from the local host to the remote host) immediately. The `ftp` command halts transfers being received (from the remote host to the local host) by sending an FTP ABOR instruction to the remote FTP server and discarding all incoming file transfer packets until the remote server stops sending them. If the remote server does not support the ABOR instruction, the `ftp` command does not display the `ftp>` prompt until the remote server has sent all of the requested file. Additionally, if the remote server does something unexpected, you may need to end the local `ftp` process.

### Security and Automatic Login

**If Standard is the current authentication method:** The `ftp` command also handles security by sending passwords to the remote host and permits automatic login, file transfers, and logoff.

If you execute the `ftp` command and specify the host name (*HostName*) of a remote host, the `ftp` command tries to establish a connection to the specified host. If the `ftp` command connects successfully, the `ftp` command searches for a local `$HOME/.netrc` file in your current directory or home directory. If the file exists, the `ftp` command searches the file for an entry initiating the login process and command macro definitions for the remote host. If the `$HOME/.netrc` file or automatic login entry does not exist or if your system has been secured with the `securetcpip` command, the `ftp` command prompts the user for a user name and password. The command displays the prompt whether or not the `HostName` parameter is specified on the command line.

**Note:** The queuing system does not support multibyte host names.

If the `ftp` command finds a `$HOME/.netrc` automatic login entry for the specified host, the `ftp` command attempts to use the information in that entry to log in to the remote host. The `ftp` command also loads any command macros defined in the entry. In some cases (for example, when the required password is not listed in an automatic login entry), the `ftp` command prompts for the password before displaying the `ftp>` prompt.

Once the `ftp` command completes the automatic login, the `ftp` command executes the `init` macro if the macro is defined in the automatic login entry. If the `init` macro does not exist or does not contain a `quit` or `bye` subcommand, the `ftp` command then displays the `ftp>` prompt and waits for a subcommand.

**Note:** The remote user name specified either at the prompt or in a `$HOME/.netrc` file must exist and have a password defined at the remote host. Otherwise, the `ftp` command fails.

**If Kerberos 5 is the current authentication method:** The `ftp` command will use the extensions to `ftp` specifications as defined in IETF draft document "draft-ietf-cat-ftpsec-09.txt". The FTP security extensions will be implemented using the Generic Security Service API (GSSAPI) security mechanism. The GSSAPI provides services independent to the underlying security and communication mechanism. The GSSAPI is defined in rfc 1508 and 1509.

The `ftp` command will use the AUTH and ADAT commands to authenticate with the `ftpd` daemon. If both support Kerberos authentication, then they will use the local users DCE credentials to authenticate the user on the remote system. If this fails and Standard authentication is configured on both systems, the process described above will be used.

The `HostName` parameter is the name of the host machine to which files are transferred. The optional `Port` parameter specifies the ID of the port through which to transmit. (The `/etc/services` file specifies the default port.)

### Flags

- `-C` Allows the user to specify that the outgoing file sent using the `send_file` command must be cached in the Network Buffer Cache (NBC). This flag cannot be used unless the `-q` flag is specified. This flag is only applicable when a file is being sent out in the binary mode with no protection.
-d Sends debugging information about ftp command operations to the syslogd daemon. If you specify the -d flag, you must edit the /etc/syslog.conf file and add one of the following entries:

user.info FileName

OR

user.debug FileName

Note: The syslogd daemon debug level includes info level messages.

If you do not edit the /etc/syslog.conf file, no messages are produced. After changing the /etc/syslog.conf file, run the refresh -s syslogd or kill -1 SyslogdPID command to inform the syslogd daemon of the changes to its configuration file. For more information about debug levels, refer to the /etc/syslog.conf file. Also, refer to the debug subcommand.

-g Disables the expansion of metacharacters in file names. Interpreting metacharacters can be referred to as expanding (sometimes called globbing) a file name. See the glob subcommand.

-i Turns off interactive prompting during multiple file transfers. See the prompt, mget, mput and mdelete subcommands for descriptions of prompting during multiple file transfers.

-n Prevents an automatic login on the initial connection. Otherwise, the ftp command searches for a $HOME/.netrc entry that describes the login and initialization process for the remote host. See the user subcommand.

-q Allows the user to specify that the send_file subroutine must be used for sending the file on the network. This flag is only applicable when a file is being sent out in the binary mode with no protection.

-v Displays all the responses from the remote server and provides data transfer statistics. This display mode is the default when the output of the ftp command is to a terminal, such as the console or a display.

If stdin is not a terminal, the ftp command disables verbose mode unless the user invoked the ftp command with the -v flag or issued the verbose subcommand.

-f Causes the credentials to be forwarded. This flag will be ignored if Kerberos 5 is not the current authentication method.

-k realm Allows the user to specify the realm of the remote station if it is different from the local systems realm. For these purposes, a realm is synonymous with a DCE cell. This flag will be ignored if Kerberos 5 is not the current authentication method.

Subcommands

The following ftp subcommands can be entered at the ftp> prompt. Use double quotes (" ") to specify parameters that include blank characters.

! [Command [Parameters]] Invokes an interactive shell on the local host. An optional command, with one or more optional parameters, can be given with the shell command.

$ Macro [Parameters] Executes the specified macro, previously defined with the macdef subcommand. Parameters are not expanded.

? [Subcommand] Displays a help message describing the subcommand. If you do not specify a Subcommand parameter, the ftp command displays a list of known subcommands.

account [Password] Sends a supplemental password that a remote host may require before granting access to its resources. If the password is not supplied with the command, the user is prompted for the password. The password is not displayed on the screen.

append LocalFile [RemoteFile] Appends a local file to a file on the remote host. If the remote file name is not specified, the local file name is used, altered by any setting made with the ntrans subcommand or the nmap subcommand. The append subcommand uses the current values for form, model, struct and type subcommands while appending the file.

ascii Synonym for the type ascii subcommand.

bell Sounds a bell after the completion of each file transfer.

binary Synonym for the type binary subcommand.

block Synonym for the mode block subcommand.
by

dreetings the file-transfer session and exits the ftp command. Same as the quit subcommand.

carriage-control

Synonym for the form carriage-control subcommand.

case

Sets a toggle for the case of file names. When the case subcommand is On, the ftp command changes remote file names displayed in all capital letters from uppercase to lowercase when writing them in the local directory. The default is Off (so the ftp command writes uppercase remote file names in uppercase in the local directory).

cd RemoteDirectory

Changes the working directory on the remote host to the specified directory.

cdup

Changes the working directory on the remote host to the parent of the current directory.

close

Ends the file-transfer session, but does not exit the ftp command. Defined macros are erased. Same as the disconnect subcommand.

copylocal

Toggles local copy. copylocal defaults to off. An effort is made by ftp to make sure you do not zero out a file by ftp'ing it to itself (eg. same hostname, same pathname). Turning copylocal ON bypasses this check.

cr

Strips the carriage return character from a carriage return and line-feed sequence when receiving records during ASCII-type file transfers. (The ftp command terminates each ASCII-type record with a carriage return and line feed during file transfers.)

Records on remote hosts with operating systems other than the one you are running can have single line feeds embedded in records. To distinguish these embedded line feeds from record delimiters, set the cr subcommand to Off. The cr subcommand toggles between On and Off.

debug [0 | 1]

Toggles debug record keeping On and Off. Specify debug or debug 1 to print each command sent to the remote host and save the restart control file. Specify debug again, or debug 0, to stop the debug record keeping. The Ctrl-C key sequence also saves the restart control file.

Specifying the debug subcommand sends debugging information about ftp command operations to the syslogd daemon. If you specify the debug subcommand, you must edit the /etc/syslog.conf file and add one of the following entries:

user.info FileName

OR

user.debug FileName

Note: The syslogd daemon debug level includes info level messages.

If you do not edit the /etc/syslog.conf file, no messages are produced. After changing the /etc/syslog.conf file, run the refresh -s syslogd or kill -1 SystologPID command to inform the syslogd daemon of the changes to its configuration file. For more information about debug levels, refer to the /etc/syslog.conf file. Also, refer to the ftp -d flag.

delete RemoteFile

Deletes the specified remote file.

dir [RemoteDirectory][LocalFile]

Writes a listing of the contents of the specified remote directory (RemoteDirectory) to the specified local file (LocalFile). If the RemoteDirectory parameter is not specified, the dir subcommand lists the contents of the current remote directory. If the LocalFile parameter is not specified or is a - (hyphen), the dir subcommand displays the listing on the local terminal.

disconnect

Ends the file-transfer session but does not exit the ftp command. Defined macros are erased. Same as the close subcommand.

ebcdic

Synonym for the type ebcdic subcommand.

exp_cmd

Toggles between conventional and experimental protocol commands. The default is off.

file

Synonym for the struct file subcommand.
form [ carriage-control | non-print | telnet ]

Specifies the form of the file transfer. The form subcommand modifies the type subcommand to send the file transfer in the indicated form. Valid arguments are carriage-control, non-print, and telnet.

carriage-control

Sets the form of the file transfer to carriage-control.

non-print

Sets the form of the file transfer to non-print.

telnet

Sets the form of the file transfer to Telnet. Telnet is a Transmission Control Protocol/Internet Protocol (TCP/IP) protocol that opens connections to a system.

get RemoteFile [LocalFile]

Copies the remote file to the local host. If the LocalFile parameter is not specified, the remote file name is used locally and is altered by any settings made by the case ntrans and nmap subcommands. The ftp command uses the current settings for the type form mode and struct subcommands while transferring the file.

glob

Toggles file-name expansion (globbing) for the mdelete, mget, and mput subcommands. If globbing is disabled, file-name parameters for these subcommands are not expanded. When globbing is enabled and a pattern-matching character is used in a subcommand that expects a single file name, results may be different than expected.

For example, the append and put subcommands perform file-name expansion and then use only the first file name generated. Other ftp subcommands, such as cd delete get mkdir rename and rmdir, do not perform file-name expansion and take the pattern-matching characters literally.

Globbing for the mput subcommand is done locally in the same way as for the csh command. For the mdelete and mget subcommands, each file name is expanded separately at the remote machine and the lists are not merged. The expansion of a directory name can be different from the expansion of a file name, depending on the remote host and the ftp server.

To preview the expansion of a directory name, use the mls subcommand:

mls RemoteFile

To transfer an entire directory subtree of files, transfer a tar archive of the subtree in binary form, rather than using the mget or mput subcommand.

hash

Toggles hash sign (#) printing. When the hash subcommand is on, the ftp command displays one hash sign for each data block (1024 bytes) transferred.

help [Subcommand]

Displays help information. See the ? subcommand.

image

Synonym for the type image subcommand.

lcd [Directory]

Changes the working directory on the local host. If you do not specify a directory, the ftp command uses your home directory.

local M

Synonym for the type local M subcommand.

ls [RemoteDirectory] [LocalFile]

Writes an abbreviated file listing of a remote directory to a local file. If the RemoteDirectory parameter is not specified, the ftp command lists the current remote directory. If the LocalFile parameter is not specified or is a - (hyphen), the ftp command displays the listing on the local terminal.
macdef Macro

Defines a subcommand macro. Subsequent lines up to a null line (two consecutive line feeds) are saved as the text of the macro. Up to 16 macros, containing at most 4096 characters for all macros, can be defined. Macros remain defined until either redefined or a close subcommand is executed.

The $ (dollar sign) and \\ (backslash) are special characters in ftp macros. A $ symbol followed by one or more numbers is replaced by the corresponding macro parameter on the invocation line (see the $ subcommand). A $ symbol followed by the letter i indicates that the macro is to loop, with the $i character combination being replaced by consecutive parameters on each pass.

The first macro parameter is used on the first pass, the second parameter is used on the second pass, and so on. A \ symbol prevents special treatment of the next character. Use the \ symbol to turn off the special meanings of the $ and \\ symbols.

mdelete RemoteFiles

Expands the files specified by the RemoteFiles parameter at the remote host and deletes the remote files.

mdir [RemoteDirectories LocalFile]

Expands the directories specified by the RemoteDirectories parameter at the remote host and writes a listing of the contents of those directories to the file specified in the LocalFile parameter. If the RemoteDirectories parameter contains a pattern-matching character, the mdir subcommand prompts for a local file if none is specified. If the RemoteDirectories parameter is a list of remote directories separated by blanks, the last argument in the list must be either a local file name or a - (hyphen).

If the LocalFile parameter is - (hyphen), the mdir subcommand displays the listing on the local terminal. If interactive prompting is on (see the prompt subcommand), the ftp command prompts the user to verify that the last parameter is a local file and not a remote directory.

mget RemoteFiles

Expands the RemoteFiles parameter at the remote host and copies the indicated remote files to the current directory on the local host. See the glob subcommand for more information on file-name expansion. The remote file names are used locally and are altered by any settings made by the case, ntrans, and nmap subcommands. The ftp command uses the current settings for the form, mode, struct, and type subcommands while transferring the files.

mkdir [RemoteDirectory]

Creates the directory specified in the RemoteDirectory parameter on the remote host.

mls [RemoteDirectories LocalFile]

Expands the directories specified in the RemoteDirectories parameter at the remote host and writes an abbreviated file listing of the indicated remote directories to a local file. If the RemoteDirectories parameter contains a pattern-matching character, the mls subcommand prompts for a local file if none is specified. If the RemoteDirectories parameter is a list of remote directories separated by blanks, the last argument in the list must be either a local file name or a - (hyphen).

If the LocalFile parameter is - (hyphen), the mls subcommand displays the listing on the local terminal. If interactive prompting is on (see the prompt subcommand), the ftp command prompts the user to verify that the last parameter is a local file and not a remote directory.

mode [ stream | block ]

Sets file-transfer mode. If an argument is not supplied, the default is stream.

block  Sets the file-transfer mode to block.

stream  Sets the file-transfer mode to stream.
**modtime**

Shows the last modification time of the specified file on the remote machine. If the `ftp` command is not connected to a host prior to execution, the `modtime` subcommand terminates with an error message. The `ftp` command ignores parameter beyond the first parameter. If the `FileName` parameter is not specified, the `ftp` command prompts for a file name. If no file name is given, the `ftp` command sends a usage message to standard output and terminates the subcommand.

If the name specified by the `FileName` parameter exists on the remote host, and the name specifies a file, then the `ftp` command sends a message containing the last modification time of the file to standard output and terminates the subcommand. If `FileName` specifies a directory, the `ftp` command sends an error message to standard output and terminates the subcommand.

**Note:** The `modtime` subcommand interprets metacharacters when allowed.

**mput [LocalFiles]**

Expands the files specified in the `LocalFiles` parameter at the local host and copies the indicated local files to the remote host. See the `glob` subcommand for more information on file-name expansion. The local file names are used at the remote host and are altered by any settings made by the `ntrans` and `nmap` subcommands. The `ftp` command uses the current settings for the `type`, `form`, `mode`, and `struct` subcommands while transferring the files.

**nlist [RemoteDirectory][LocalFile]**

Writes a listing of the contents of the specified remote directory (`RemoteDirectory`) to the specified local file (`LocalFile`). If the `RemoteDirectory` parameter is not specified, the `nlist` subcommand lists the contents of the current remote directory. If the `LocalFile` parameter is not specified or is a `-` (hyphen), the `nlist` subcommand displays the listing on the local terminal.

**nmap [InPattern OutPattern]**

Turns the file-name mapping mechanism On or Off. If no parameters are specified, file-name mapping is turned off. If parameters are specified, source file names are mapped for the `mget` and `mput` subcommands and for the `get` and `put` subcommands when the destination file name is not specified. This subcommand is useful when the local and remote hosts use different file-naming conventions or practices. Mapping follows the pattern set by the `InPattern` and `OutPattern` parameters.

The `InPattern` parameter specifies the template for incoming file names, which may have already been processed according to the `case` and `ntrans` settings. The template variables $1 through $9 can be included in the `InPattern` parameter. All characters in the `InPattern` parameter, other than the $ (dollar sign) and the \$ (backslash, dollar sign), are treated literally and are used as delimiters between `InPattern` variables. For example, if the `InPattern` parameter is $1.$2 and the remote file name is `mydata.dat`, the value of $1$ is `mydata` and the value of $2$ is `dat`.

The `OutPattern` parameter determines the resulting file name. The variables $1$ through $9$ are replaced by their values as derived from the `InPattern` parameter, and the variable $0$ is replaced by the original file name. Additionally, the sequence `[Sequence1,Sequence2]` is replaced by the value of `Sequence1`, if `Sequence1` is not null; otherwise, it is replaced by the value of `Sequence2`. For example, the subcommand:

```
nmap $1.$2.$3 [[$1,}$2],[$2,file]
```

would yield `myfile.data` from `myfile.data` or `myfile.data.old`, `myfile.file` from `myfile`, and `myfile.myfile` from `.myfile`. Use the \ (backslash) symbol to prevent the special meanings of the $ (dollar sign), [ (left bracket), ] (right bracket), and , (comma) in the `OutPattern` parameter.

**non-print**

Synonym for the `form non-print` subcommand.
ntrans [InCharacters [OutCharacters]]

Turns the file-name character translation mechanism On and Off. If no parameters are specified, character translation is turned off. If parameters are specified, characters in source file names are translated for `mget` and `mput` subcommands and for `get` and `put` subcommands when the destination file name is not specified.

This subcommand is useful when the local and remote hosts use different file-naming conventions or practices. Character translation follows the pattern set by the `InCharacters` and `OutCharacters` parameter. Characters in a source file name matching characters in the `InCharacters` parameter are replaced by the corresponding characters in the `OutCharacters` parameter.

If the string specified by the `InCharacters` parameter is longer than the string specified by the `OutCharacters` parameter, the characters in the `InCharacters` parameter are deleted if they have no corresponding character in the `OutCharacters` parameter.

open HostName [Port]

Establishes a connection to the FTP server at the host specified by the `HostName` parameter. If the optional port number is specified, the `ftp` command attempts to connect to a server at that port. If the automatic login feature is set (that is, the `-n` flag was not specified on the command line), the `ftp` command attempts to log in the user to the FTP server.

You must also have a `$HOME/.netrc` file with the correct information in it and the correct permissions set. The `.netrc` file must be in your home directory.

passive

Toggles passive mode for file transfers. When a file transfer command (such as `get`, `mget`, `put`, or `mput`) is invoked with passive mode off, the `ftp` server opens a data connection back to the client. In passive mode, the client opens data connections to the server when sending or receiving data.

private

Sets the protection level to "private." At this level, data is integrity and confidentiality protected.

prompt

Toggles interactive prompting. If interactive prompting is on (the default), the `ftp` command prompts for verification before retrieving, sending, or deleting multiple files during the `mget`, `mput`, and `mdelete` subcommands. Otherwise, the `ftp` command acts accordingly on all files specified.

protect

This command returns the current level of protection.

proxy [Subcommand]

Executes an `ftp` command on a secondary control connection. This subcommand allows the `ftp` command to connect simultaneously to two remote FTP servers for transferring files between the two servers. The first `proxy` subcommand should be an `open` subcommand to establish the secondary control connection. Enter the `proxy ?` subcommand to see the other `ftp` subcommands that are executable on the secondary connection.

The following subcommands behave differently when prefaced by the `proxy` subcommand:

- The `open` subcommand does not define new macros during the automatic login process.
- The `close` subcommand does not erase existing macro definitions.
- The `get` and `mget` subcommands transfer files from the host on the primary connection to the host on the secondary connection.
- The `put`, `mput`, and `append` subcommands transfer files from the host on the secondary connection to the host on the primary connection.
- The `restart` subcommand can be handled by the `proxy` command.
- The `status` subcommand displays accurate information.

File transfers require that the FTP server on the secondary connection must support the PASV (passive) instruction.
put LocalFile [RemoteFile]  Stores a local file on the remote host. If you do not specify the RemoteFile parameter, the ftp command uses the local file name to name the remote file, and the remote file name is altered by any settings made by the ntrans and nmap subcommands. The ftp command uses the current settings for the mode and struct subcommands while transferring the files.

pwd                       Displays the name of the current directory on the remote host.

quit                      Closes the connection and exits the ftp command. Same as the bye subcommand.

quote String              Sends the string specified by the String parameter verbatim to the remote host. Execute the remotehelp or quote help subcommand to display a list of valid values for the String parameter.

Note: "Quoting" commands that involve data transfers can produce unpredictable results.

record                    Synonym for the struct record subcommand.

recv RemoteFile [LocalFile] Copies the remote file to the local host. Same as the get subcommand.

reinitialize              Reinitializes an FTP session by flushing all I/O and allowing transfers to complete. Resets all defaults as if a user had just started an FTP session without logging in to a remote host.

remotehelp [Subcommand]   Requests help from the remote FTP server.

rename FromName ToName    Renames a file on the remote host.

reset                     Clears the reply queue. This subcommand resynchronizes the command parsing. Restarts a file transfer at the point where the last checkpoint was made. To run successfully, the subcommand must be the same as the aborted subcommand, including structure, type, and form. Valid arguments are get, put, and append.

rmdir RemoteDirectory     Removes the remote directory specified by the RemoteDirectory parameter at the remote host.

runique                   (ReceiveUnique) Toggles the facility for creating unique file names for local destination files during get and mget subcommands. If this facility is Off (the default), the ftp command overwrites local files. Otherwise, if a local file has the same name as that specified for a local destination file, the ftp command modifies the specified name of the local destination file with .1. If a local file is already using the new name, the ftp command appends the postfix .2 to the specified name. If a local file is already using this second name, the ftp command continues incrementing the postfix until it either finds a unique file name or reaches .99 without finding a unique file name. If the ftp command cannot find a unique file name, the ftp command reports an error and the transfer does not take place. Note that the runique subcommand does not affect local file names generated from a shell command.

safe                      Sets the protection level to "safe." At this level, data is integrity protected.

send LocalFile [RemoteFile] Stores a local file on the remote host. Same as the put subcommand.

sendport                  Toggles the use of FTP PORT instructions. By default, the ftp command uses a PORT instruction when establishing a connection for each data transfer. When the use of PORT instructions is disabled, the ftp command does not use PORT instructions for data transfers. The PORT instruction is useful when dealing with FTP servers that ignore PORT instructions while incorrectly indicating the instructions have been accepted.

site Args                 Displays or sets the idle time-out period, displays or sets the file-creation umask, or changes the permissions of a file, using the chmod command. Possible values for the Args parameter are umask and chmod.

size RemoteFile           Displays the size in bytes of the remote file specified by the RemoteFile parameter.

status                    Displays the current status of the ftp command as well as the status of the subcommands.

stream                    Synonym for the mode stream subcommand.

struct [ file | record ]  Sets the data transfer structure type. Valid arguments are file and record.

    file     Sets the data-transfer structure type to file.
    record   Sets the data-transfer structure type to record.
sunique  (Send/Store Unique) Toggles the facility for creating unique file names for remote destination files during put and mput subcommands. If this facility is off (the default), the ftp command overwrites remote files. Otherwise, if a remote file has the same name as that specified for a remote destination file, the remote FTP server modifies the name of the remote destination file. Note that the remote server must support the STOU instruction.

system  Shows the type of operating system running on the remote machine.

telnet  Synonym for the form telnet subcommand.

tenex  Synonym for the type tenex subcommand.

trace  Toggles packet tracing.

type [ ascii | binary | ebcdic | image | local M | tenex ]  Sets the file-transfer type. Valid arguments are ascii, binary, ebcdic, image, local M, and tenex. If an argument is not specified, the current type is printed. The default type is ascii; the binary type can be more efficient than ascii.

    ascii  Sets the file-transfer type to network ASCII. This type is the default. File transfer may be more efficient with binary-image transfer. See the binary argument for further information.

    binary  Sets the file-transfer type to binary image. This type can be more efficient than an ASCII transfer.

    ebcdic  Sets the file-transfer type to EBCDIC.

    image  Sets the file-transfer type to binary image. This type can be more efficient than an ASCII transfer.

    local M  Sets the file-transfer type to local. The M parameter defines the decimal number of bits per machine word. This parameter does not have a default.

    tenex  Sets the file-transfer type to that needed for TENEX machines.

user User [Password] [Account]  Identifies the local user (User) to the remote FTP server. If the Password or Account parameter is not specified and the remote server requires it, the ftp command prompts for the password or account locally. If the Account parameter is required, the ftp command sends it to the remote server after the remote login process completes.

Note: Unless automatic login is disabled by specifying the -n flag on the command line, the ftp command sends the User, Password, and Account parameters automatically for the initial connection to the remote server. You also need a .netrc file in your home directory in order to issue an automatic login.

verbose  Toggles verbose mode. When the verbose mode is on (the default), the ftp command displays all responses from the remote FTP server. Additionally, the ftp command displays statistics on all file transfers when the transfers complete.

Examples

1. To invoke the ftp command, log in to the system canopus, display local help information, display remote help information, display status, toggle the bell, prompt, runique, trace, and verbose subcommands, and then quit, enter:

   $ ftp canopus
   Connected to canopus.austin.century.com.
   Name (canopus:eric): dee
   331 Password required for dee.
   Password: 
   230 User dee logged in.
   ftp> help
   Commands may be abbreviated. Commands are:
   ! delete mdelete proxy runique
   $ debug mdir sendport send
   account dir mget put size
append  disconnect  mkdir  pwd  status
ascii  form  mls  quit  struct
bell  get  mode  quote  suunique
binary  glob  modtime  recv  system
bye  hash  mput  remotehelp  tenex
case  help  nmap  rstatus  trace
cd  image  nlst  rhelp  type
cdup  lcd  ntrans  rename  user
close  ls  open  reset  verbose
cr  macdef  prompt  rmdir  ?
clear  private  protect  safe

ftp> remotehelp
214-The following commands are recognized(* =>'s unimplemented).
   USER  PORT  RETR  MSND*  ALLO  DELE  SITE*  XMKD  CDUP
   PASS  PASV  STOR  MSOM*  REST*  CWD  STAT*  RMD  XCUP
   ACCT*  TYPE  APPE  MSAM*  RNFR  XCWD  HELP  XRMD  STOU
   RMD  XCUP
   USER  PORT  RETR  MSND*  ALLO  DELE  SITE*  XMKD  CDUP
   PASS  PASV  STOR  MSOM*  REST*  CWD  STAT*  RMD  XCUP
   ACCT*  TYPE  APPE  MSAM*  RNFR  XCWD  HELP  XRMD  STOU
   RMD  XCUP
   AUTH  ADAT  PROT  PBSZ  MIC  ENC  CCC

214 Direct comments to ftp-bugs@canopus.austin.century.com.
ftp> status
Connected to canopus.austin.century.com.
No proxy connection.
Mode: stream; Type: ascii; Form: non-print; Structure: file
Verbose: on; Bell: off; Prompting: on; Globbing: on
Store unique: off; Receive unique: off
Case: off; CR stripping: on
Ntrans: off
Nmap: off
Hash mark printing: off; Use of PORT cmds: on
ftp> bell
Bell mode on.
ftp> prompt
Interactive mode off.
ftp> runique
Receive unique on.
ftp> trace
Packet tracing on.
ftp> verbose
Verbose mode off.
ftp> quit
$

2. To invoke the **ftp** command, log in to the system canopus, print the working directory, change the working directory, set the file transfer type to ASCII, send a local file to the remote host, change the working directory to the parent directory, and then quit, enter:

```
$ ftp canopus
Connected to canopus.austin.century.com.
Name (canopus:eric): dee
331 Password required for dee.
Password: 
230 User dee logged in.
ftp> pwd
257 "/home/dee" is current directory.
ftp> cd desktop
250 CWD command successful.
ftp> type ascii
200 Type set to A.
ftp> send typescript
200 PORT command successful.
150 Opening data connection for typescript (128.114.4.99,1412).
```
To invoke the **ftp** command with automatic logon (using the **.netrc** file), open a session with the system canopus, log in, change the working directory to the parent directory, print the working directory, list the contents of the current directory, delete a file, write a listing of the contents of the current directory to a local file, close the session, and then quit, enter:

```
$ ftp canopus
Connected to canopus.austin.century.com.
331 Password required for dee.
230 User dee logged in.
ftp> cdup
250 CWD command successful.
ftp> pwd
257 "/home" is current directory.
ftp> dir
200 PORT command successful.
150 Opening data connection for /usr/bin/ls (128.114.4.99,1407) (0 bytes).
total 104
drwxr-xr-x 2 system 32 Feb 23 17:55 bin
Drwxr-xr-x 26 rios 4000 May 30 17:18 binl
drwxr-xr-x 2 system 32 Feb 23 17:55 books
drwxrwxrwx 18 rios 1152 Jun 5 13:41 dee
-r--r--r-- 1 system 9452 May 17 12:21 filesystems
drwxr-xr-x 2 system 32 Feb 23 17:55 jim
drwxr-xr-x 5 system 80 Feb 23 17:55 krs
drwxrwxrwx 2 rios 16432 Feb 23 17:36 lost+found
-rwxr-xr-x 1 rios 3651 May 24 16:45 oldmail
drwxr-xr-x 2 system 256 Feb 23 17:55 pubserv
drwxrwxrwx 2 system 144 Feb 23 17:55 rein989
drwxr-xr-x 2 system 112 Feb 23 17:55 reinstall
226 Transfer complete.
ftp> delete oldmail
250 DELE command successful.
ftp> mdir /home/dee/bin binlist
output to local-file: binlist? y
200 PORT command successful.
150 Opening data connection for /usr/bin/ls (128.114.4.99,1408) (0 bytes).
226 Transfer complete.
ftp> close
221 Goodbye.
ftp> quit
$ 
```

### Files

- **/usr/samples/tcplip/netrc**
  - Contains the sample **.netrc** file.
- **/etc/syslog.conf**
  - Contains configuration information for the **syslogd** daemon.

### Related Information

The **csh** command, **kill** command, **rcp** command, **refresh** command, **rlogin** command, **rsh** command, **stty** command, **telnet** command, **ftp** command.
The `ftpd` daemon, the `syslogd` daemon.

The `.netrc` file format.


Network Overview in AIX 5L Version 5.2 System Management Guide: Communications and Networks.


Network Option Tunable Parameters in AIX 5L Version 5.2 Performance Management Guide.

## ftpd Daemon

### Purpose

Provides the server function for the Internet FTP protocol.

### Syntax

Note: The `ftpd` daemon is usually started by the `inetd` daemon. It can also be controlled from the command line, using SRC commands.

```
```

### Description

The `/usr/sbin/ftpd` daemon is the DARPA Internet File Transfer Protocol (FTP) server process. The `ftpd` daemon uses the Transmission Control Protocol (TCP) to listen at the port specified with the `ftp` command service specification in the `/etc/services` file.

Changes to the `ftpd` daemon can be made using the System Management Interface Tool (SMIT) or System Resource Controller (SRC), by editing the `/etc/inetd.conf` or `/etc/services` file. Typing `ftp` at the command line is not recommended. The `ftpd` daemon is started by default when it is uncommented in the `/etc/inetd.conf` file.

The `inetd` daemon gets its information from the `/etc/inetd.conf` file and the `/etc/services` file.

If you change the `/etc/inetd.conf` or `/etc/services` file, run the `refresh -s inetd` or `kill -1 InetdPID` command to inform the `inetd` daemon of the changes to its configuration files.

The `ftpd` daemon expands file names according to the conventions of the `csh` command. This command allows you to use such metacharacters as the * (asterisk), the ? (question mark), [ ] (left and right brackets), { } (left and right braces), and the – (tilde).

### ftpaccess.ctl File

The `/etc/ftpaccess.ctl` file is searched for lines that start with `allow:`, `deny:`, `readonly:`, `writeonly:`, `readwrite:`, `useronly:`, `grouponly:`, `herald:` and/or `motd:`. Other lines are ignored. If the file doesn’t exist, then ftp access is allowed for all hosts. The `allow: and deny: lines are for restricting host access. The `readonly:`, `writeonly: and `readwrite:` lines are for restricting ftp reads (get) and writes (put). The `useronly: and `grouponly:` lines are for defining anonymous users. The `herald:` and `motd:` lines are for multiline messages before and after login.

The syntax for all lines in `/etc/ftpaccess.ctl` are in the form:

```
keyword: value, value, ...
```
where one can specify one or more values for every keyword. One can have multiple lines with the same keyword. The lines in /etc/ftpaccess.ctl are limited to 1024 characters, anything more than 1024 characters will be ignored.

The syntax for the allow: and deny: lines are:
allow: host, host, ...
deny: host, host, ...

If an allow: line is specified, than only the hosts listed in all the allow: lines are allowed ftp access. All other hosts will be refused ftp access. If there are no allow: line(s), then all hosts will be given ftp access except those hosts specified in the deny: line(s). The host can be specified as either a hostname or IP address.

The syntax for the readonly:, writeonly: and readwrite: lines are:
readonly: dirname, dirname, ...
writeonly: dirname, dirname, ...
readwrite: dirname, dirname, ...

The readonly: lines list the read-only directories and the writeonly: lines list the write-only directories. If one wants read access in a write-only directory or if one wants write access in a read-only directory, then access is denied. All other directories are granted access except when a readwrite: line(s) is specified. If a readwrite: line(s) is specified, only directories listed in the readwrite: line and/or listed in the readonly: line are granted access for reading, AND only directories listed in the readwrite: line and/or listed in the writeonly: line are granted access for writing. Also, these lines can have a value of “ALL” or “NONE”.

The syntax for the useronly: and grouponly: lines are:
useronly: username, username, ...
grouponly: groupname, groupname, ...

The username is from /etc/passwd and the groupname is from /etc/group. The useronly: line defines an anonymous user. The grouponly: line defines a group of anonymous users. These anonymous users are similar to the user anonymous in that ftp activity is restricted to their home directories.

The syntax for the herald: and motd: lines are:
herald: path
motd: on|off

The path is the full path name of the file that contains the multiline herald that will be displayed before login. When the motd: line has a value of ‘on’, then the $HOME/motd file contains the multiline message that will displayed after login. If the user is a defined anonymous user, then the /etc/motd file contains the multiline message that will displayed after login. (Note that /etc/motd is in the anonymous user’s chroot’ed home directory). The default for the motd: line is off.

If the current authentication method is the Standard Operating system authentication method:
Before the ftpd daemon can transfer files for a client process, it must authenticate the client process. The ftpd daemon authenticates client processes according to these rules:

- The user must have a password in the password database, /etc/security/passwd (If the user’s password is not null, the client process must provide that password.)
- The user name must not appear in the /etc/ftpusers file.
- The user’s login shell must appear in the shells attribute of the /etc/security/login.cfg file.
- If the user name is anonymous, ftp or is a defined anonymous user in the /etc/ftpaccess.ctl file, an anonymous FTP account must be defined in the password file. In this case, the client process is allowed to log in using any password. By convention, the password is the name of the client host. The ftpd daemon takes special measures to restrict access by the client process to the anonymous account.
If Kerberos 5 is the current authentication method:
The `ftpd` daemon allows access only if all of the following conditions are satisfied:

- The local user of the ftp client has current DCE credentials.
- The local and remote systems both support the `AUTH` command.
- The remote system accepts the DCE credentials as sufficient for access to the remote account. See the `kvalid_user` function for additional information.

**File Transfer Protocol Subtree Guidelines**

When handling an anonymous FTP user, the server performs the `chroot` command in the home directory of the FTP user account. For greater security, implement the following rules when you construct the FTP subtree:

```
~ftp
Make the home directory owned by root and mode r-xr-xr-x (555).
~ftp/bin
Make this directory owned by the root user and not writable by anyone. The `ls` program must be present in this directory to support the list command. This program should have mode 111.
~ftp/etc
Make this directory owned by the root user and not writable by anyone.
~ftp/pub
Make this directory mode 777 and owned by FTP. Users should then place files that are to be accessible through the anonymous account in this directory.
```

**Note:** The shell script `/usr/samples/tcpip/anon.ftp` uses the above rules to set up the anonymous FTP account for you.

When handling an anonymous FTP user defined in `/etc/ftpaccess.ctl`, the server performs the `chroot` command in the home directory of the user account. For greater security, implement the following rules when you construct the user's subtree:

```
~user
Make the home directory owned by root and mode r-xr-xr-x (555).
~user/bin
Make this directory owned by the root user and unwritable by anyone. The `ls` program must be present in this directory to support the list command. This program should have mode 111.
~user/etc
Make this directory owned by the root user and unwritable by anyone.
~user/pub
Make this directory mode 777 and owned by user. Users should then place files that are to be accessible through the anonymous account in this directory.
```

**Note:** The shell script `/usr/samples/tcpip/anon.users.ftp` uses the above rules to set up the anonymous FTP account for you.

The server must run as the root user to create sockets with privileged port numbers. The server maintains an effective user ID of the logged-in user, reverting to the root user only when binding addresses to sockets.

**Supported File Transfer Protocol Requests**
The `ftpd` daemon currently supports the following FTP requests:

- **ABOR** Terminates previous command.
- **ACCT** Specifies account (ignored).
- **ADAT** Specifies the Authentication/Security Data.
ALLO Allocates storage (vacuously).
APPE Appends to a file.
AUTH Specifies the Authentication/Security Mechanism.
CCC Specifies the Clear Command Channel.
CDUP Changes to the parent directory of the current working directory.
CWD Changes working directory.
DELE Deletes a file.
ENC Specifies the Privacy Protected Command.
HELP Gives help information.

LIST Gives list files in a directory (this FTP request is the same as the ls -IA command).
MKD Makes a directory.
MDTM Shows last modification time of file.
MIC Specifies the Integrity Protected Command.
MODE Specifies data transfer mode.
NLST Gives a name list of files in directory (this FTP request is the same as the ls command).
NOOP Does nothing.
PASS Specifies a password.
PASV Prepares for server-to-server transfers.
PBSZ Specifies the Protection Buffer Size.
PORT Specifies a data connection port.
PROT Specifies the Data Channel Protection Level.
PWD Prints the current working directory.
QUIT Terminates session.
RETR Retrieves a file.
RMD Removes a directory.
RNFR Specifies rename-from file name.
RNTO Specifies rename-to file name.
SITE The following nonstandard or UNIX-specific commands are supported by the SITE request:
UMASK Changes umask (SITE UMASK 002).
IDLE Sets idler time (SITE IDLE 60).
CHMOD Changes mode of a file (SITE CHMOD 755 FileName).
HELP Gives help information (SITE HELP).
SIZE Returns size of current file.
STAT Returns the status of the server.
STOR Stores a file.
STOU Stores a file using a unique file name.
STRU Specifies the structure of data transfer as a file structure.
SYST Shows operating system type of server system.
TYPE Specifies data transfer type with the Type parameter.
USER Specifies user name.
XCUP Changes the parent directory of the current working directory (not usually used).
XCWD Changes current directory (not usually used).
XMKD Creates a directory (not usually used).
XPWD Prints the current working directory (not usually used).
XRMD Removes a directory (not usually used).
The remaining FTP requests defined in Internet RFC 959 are recognized, but not implemented. The MDTM and SIZE requests are not specified by RFC 959, but are scheduled to appear in the next updated FTP RFC.

If a STAT request is received during a data transfer and preceded by both a Telnet IP signal and SYNCH signal, transfer status is returned.

The ftpd daemon should be controlled using the System Management Interface Tool (SMIT) or by changing the /etc/inetd.conf file. Typing ftpd at the command line is not recommended.

**Manipulating the ftpd Daemon with the System Resource Controller**

The ftpd daemon is a subserver of the inetd daemon, which is a subsystem of the System Resource Controller (SRC). The ftpd daemon is a member of the tcpip SRC subsystem group. This daemon is enabled by default in the /etc/inetd.conf file and can be manipulated by the following SRC commands:

- `startsrc` Starts a subsystem, group of subsystems, or a subserver.
- `stopsrc` Stops a subsystem, group of subsystems, or a subserver.
- `lssrc` Gets the status of a subsystem, group of subsystems, or a subserver.

**Flags**

- `-C` Allows the user to specify that the outgoing file sent using the `send_file` command must be cached in the Network Buffer Cache (NBC). This flag cannot be used unless the `-q` flag is specified. This flag is only applicable when a file is being sent out in the binary mode with no protection.
- `-d` Sends debugging information about ftpd daemon operations to the syslogd daemon. If you specify the `-d` flag, you must edit the /etc/syslog.conf file and add the following entry:

  daemon.debug FileName

  **Note:** The syslogd daemon’s debug level includes info level messages.

  If you do not edit the /etc/syslog.conf file, no messages are produced. After changing the /etc/syslog.conf file, run the `refresh -s syslogd` command or `kill -1 SyslogdPID` command to inform the syslogd daemon of the changes to its configuration file. For more information about debug levels, refer to the /etc/syslog.conf file.

- `-f` Disables checking for a privileged port when the client requests the server to connect back to a specific port. By default, ftpd does not allow the client to request a connection to a privileged port as a security precaution.
- `-ff` Disables checking for both a privileged port and an IP address that matches the one used for the control connection when the client requests the server to connect back to a specific client port. Using this flag enables the client to request that the server send data to an alternate host or interface. By default, ftpd does not allow this action as a security precaution.
-k  Sets the SO_KEEPALIVE option defined in the sys/socket.h file on the data transfer socket to enable the data transfer to time out in the event TCP/IP hangs. The idle interval time is based on system-wide values designated by the tcp_keepidle and tcp_keepintvl options of the no command. Without the flag, ftppd data transfer will not time out.

-li  Sends logging information about ftppd daemon operations to the syslogd daemon. If you specify the -l flag, you must edit the /etc/syslog.conf file and add the following entry:

daemon.info FileName

If you do not edit the /etc/syslog.conf file, no messages are produced. After changing the /etc/syslog.conf file, run the refresh -s syslogd command or kill -l SyslogdPID command to inform the syslogd daemon of the changes to its configuration file. For more information about debug levels, refer to the /etc/syslog.conf file.

-q  Allows the user to specify that the send_file subroutine must be used for sending the file on the network. This flag is only applicable when a file is being sent out in the binary mode with no protection.

-t TimeOut  Logs out inactive sessions after the number of seconds specified by the TimeOut variable. The default limit is 15 minutes (900 seconds).

-T MaxTimeOut  Logs out inactive client sessions after a maximum number of seconds specified by the MaxTimeOut variable. The default limit is 2 hours (7200 seconds).

-s  Turns on socket-level debugging.

-u OctalVal  Sets the ftppd daemon’s umask. The OctalVal variable must be specified as an octal value to define the umask. The default umask is an octal value of 027, which results in file permissions of rw-r-----.

-U  Keep files unlocked while in transfer. If this flag is specified with /usr/sbin/ftppd, then the file can be opened while still in transfer.

Examples

Note: The arguments for the ftppd daemon can be specified by using SMIT or by editing the /etc/inetd.conf file.

1. To start the ftppd daemon, type the following:

   startsrc -t ftp

   The startsrc command with the -t flag starts the ftppd subserver. You must use the -t flag to specify a subserver. Otherwise, the command does not execute properly.

2. To stop the ftppd daemon, usually type the following:

   stopsrc -t ftp

   The stopsrc command with the -t flag stops the ftppd subserver. The stopsrc command allows all pending connections to start and all existing connections to complete, but prevents new connections from starting. You must use the -t flag to specify a subserver. Otherwise, the command does not execute properly.

3. To force the ftppd daemon and all ftppd connections to stop, type the following:

   stopsrc -t -f ftp
The `stopsrc` command with the `-t` and `-f` flags forces the `ftpd` subserver to stop. It terminates all pending connections and existing connections immediately.

4. To display a short status report about the `ftpd` daemon, type the following:

   `lssrc -t ftp`

   The `lssrc` command with the `-t` flag returns the daemon’s name, process ID, and state (active or inactive). You must use the `-t` flag to specify a subserver. Otherwise, the command does not execute properly.

**Files**

- `/etc/locks/ftpd` (Contains interlock and process ID (PID) storage.)
- `/etc/group` (Contains passwords for groups.)
- `/etc/passwd` (Contains passwords for users.)
- `/etc/security/login.cfg` (Contains configuration information for login and user authentication.)
- `/etc/security/passwd` (Contains encrypted passwords.)
- `/etc/syslog.conf` (Contains configuration information for the `syslogd` daemon.)
- `/usr/samples/tcpip/anon.ftp` (Contains the example shell script with which to set up an anonymous FTP account. This file also contains directions for its use.)

**Related Information**

- The `ftp` command, `lssrc` command, `kill` command, `no` command, `rcp` command, `refresh` command, `rlogin` command, `rsh` command, `startsrc` command, `stopsrc` command, `telnet` command.

- The `inetd` daemon, `syslogd` daemon.

- The `kvalid_user` function.

- The `/etc/ftpusers` file format, `/etc/inetd.conf` file format, `/etc/services` file format, `$HOME/.k5login` file format.

- [TCP/IP Daemons](#) in *AIX 5L Version 5.2 System Management Guide: Communications and Networks*.

- [Secure Rcmds](#) in *AIX 5L Version 5.2 System User’s Guide: Communications and Networks*.


### fuser Command

**Purpose**

Identifies processes using a file or file structure.

**Syntax**

```
fuser [-C] [-d] [-f] [-k] [-u] [-x] [-V] [File ...]
```

**Description**

The `fuser` command lists the process numbers of local processes that use the local or remote files specified by the `File` parameter. For block special devices, the command lists the processes that use any file on that device.
Each process number is followed by a letter indicating how the process uses the file:

- **c** Uses the file as the current directory.
- **e** Uses the file as a program's executable object.
- **r** Uses the file as the root directory.
- **s** Uses the file as a shared library (or other loadable object).

The process numbers are written to standard output in a line with spaces between process numbers. A new line character is written to standard error after the last output for each file operand. All other output is written to standard error.

The `fuser` command will not detect processes that have mmap regions where that associated file descriptor has since been closed.

### Flags

- **-c** Reports on any open files in the file system containing `File`.
- **-d** Implies the use of the `-c` and `-x` flags. Reports on any open files which have been unlinked from the file system (deleted from the parent directory). When used in conjunction with the `-V` flag, it also reports the inode number and size of the deleted file.
- **-f** Reports on open instances of `File` only.
- **-k** Sends the `SIGKILL` signal to each local process. Only the root user can kill a process of another user.
- **-u** Provides the login name for local processes in parentheses after the process number.
- **-V** Provides verbose output.
- **-x** Used in conjunction with `-c` or `-f`, reports on executable and loadable objects in addition to the standard fuser output.

### Examples

1. To list the process numbers of local processes using the `/etc/passwd` file, enter:
   ```bash
   fuser /etc/passwd
   ```
2. To list the process numbers and user login names of processes using the `/etc/filesystems` file, enter:
   ```bash
   fuser -u /etc/filesystems
   ```
3. To terminate all of the processes using a given file system, enter:
   ```bash
   fuser -k -x -u /dev/hd1 -OR-
   fuser -kxuc /home
   ```
   Either command lists the process number and user name, and then terminates each process that is using the `/dev/hd1 (/home)` file system. Only the root user can terminate processes that belong to another user. You might want to use this command if you are trying to unmount the `/dev/hd1` file system and a process that is accessing the `/dev/hd1` file system prevents this.
4. To list all processes that are using a file which has been deleted from a given file system, enter:
   ```bash
   fuser -d /usr
   ```

### Files

- **/dev/kmem** Used for the system image.
- **/dev/mem** Also used for the system image.

### Related Information

- The `killall` command, `mount` command, and `ps` command.
For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to [Standalone System Security](#) in [AIX 5L Version 5.2 Security Guide](#).

### fwttmp Command

#### Purpose
Manipulates connect-time accounting records by reading binary records in `wtmp` format from standard input, converting them to formatted ASCII records. The ASCII version is useful when it is necessary to edit bad records.

#### Syntax

```
3/usr/sbin/acct/fwtmp [ -i ] [ -c ]
```

#### Description
The `fwtmp` command reads binary records in `wtmp` format from standard input, converts them to formatted ASCII records, and writes the ASCII records to standard output. This command is usually entered from the keyboard.

#### Flags

- `-i`
  Accepts ASCII records in the `utmp` format as input.
- `-c`
  Converts output to `utmp` formatted binary records.
- `-ic`
  Converts ASCII `utmp` formatted input records to binary output records.

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

#### Examples

1. To convert a binary record in `wtmp` format to an ASCII record called `dummy.file`, enter:
   ```
   /usr/sbin/acct/fwtmp < /var/adm/wtmp > dummy.file
   ```
   The content of a binary `wtmp` file is redirected to a dummy ASCII file.

2. To convert an ASCII `dummy.file` to a binary file in `wtmp` format called `/var/adm/wtmp`, enter the `fwtmp` command with the `-ic` switch:
   ```
   /usr/sbin/acct/fwtmp -ic < dummy.file > /var/adm/wtmp
   ```
   The dummy ASCII file is redirected to a binary `wtmp` file.

#### Files

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

#### Related Information
The `acctcon1` or `acctcon2` command, `acctmerg` command, `acctwtmp` command, `runacct` command, `wtmpfix` command.
Setting Up an Accounting System in AIX 5L Version 5.2 System Management Guide: Operating System and Devices describes the steps you must take to establish an accounting system. See the Accounting Overview in AIX 5L Version 5.2 System Management Concepts: Operating System and Devices for a list of accounting commands that can be run automatically or entered from the keyboard and about the preparation of daily and monthly reports, and the accounting files.

fxfer Command

Purpose
Transfers files between a local system and a host computer connected by HCON.

Syntax

To Restart an Interrupted File Transfer
fxfer -R [ -n SessionName ]

To Download a File from the Host
fxfer [ -n SessionName ] [ -a | -r ] [ -d | -c | -C ] [ -J ] [ -f FileName ] [ -F ] [ -H HostType ] [ -J InputField ] [ -q | -t | -l | -s | -b ] [ -T LoglRecLength ] [ -e ] [ -X CodeSet ] [ SourceFile ] [ DestFile ]

To Upload a File to the Host
fxfer [ -n SessionName ] [ -a | -r ] [ -u ] [ -d | -C ] [ -J ] [ -f FileName ] [ -H HostType ] [ -q | -t | -J ] [ -s ] [ -T LoglRecLength ] [ -e ] [ -X CodeSet ] [ -F ] [ -V | -U ] [ -BBlockSize ] [ -I InputField ] [ -S NumberUnits ] [ , IncreaseUnits, UnitType ] [ , IncreaseUnits, UnitType ] [ , IncreaseUnits, UnitType ] [ , IncreaseUnits, UnitType ]

To Display the Help Screen
fxfer -h

Description
The fxfer command transfers files between local system and mainframe hosts connected by the Host Connection Program (HCON). Files may transfer from a local system to the host (uploading) or from the host to a local system (downloading). The fxfer command transfers the file named by the SourceFile parameter to the file named by the DestFile parameter. The transfer occurs over an HCON session requiring a specific session profile or an existing session.

The host operating system may be VM/CMS, MVS/TSO, CICS/VS (for CICS/MVS or CICS/VSE), VSE/ESA, or VSE/SP, with the corresponding version of the 3270 File Transfer Program (IND$FILE or its equivalent) installed. The version of the host file transfer program is determined by the File Transfer Program value in the session profile. The fxfer command supports transfer of either text or binary data. Files will transfer to or from the host with or without ASCII or EBCDIC translation.

Security mechanisms prevent unauthorized access, the destruction of existing files, or the loss of data. If a non-HCON user issues the fxfer command, the command fails. If the fxfer command is interrupted before completion, the state of the transfer is saved in a RESTART file.

If the fxfer command is issued with the -h flag, it displays a help screen. If the command is issued with the -R flag, it searches the $HOME directory for a restart file. If a restart file exists, the restart menu displays, enabling a restart of the file transfer. If the -h and -R flags are not specified, the command attempts to perform the specified transfer.

The fxfer command information includes:
This command requires:

- One or more adapters used to connect to a mainframe host.
- One of the following mainframe operating systems be installed on the host:
  - VM/SP CMS
  - VM/XA CMS
  - MVS/SP TSO/E
  - MVS/XA TSO/E
  - CICS/VS (for CICS/MVS or CICS/VSE)
  - VSE/ESA
- The mainframe Host-Supported File Transfer Program (IND$FILE or equivalent) be installed on the mainframe.

**Session Profiles for Using the fxfer Command**

The `fxfer` command communicates with an HCON session and may require a specific session profile. The session profile defines:

- Communication path to the host
- Host type
- Default file transfer direction (down or up)
- Recovery time
- File transfer wait period

When the `fxfer` command is performing an automatic logon, the profile can also define:

- Host logon ID
- AUTOLOG node ID
- Whether the AUTOLOG trace is on
- AUTOLOG time out value

The user usually specifies a session profile when invoking the `fxfer` command. The exception occurs when the command is run from a subshell of an existing session. In this case, if the user does not specify a session profile, the `fxfer` command uses the existing session. If the appropriate session is not running, the `fxfer` command attempts to invoke a new session.

The `fxfer` command searches for an HCON session as follows:

- When issued without the `-n SessionName` flag:
  - If the `fxfer` command is issued from a subshell of an existing session, the command uses the session associated with the subshell (defined by the `SSNAME` environment variable).
  - If not issued from a subshell of an emulator session, the `fxfer` command issues an error message and terminates.
- When issued with the `-n SessionName` flag, the file transfer performs over the specified session. If the specified session does not exist, the command searches for a session profile for that session. If the specified session profile cannot be found, the `fxfer` command issues an error message and terminates. If the specified profile exists, the `fxfer` command attempts an automatic logon to the host using either the AUTOLOG values defined in the session profile, the values defined with the `-x` flag, or by prompting the user for the necessary logon information.
Interrupted and Restarted File Transfers

The `fxfer` command can be interrupted by the operator or an unrecoverable communication error, before completion. If interrupted, the command saves the state of the transfer in a RESTART file. The transfer can be restarted from the beginning without loss of data.

If you run a new file transfer after an interrupted transfer, the `fxfer` command signals that a RESTART file has been created and displays these choices:
- Restart the interrupted file transfer.
- Save the RESTART file and exit the file transfer program.
- Delete the RESTART file and exit the file transfer program.
- Delete the RESTART file and continue the present transfer.

The `fxfer` command with the `-R` flag also restarts an interrupted file transfer.

If the host communication is lost or disconnected during a file transfer started with an automatic logon, the file transfer attempts to recover by reconnecting and logging back on to the host. The recovery time for this attempt is determined by the File Transfer Recovery Time value in the session profile. Once the host connection is re-established, the file transfer resumes from the start. If communication cannot be re-established, the file transfer program generates a RESTART file.

When an explicit file transfer loses communication with the host, the user must restart the emulator session and log back in to the host before attempting to restart the file transfer.

Source and Destination Files

The `fxfer` command `SourceFile` and `DestFile` parameters are required. The `SourceFile` parameter specifies the source file for a file transfer. The `DestFile` parameter specifies the destination file for a file transfer. The local system file names are in the normal format. The host file names conform to the host naming convention, which is one of the following formats:

<table>
<thead>
<tr>
<th>Host Type</th>
<th>File Name Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>VM/CMS</td>
<td>&quot;FileName FileType FileMode&quot;</td>
</tr>
<tr>
<td></td>
<td><strong>Note:</strong> The &quot; &quot; (double quotation marks) are required for all VM/CMS file names to ensure proper file transfer.</td>
</tr>
<tr>
<td>MVS/TSO</td>
<td>&quot;[&quot;DataSetName [ (MemberName) ] [ /Password ]]&quot;</td>
</tr>
<tr>
<td></td>
<td>where:</td>
</tr>
<tr>
<td></td>
<td><code>DataSetName</code> Indicates either a physical sequential data set or a partitioned data set.</td>
</tr>
<tr>
<td></td>
<td><code>(MemberName)</code> Indicates the name of one of the members in the directory of an existing partitioned data set. The () (parentheses) enclosing the <code>MemberName</code> are required.</td>
</tr>
<tr>
<td></td>
<td><code>/Password</code> Required if password protection is specified for the MVS/TSO data set. The / (slash) preceding the <code>Password</code> is required.</td>
</tr>
<tr>
<td></td>
<td><strong>Notes:</strong></td>
</tr>
<tr>
<td></td>
<td>1. The &quot; &quot; (double quotation marks) are required for all MVS/TSO file names to ensure proper file transfer.</td>
</tr>
<tr>
<td></td>
<td>2. When specifying a complete path name for MVS/TSO file names, use ' ' (single quotation marks) within the &quot; (double quotation marks). Do not put spaces between the double and single quotation marks or between the quotation marks and the file names.</td>
</tr>
<tr>
<td>CICS/VS</td>
<td>&quot;FileName&quot;</td>
</tr>
</tbody>
</table>
Host Type | File Name Format
--- | ---
VSE/ESA | "FileName FileType"

**Notes:**
1. The "" (double quotation marks) are required for all CICS/VS, VSE/ESA, and VSE/SP file names to ensure proper file transfer.
2. CICS/VS, VSE/ESA, and VSE/SP file name conventions allow for a file name up to 8 characters long.
3. In a DBCS environment, HCON does not support a VSE host.

**Flags**

**Note:** For Double-Byte Character Set (DBCS) support that includes either Japanese-English, Japanese Katakana, Korean, or Traditional Chinese, these considerations apply:

- If the DBCS -I or -s flag is specified, one of the translate flags (-t, -T, or -J) must also be specified or the DBCS flags are ignored.
- The -M, -N, and -k flags are used only with MVS/TSO hosts.
- The -e flag is valid only with CICS for downloading.
- The -b flag is valid only for downloading.

- **-a**
  Appsends the file designated by SourceFile to the file designated by DestFile if the destination file exists. This flag is ignored and the destination file is created if the file designated by DestFile does not exist.

  **Note:** The -a flag is not valid when uploading a file to a CICS/VS host. For VSE/ESA, the -a flag is valid only for uploading to CICS temporary storage (FILE=TS).

- **-b**
  Retains the blanks at the end of each record when used with the -t, -T, -c, or -C flags. The -b flag is only supported in the DBCS environment.

- **-c**
  In a DBCS environment, the -c flag changes LF (line-feed) code of a file to CRLF (carriage return line-feed) code if the file transfer is an upload. For a downloading file transfer, the -c flag changes the CRLF code of a file to LF code.

- **-C**
  In a DBCS environment, the -C flag inhibits the sending of the EOF (end-of-file) code of a PC-DOS file if the file transfer is an upload. For a downloading file transfer, the -C flag appends an EOF code: x’1A at the end of a PC-DOS file.

- **-d**
  Downloads the file by transferring it from the host to the local system. If neither this flag nor the -u flag is specified, the File Transfer Direction characteristic in the session profile determines the direction of the transfer.

  **Note:** When downloading a translated file from a VSE/ESA host file transfer (FILE=HTF) the file is deleted from the host system unless you specify the "KEEP" flag.

- **-e**
  Deletes the temporary storage queue at the completion of the file transfer. Use this flag only with the CICS host for downloading. The -e flag is only supported in the DBCS environment.

- **-f FileName**
  Places the file transfer process diagnostic output (or file transfer status) in the file specified by the FileName variable.

  If the -f flag is not specified for an asynchronous transfer, messages are placed in the SHOME/hconerrors file. If the -f flag is not specified for a synchronous transfer, messages are sent to standard output.

  Messages due to errors in specifying file transfer parameters or file names, or failures in the file transfer process, are directed to standard output (if it is a local system screen) or to the SHOME/hconerrors file (if standard output is not a local system screen).
-h Displays a help screen for the `fxfer` command. This screen summarizes each available command flag and command operation. When this flag is specified all other flags are ignored and no files are transferred.

Notes:
1. If the `-h` flag is used, all other flags are ignored. No files transfer.
2. If the `fxfer` command is not initiated from a subshell of an existing HCON session, either the `-h` flag or the `-n` flag is required.

-H `HostType` Specifies the type of host. The `HostType` variable may have any of these values:

- CMS VM/SP CMS or VM/XA CMS
- TSO MVS/SP TSO or MVS/XA TSO
- CICS CICS/VS (The CICS host type includes CICS/VSE, CICS/MVS, CICS/ESA, and CICS/MVS/ESA.)
- VSE VSE/ESA (Not supported in a DBCS environment.)

If the `-H` flag is omitted, the value specified by the Host Type characteristic in the session profile is used. The user must specify the correct host operating system.

Notes:
1. If you specified the `CICS` or `VSE` value and the system returns an error, retry the command with the alternate value. The CICS and VSE `INDSFILE` programs are functionally interchangeable; however, there is a 6-byte header-size discrepancy that makes the versions operationally incompatible. The destination host may be using the alternate version of the program.
2. To transfer files to an MVS/TSO host, you may need to leave session manager mode before initiating the file transfer.

-I `InputField` Specifies host file transfer options placed directly within the `INDSFILE` command. Also allows comments within the `INDSFILE` command placed after a `)` (right parentheses). The value specified by the `InputField` variable is placed in quotation marks, as follows:

- `I "FILE=TS) This is a comment"

Note: The `-I` field is not supported in a DBCS environment.

-J Allows data conversion between EBCDIC and ASCII, and normalization of SI/SO characters. The translation depends on the direction of the transfer:

Upload

Translates 1-byte characters of a file to EBCDIC code. For DBCS countries, the extended code is translated to the appropriate DBCS code. SO/SI characters are inserted into DBCS fields containing DBCS characters. If the file contains control codes 0x1E or 0x1F, they are replaced with SO and SI characters respectively.

Download

Translates EBCDIC code to 1-byte characters of a file; For DBCD, the DBCS code is translated to extended code. Deletes SO/SI characters from DBCS fields.

Note: The `-J` field is only supported in a DBCS environment.

-k Releases unused records in the dataset at the completion of file transfer. Use this flag only in the MVS/TSO environment. The `-k` flag is only supported in the DBCS environment.
-l Specifies the host language in the DBCS environment. This option must be used with one of the translate flags (-t, -T, or -J). If -t, -T, or -J is omitted, the -l flag is ignored. If the -l flag is not specified, the host language defined in the session profile is used. If the -l flag is specified, the host language used is the alternate language of the language defined in the session profile. For example, if the Language characteristic in the session profile is JPK (Japanese Katakana), the host language used for file transfer will be Japanese-English. The -l flag is only supported in the DBCS environment.

-M Volume Specifies the volume serial number of the host disk for dataset allocation. Use this flag only in the MVS/TSO environment. The -M flag is only supported in the DBCS environment.

-n SessionName Specifies the name of a previously defined session whose characteristics control the file transfer. The session name is a single character in the range of a to z. Capital letters are interpreted as lowercase letters.

The -n SessionName flag is required except when the user is initiating the fxfer command from a subshell of an existing session. In this case, if the -n flag is not used the fxfer command defaults to the existing session.

Notes:
1. The specified session must have been previously defined using the Web-based System Manager, the hcon fast path command or the mkhcons command.
2. If the fxfer command is not initiated from a subshell of an existing HCON session, either the -h flag or the -n flag is required.

-N Unit Specifies the unit type of the host disk for dataset allocation. Use this flag only in the MVS/TSO environment. The -N flag is only supported in the DBCS environment.

-q Runs the file transfer asynchronously as a background process. If any file transfers are not completed, the current transfer request is queued. If the -q flag is not specified, the file transfer operation is synchronous. If the -f flag is not specified, diagnostic output and status is placed in the $HOME/hconerrors file.

Note: The system limits the number of bytes allowed in one Interprocess Communication (IPC) message queue. As a result, the maximum number of file transfers that can be queued at any one time is approximately 580.

-r Specifies replacement of an existing file on the host (upload) or an existing file on the local system (download). On downloads, the replacement is done only when the transfer is successful. This ensures the existing file is not lost or destroyed if the transfer does not complete for any reason.

If the -r flag is specified and the file does not exist, it is created during the file transfer. If the -r flag is not specified and the destination file exists, an error message is produced.

For uploading, the -r flag must be specified when using a version of the host file transfer program below PTF UR20455 for MVS/TSO or PTF UR90118 for VM/CMS. For VSE and CICS the -r flag is ignored.

Note: The host file transfer program usually defaults to replace for a file. If it does not, add -I "replace" to the fxfer command to specify replace.

Attention: When replacing a file on the host, you must specify a logical record length (-L flag) and a record format (-F or -V flag) equal to the logical record length and record format of the existing file. If you do not do this, data corruption may result. This does not apply to VSE/ESA.
-R

Restarts a previous file transfer (which was interrupted by the user or an unsuccessful recovery attempt) using the information saved in one of the RESTART files: the $HOME/x_fxfer.r file or the $HOME/i_fxfer.r file. If the file transfer is not invoked from the subshell of an existing session, the `SessionName` flag must be included to specify the session to be used. If the -R flag is specified in conjunction with any other file transfer flags, those flags are ignored and the RESTART file transfer menu is displayed.

**Note:** With the -R flag, all other flags except the -n `SessionName` flag are ignored. The RESTART file transfer menu displays.

-s

Specifies the SO/SI handling in the DBCS environment. The -s flag must be used with one of the translate flags (-t, -T, or -J). If -t, -T, or -J is omitted, the -s flag is ignored. When the -s flag is specified, the following functions are performed for file transfer:

**Upload**

SO/SI characters are not inserted in DBCS fields.

**Download**

SO/SI characters are replaced with control characters (0x1E/0x1F) in DBCS fields.

The -s flag is only supported in the DBCS environment.

-t

Performs ASCII-EBCDIC translation for a file. If downloading, the fxfer command translates EBCDIC to ASCII. If uploading, the fxfer command translates ASCII to EBCDIC. The language is specified by the Language characteristic in the session profile. The -t flag assumes the file is a text file. The new-line character is the line delimiter.

When the -t flag is used in a DBCS environment with other DBCS supported flags, the behavior of the -t flag changes as follows:

**Upload**

Translates JISCII (Japan) or ASCII (Korean, Traditional Chinese) to EBCDIC.

Inserts SO/SI characters in DBCS fields.

**Download**

Translates EBCDIC to JISCII (Japan) or ASCII (Korean, Traditional Chinese).

Deletes SO/SI characters from DBCS fields.

-T

Performs ASCII-EBCDIC translation for a disk operating system file. The character sequence, CRLF, used as the line delimiter, and a disk operating system EOF (end-of-file) character are inserted at the end of the downloaded file. The language to be used for EBCDIC to ASCII translation is specified by the Language characteristic in the session profile. The -T flag is used to translate disk operating system files.

**Note:** If neither the -T, -t, nor the -J flag is specified, the file transfer assumes no translation and transfers the information in binary form.

-u

Uploads the file by transferring the file from the local system to the host. If neither this flag nor the -d flag is specified, the File Transfer Direction characteristic in the session profile determines the direction of the transfer.

-v

Periodically writes the current status of the file transfer to the screen or to the status file specified by the -f flag. The status includes the number of bytes transferred and the elapsed time since the file transfer process began transferring data.
-x HostLogin

Uses the login ID specified by the HostLogin variable to log in to the host. The user is prompted to enter the password.

The HostLogin string consists of the host login ID, the AUTOLOG node ID, and other optional AUTOLOG values. The string cannot contain any blanks and must contain the AUTOLOG node ID. Format the AUTOLOG string as:

```
UserID,AutoLogNodeID[,Trace,Time ...
```

If the -x flag is not specified, the information for the HostLogin string is taken from the session profile as follows:

- If the host login ID is set in the session profile, you are prompted for the password. The remaining parameters are retrieved from the profile.
- If the host login ID is not set in the profile, you are prompted for both the host login string and the password.
- Your response to a prompt always overrides a profile parameter. For example, if the AUTOLOG time is set in the profile but you enter a different value at the prompt, the value entered at the prompt is used.

If you omit certain parameters from the host login string, they are retrieved from the profile, if defined there. For example, if you set the AUTOLOG Node ID, AUTOLOG Trace, and AUTOLOG Time parameters in the profile, only the host login ID must be entered at the prompt.

The file transfer process logs in to the host and establishes an emulation session using the session profile specified with the -n flag. Once the process is successfully logged in, the file transfer begins.

The File Transfer Wait Period parameter in the session profile determines how long the login session is maintained. Using this parameter, the host login session is maintained for subsequent file transfers. The need to log in again is eliminated.

-X CodeSet

Specifies an alternate code set to use for ASCII-EBDIC translation. If the -X flag is omitted, the code set specified by the system locale is used. The following code sets are supported:

- **Default**
  - Uses current system ASCII code page.

- **IBM-932**
  - Uses IBM code page 932 for translation in a DBCS environment.

- **ISO8859-1**
  - Uses ISO 8859-1 Latin alphabet number 1 code page.

- **ISO8859-7**
  - Uses ISO 8859-7 Greek alphabet.

- **ISO8859-9**
  - Uses ISO 8859-9 Turkish alphabet.

- **IBM-eucJP**
  - Uses IBM Extended UNIX Code for translation in the Japanese Language environment.

- **IBM-eucKR**
  - Uses IBM Extended UNIX Code for translation in Korean Language environment.

- **IBM-eucTW**
Flags for Host File Characteristics

The following flags specify host file characteristics and can be used only to upload files (with the exception of the -F flag, which can be used when downloading from a VSE host):

-B BlockSize

Specifies the block size of the host data set. The -B flag can only be used in the MVS/TSO environment and only for sequential data sets. The BlockSize variable cannot exceed the capacity of a single track. The -B flag is ignored if the file is being appended. A block size value of 0 causes an error.

-F

Specifies fixed-length records. This is the default if neither the -V, -t, -T, -c, nor -C flag is specified. The -F flag is ignored if the file is being appended.

On a CICS or VSE host, one of the translate flags (-t or -T) or one of the CRLF flags (-c or -C) must be specified along with the -F flag, since the CICS and VSE host file transfer programs do not support fixed record lengths. The combination of the -F flag and the translate flag causes the transfer program to pad the records with blanks to the end of the logical record length. The default is 80.

Note: Use the -F flag when downloading from a VSE host to prevent the deletion of trailing blanks from the translated file.

-L LoglRecLength

Specifies the logical record length in bytes of the host file. For new files, the default is 80. For variable-length records, LoglRecLength is the maximum size of the record. The -L flag is ignored if the file is being appended. A LoglRecLength value of 0 causes an error.

Because of MVS overhead, the actual number of bytes stored in the variable length records on an MVS/TSO host is four bytes less than the value specified by the LoglRecLength variable.

The CICS and VSE host file transfer programs do not support logical record lengths. For transfers to or from a CICS or VSE host the -L flag must be accompanied by the -F flag. The combination of the -F and -L flags causes the transfer program to pad the records with blanks to the end of the logical record length. The default is 80.

Note: The -L flag is required if a record length is greater than the default record length of 80.

-S NumberUnits [ ,IncreaseUnits | ,IncreaseUnits,UnitType | ,,UnitType ]
Specifies the amount of space to be allocated for a new sequential data set on TSO. For large MVS files, the maximum block size permissible on the host is used to ensure that the whole disk track is filled. The -S flag can be used only with MVS/TSO hosts.

The following variables can be used with the -S flag. If used, they must be specified in the order given and separated by commas. If a variable preceding another variable is omitted, a comma must be included as a placeholder. A space is required between the -S flag and the NumberUnits variable. However, no spaces can appear in the variable string.

**NumberUnits**

Specifies the number of units of space to be added initially. A value of 0 or a negative value cannot be specified for the NumberUnits variable.

**IncreaseUnits**

Specifies the number of units of space to be added to the data set each time the previously allocated space is filled (optional).

**UnitType**

Defines the unit of space and may be T for tracks, C for cylinders, or a number specifying the average block size (in bytes) of the records written to the data set. If the UnitType variable is not specified, the default is the value specified by the -B flag. If the -B BlockSize flag is not specified, the default value is 80.

Following are the possible combinations of variables used with the -S flag:

- -S NumberUnits,IncreaseUnits,UnitType
- -S NumberUnits,IncreaseUnits
- -S NumberUnits
- -S NumberUnits,,UnitType

**-U**

Specifies records of undefined length. The -U flag can only be used in the MVS/TSO environment. The -U flag is ignored if the file is being appended.

**-V**

Specifies records of variable length. This is the default if the -F flag is not specified, and either the -T, -C or -C flag is specified. The -V flag is ignored if the file is being appended.

The -V flag is not supported by the CICS or VSE host file transfer programs, since variable record lengths are the default.

**Examples**

The following examples assume the session profile for session a is:

```
Session type   DFT
Communication device  3270c0
Language             English, (U.S.A.)
Host type            CMS
File transfer direction   up
File transfer wait period  10
File transfer recovery time  30
```

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where:

- The host type is VM/CMS.
- The connection is made using the DFT 3270 connection device.
- The file transfer default direction is upload (to use session profile a for downloading files, the user must specify the `-d` flag with the `fxfer` command).
- The file transfer process stays logged in for 10 minutes.
- If a transfer is interrupted, the process attempts recovery for 30 minutes before saving information in the RESTART file for later transfer.
- The translation language is U.S.A. ASCII-EBCDIC.

1. To upload the `samplefile` file (in the current directory) to the host and translate it to EBCDIC using the U.S.A. translation table, enter:
   
   ```
   fxfer -n a -t samplefile "test file a"
   ```

   - `-n` instructs the `fxfer` command to use session `a` to transfer the file.
   - `-t` instructs the command to translate using the new-line character.

   The translated data is placed in the `test file a` on the host. Because the host file name contains spaces, quotation marks around the file name are required.

2. To upload the `file2` file to the VM/CMS host `test file b`, enter:
   
   ```
   fxfer -urv -L 132 -V -H CMS file2 "test file b"
   ```

   - `-u` instructs the `fxfer` command to upload the file.
   - `-H` indicates that the host type is a VM/CMS host. If the destination file exists, it is replaced (since the `-r` flag is specified) by the transferred file.
   - `-v` causes `fxfer` to display the number of bytes transferred and elapsed time. The status or diagnostic output is displayed on the terminal.

   - If the host file does not exist, the host file maximum logical record length is set to 132 bytes (`-L` flag).
   - The host file record format is variable (`-V` flag). No translation is performed.

3. To upload, from a subshell of emulator session `a`, the local system `/etc/motd` file to the CICS `motdfile` host file with translation and padding of blanks, enter:
   
   ```
   fxfer -utFH CICS -I "This is a comment" /etc/motd "motdfile"
   ```

   - `-u` instructs the command to upload the file.
   - `-t` causes translation from ASCII to EBCDIC.
   - `-F` causes the transfer program to pad the uploaded file with blanks to column 80 (the default record length). To change the default column, use the `-L` flag with a different record length (column).
   - `-H` specifies the host as type CICS.
   - `-I` specifies that the `InputField` value be added to the `IND$FILE` command.

   In this example, "This is a comment" is a host comment field.

To upload or download files with the `fxfer` command, to or from a TSO environment other than your current environment, you must have authorization for the other environment. You must completely qualify the file (or dataset) within single quotes (`'`), then double quotes (`""`).

4. For example, to upload the file `newfile` to a TSO environment where the complete qualified name is `sys4.parmlib.samplefile`, enter:
   
   ```
   fxfer -urtvH TSO 'newfile' "sys4.parmlib.samplefile"
   ```

   - `-u` instructs the command to upload the file.
   - If the `sys4.parmlib.samplefile` file exists, it is replaced (`-r` flag) with the translated contents of the `newfile` file (`-t` flag).
- `v` instructs the `fxfer` command to write the file transfer status to the local screen every few seconds.
- `-H` instructs the `fxfer` command that the host is a MVS/TSO host.

**Note:** This example assumes that the `fxfer` command is issued from a subshell of an established session (use the `e789` command to establish a session).

5. To download the file `spfuser.test` from the MVS/TSO host to the local system, enter:

```
fxfer -n a -d -r -H TSO spfuser.test samplefile1
```

- `-n` instructs the `fxfer` command to use session `a` to transfer the file. If session `a` has not already been established, the command attempts an automatic login. Since no host login ID is specified, the `fxfer` command checks the session profile for a login ID. If one is not specified there, the user is prompted for the login ID and password.
- `-d` overrides the default file transfer direction of upload.
- If the `samplefile1` file already exists, it is replaced (`-r` flag) with the downloaded file from the host.
- `-H` instructs the `fxfer` command that the host is an MVS/TSO host instead of VM/CMS (the default from the session profile).

The transferred file is placed in the `samplefile1` file on the local system. The file transfer is performed synchronously.

6. To download the VM/CMS host test file `a` and append it to the local system `mydir/samplefile` file, using session profile `a` and automatic login, enter:

```
fxfer -n a -dat -q -f status.out -x laura,vm1,trace "test file a" mydir/samplefile
```

- `-n` instructs the `fxfer` command to use session profile `a` to transfer the file.
- `-x` provides the host login ID. The `fxfer` command first checks to see if session is established on the local system. If so, the command transfers the file over the existing session. If session `a` is not established, the `fxfer` command performs an automatic login using the host logon ID `laura` and the AUTOLOG script `vm1`, and traces the login activity. The user is prompted for the password. The command transfers the file.
- `-dat` instruct the `fxfer` command to download the file (`-d` flag), translate the data from EBCDIC to ASCII (`-t` flag) using the U.S.A. translation table (defined in the session profile), and append (`-a` flag) the translated file to the `mydir/samplefile` file on the local system. If the `mydir/samplefile` file does not already exist, the `fxfer` command ignores the `-a` flag and creates the file.
- The status or diagnostic output is placed in the `status.out` file in the current local directory (`-f` flag).
- `-q` instructs the `fxfer` command to transfer the file asynchronously.

When the user enters the password, the prompt is returned and the file transfer is performed in the background.

To queue another file transfer to be performed by the same file transfer process, enter:

```
fxfer -n a -daq -f status.out "test file b" mydir/samplefile
```

- `-n` instructs the `fxfer` command to use session `a` to transfer the file. Since session `a` has been established by the previous command, the `fxfer` command does not need to log in to the host again.
- `-d` instructs the command to download a file from the host.
- `-a` instructs the command to append the test file `b` host file to the `mydir/samplefile` file on the local system.
- `-q` instructs the `fxfer` command to transfer the file asynchronously.
The `fxfer` command continues to send status information to the `status.out` file on the local system (\texttt{-f} flag).

**Notes:**

a. If the text for the `fxfer` command extends beyond the limit of the screen, the text wraps automatically to the next line. Pressing the Enter key to wrap the text causes an error.

b. Attempting to start a synchronous file transfer when there is an asynchronous transfer in the queue causes an error.

c. The user will not be prompted for a login ID or a password as long as the session remains running and the `dfxfer` process remains logged in to the host. The amount of time the process remains logged in is determined by the File Transfer Wait Period in the session profile.

7. To restart an interrupted file transfer from an emulator subshell, enter:

```
fxfer -R
```

\texttt{-R} instructs the `fxfer` command to use the information saved in one of the RESTART files to execute a file transfer. The RESTART file is the `SHOME/x_fxfer.r` explicit restart file or `SHOME/i_fxfer.r` implicit restart file. If the \texttt{-R} flag is specified in conjunction with other file transfer flags, the other flags are ignored. The RESTART file transfer menu is displayed. Using this menu, instruct the `fxfer` command to transfer the interrupted file.

8. To restart the file transfer from the command line instead of from an emulator subshell, enter:

```
fxfer -R -n a
```

The \texttt{-n} flag instructs the `fxfer` command to use session \texttt{a} to perform the restarted transfer.

**Files**

- `/usr/bin/fxfer` Contains the `fxfer` command.
- `/usr/bin/dfxfer` Contains the `dfxfer` process.
- `SHOME/i_fxfer.r` Contains RESTART information for automatic login queues. Temporary file created by the `fxfer` command.
- `SHOME/x_fxfer.r` Contains RESTART information for manual login queues. Temporary file created by the `fxfer` command.
- `SHOME/hconerrors` Contains HCON diagnostic output and file transfer status. Temporary file created by any HCON command.
- `/usr/lib/libfxfer.a` Contains the library for programmatic file transfers.

**Related Information**

`smit` command.

For information on installing the Web-based System Manager, see Chapter 2: Installation and System Requirements in AIX 5L Version 5.2 Web-based System Manager Administration Guide.

**gated Daemon**

**Purpose**

Provides gateway routing functions for the RIP, RIPng, EGP, BGP, BGP4+, HELLO, IS-IS, ICMP, ICMPv6, and SNMP protocols.

**Note:** Use SRC commands to control the `gated` daemon from the command line. Use the `rc.tcpip` file to start the daemon with each system startup.
Syntax

Description
The /usr/sbin/gated daemon handles multiple routing protocols and replaces routed and any routing daemon that speaks the (HELLO) routing protocol. The /usr/sbin/gated daemon currently handles the Routing Information Protocol (RIP), Routing Information Protocol Next Generation (RIPng), Exterior Gateway Protocol (EGP), Border Gateway Protocol (BGP) and BGP4+, Defense Communications Network Local-Network Protocol (HELLO), and Open Shortest Path First (OSPF), Intermediate System to Intermediate System (IS-IS) and Internet Control Message Protocol (ICMP)/Router Discovery routing protocols. In addition, the gated daemon supports the Simple Network Management Protocol (SNMP). The gated process can be configured to perform all of these protocols or any combination of them. The default configuration file for the gated daemon is the /etc/gated.conf file. The gated daemon stores its process ID in the /etc/gated.pid file.

Note: Unpredictable results may occur when the gated and routed daemons are run together on the same host.

If on the command line a trace file is specified, or no trace flags are specified, the gated daemon detaches from the terminal and runs in the background. If trace flags are specified without specifying a trace file, gated assumes that tracing is desired to stderr and remains in the foreground.

Note: IS-IS routing protocol cannot be run on 64-bit kernel.

Signals
The gated server performs the following actions when you use the kill command to send it signals.

SIGHUP Re-read configuration.

A SIGHUP causes gated to reread the configuration file. The gated daemon first performs a clean-up of all allocated policy structures. All BGP and EGP peers are flagged for deletion and the configuration file is reparsed.

If the reparse is successful, any BGP and EGP peers that are no longer in the configuration are shut down, and new peers are started. The gated daemon attempts to determine if changes to existing peers require a shutdown and restart.

Note: Reconfiguration is disable when OSPF (Open Shortest Path First) is enabled.

SIGINT Snapshot of current state.

The current state of all gated tasks, timers, protocols and tables are written to /var/tmp/gated_dump.

This is done by forking a subprocess to dump the table information so as not to impact the gated daemon's routing functions.

SIGTERM Graceful shutdown.

Upon receiving a SIGTERM signal, the gated daemon attempts a graceful shutdown. All tasks and protocols are asked to shutdown. Most will terminate immediately, the exception being EGP peers which wait for confirmation. It may be necessary to repeat the SIGTERM once or twice if this process takes too long.

All protocol routes are removed from the kernel’s routing table on receipt of a SIGTERM. Interface routes, routes with RTF_STATIC set (from the route command where supported) and static routes specifying retain will remain. To terminate the gated daemon with the exterior routes intact, use the SIGKILL or SIGQUIT signals (which causes a core dump).
SIGUSR1  Toggle tracing.

Upon receiving a SIGUSR1 signal, the gated daemon will close the trace file. A subsequent SIGUSR1 will cause it to be reopened. This will allow the file to be moved regularly.

Note: It is not possible to use the SIGUSR1 signal if a trace file has not been specified, or tracing is being performed to stderr.

SIGUSR2  Check for interface changes.

Upon receiving a SIGUSR2 signal, the gated daemon rescans the kernel interface list looking for changes.

The gated and snmpd Daemons

The gated daemon is internally configured to be an SNMP multiplexing (SMUX) protocol peer, or proxy agent, of the snmpd daemon. For more information, refer to “SNMP Daemon Processing” in AIX 5L Version 5.2 System Management Guide: Communications and Networks.

Manipulating the gated Daemon with the System Resource Controller

The gated daemon can be controlled by the System Resource Controller [SRC]. The gated daemon is a member of the SRC tcpip system group. This daemon is disabled by default and can be manipulated by the following SRC commands:

- `startsrg` Starts a subsystem, group of subsystems, or a subserver.
- `stopsrc` Stops a subsystem, group of subsystems, or a subserver.
- `refresh` Causes the subsystem or group of subsystems to reread the appropriate configuration file.
- `lssrc` Gets the status of a subsystem, group of subsystems, or a subserver.

Note: On initial startup from the startsrg command, the gated daemon does not start responding to other SRC commands until all gated initialization is completed. A very large /etc/gated.conf file can require a minute or more to parse completely.

Flags

- `-c` Specifies parsing of the configuration file for syntax errors after which the gated daemon exits. If no errors occur, the gated daemon puts a dump file into the /var/tmp/gated_dump file. The -c flag implies the -tgeneral,kernel,nostamp flag. If the -c flag is specified, the gated daemon ignores all traceoption and tracefile clauses in the configuration file.

- `-C` Specifies that the configuration file is parsed only for syntax errors. The gated daemon exists with a status of 1 if it finds any errors and with a status of 0 if it does not. The -C flag implies the -tnostamp flag.

- `-f ConfigFile` Specifies an alternate configuration file. By default, the gated daemon uses the /etc/gated.conf file.

- `-n` Specifies that the gated daemon will not modify the kernel’s routing table. This is used for testing gated configurations with actual routing data.

- `-N` Specifies that the gated daemon does not daemonize. Normally, if tracing to stderr is not specified and the parent process ID is not 1, the gated daemon daemonizes. This flag allows the use of a method similar to /etc/inittab of invoking the gated daemon that does not have a process ID of 1.
-t TraceOptions

Specifies which trace options are enabled at system startup. When used without the TraceOptions variable, this flag starts the general trace options. Separate each trace option from another with a comma. Do not insert a space between the flag and the first trace option.

The -t flag must be used to trace events that take place before the /etc/gated.conf file is parsed, such as determining the interface configuration and reading routes from the kernel.

The gated.conf file article describes the available trace options.

Examples

1. To start the gated daemon, enter a command similar to the following:

   startsrc -s gated -a "-tall /var/tmp/gated.log"

   This command starts the gated daemon and logs messages. Messages are sent to the /var/tmp/gated.log file.

2. To stop the gated daemon normally, enter:

   stopsrc -s gated

   This command stops the daemon. The -s flag specifies that the subsystem that follows is to be stopped.

3. To get short status from the gated daemon, enter:

   lssrc -s gated

   This command returns the name of the daemon, the process ID of the daemon, and the state of the daemon (active or inactive).

Files

/etc/gated.pid
/var/tmp/gated_dump
/var/tmp/gated.log

Contains the gated process ID.
Specifies the memory dump file.
Specifies the log file for error messages.

Related Information

The kill command, gdc command, ospf_monitor command, and ripquery command.

The routed daemon.

The gated.conf file format.

How to Configure the gated Daemon in AIX 5L Version 5.2 System Management Guide: Communications and Networks.


gdc Command

Purpose

Provides an operational user interface for gated.
Syntax


Description

The gdc command provides a user-oriented interface for the operation of the gated routing daemon. It provides support for:

- starting and stopping the daemon
- the delivery of signals to manipulate the daemon when it is operating
- the maintenance and syntax checking of configuration files
- for the production and removal of state dumps and core dumps.

The gdc command can reliably determine gated’s running state and produces a reliable exit status when errors occur, making it advantageous for use in shell scripts which manipulate gated. Commands executed using gdc and, optionally, error messages produced by the execution of those commands, are logged via the same syslogd facility which gated itself uses, providing an audit trail of operations performed on the daemon.

Flags

- **-n**
  - Runs without changing the kernel forwarding table. This is useful for testing, and when operating as a route server which does no forwarding.

- **-q**
  - Runs quietly. With this flag informational messages which are normally printed to the standard output are suppressed and error messages are logged with syslogd instead of being printed to the standard error output. This is convenient when running gdc from a shell script.

- **-t seconds**
  - Specifies the time in seconds that gdc waits for gated to complete certain operations, in particular at termination and startup. By default this value is set to 10 seconds.

- **-c coresize**
  - Sets the maximum size of a core dump a gated started with gdc produces. This is useful on systems where the default maximum core dump size is too small for gated to produce a full core dump on errors.

- **-f filesize**
  - Sets the maximum file size a gated started with gdc will produce. Useful on systems where the default maximum file dump size is too small for gated to produce a full state dump when requested.

- **-m datasize**
  - Sets the maximum size of the data segment of a gated started with gdc. Useful on systems where the default data segment size is too small for gated to run.

- **-s stacksize**
  - Sets the maximum size of stack of a gated started with gdc. Useful on systems where the default maximum stack size is too small for gated to run.

Subcommands

The following subcommands cause signals to be delivered to gated for various purpose:

**COREDUMP**
  - Sends an abort signal to gated, causing it to terminate with a core dump.

**dump**
  - Signals gated to dump its current state into the file /var/tmp/gated_dump.
interface
Signals **gated** to recheck the interface configuration. **gated** normally does this periodically in any event, but the facility can be used to force the daemon to check interface status immediately when changes are known to have occurred.

KILL
Causes **gated** to terminate ungracefully.

reconfig
Signals **gated** to reread its configuration file, reconfiguring its current state as appropriate.

term
Signals **gated** to terminate after shutting down all operating routing protocols gracefully. Executing this command a second time causes **gated** to terminate even if some protocols have not yet fully shut down.

toggletrace
Causes tracing to be suspended, and if **gated** is currently tracing to a file, closes the trace file. If **gated** tracing is current suspended, this subcommand causes the trace file to be reopened and tracing initiated. This is useful for moving trace files.

The following subcommands perform operations related to configuration files:

**checkconf**
Check **/etc/gated.conf** for syntax errors. This is usefully done after changes to the configuration file but before sending a **reconfig** signal to the currently running **gated**, to ensure that there are no errors in the configuration which would cause the running **gated** to terminate on reconfiguration. When this command is used, **gdc** issues an informational message indicating whether there were parse errors or not, and if so saves the error output in a file for inspection.

**checknew**
Like **checkconf** except that the **new** configuration file, **/etc/gated.conf+**, is checked instead.

**newconf**
Move the **/etc/gated.conf+** file into place as **/etc/gated.conf**, retaining the older versions of the file as described above. **gdc** will decline to do anything when given this command if the **new** configuration file doesn't exist or otherwise looks suspect.

**backout**
Rotate the configuration files in the **newer** direction, in effect moving the **old** configuration file to **/etc/gated.conf**. The command will decline to perform the operation if **/etc/gated.conf-** doesn't exist or is zero length, or if the operation would delete an existing, non-zero length **/etc/gated.conf+** file.

**BACKOUT**
Perform a **backout** operation even if **/etc/gated.conf+** exists and is of non-zero length.

**modeconf**
Set all configuration files to mode 664, owner root, group system.

**createconf**
If **/etc/gated.conf+** does not exist, create a zero length file with the file mode set to 664, owner root, group system.

The following subcommands provide support for starting and stopping **gated**, and for determining its running state:

**running**
Determine if **gated** is currently running. This is done by checking to see if **gated** has a lock on the file containing its pid, if the pid in the file is sensible and if there is a running process with that pid. Exits with zero status if **gated** is running, non-zero otherwise.
start

Start gated. The command returns an error if gated is already running. Otherwise it executes the gated binary and waits for up to the delay interval (10 seconds by default, as set with the -t option otherwise) until the newly started process obtains a lock on the pid file. A non-zero exit status is returned if an error is detected while executing the binary, or if a lock is not obtained on the pid file within the specified wait time.

stop

Stop gated, gracefully if possible, ungracefully if not. The command returns an error (with non-zero exit status) if gated is not currently running. Otherwise it sends a terminate signal to gated and waits for up to the delay interval (10 seconds by default, as specified with the -t option otherwise) for the process to exit. Should gated fail to exit within the delay interval it is then signaled again with a second terminate signal. Should it fail to exit by the end of the second delay interval it is signalled for a third time with a kill signal. This should force immediate termination unless something is very broken. The command terminates with zero exit status when it detects that gated has terminated, non-zero otherwise.

restart

If gated is running it is terminated via the same procedure as is used for the stop command above. When the previous gated terminates, or if it was not running prior to command execution, a new gated process is executed using the procedures described for the start command above. A non-zero exit status is returned if any step in this procedure appears to have failed.

The following subcommands allow the removal of files created by the execution of some of the commands above:

rmcore

Removes any existing gated core dump file.

rmdump

Removes any existing gated state dump file.

rmparse

Removes the parse error file generated when a checkconf or checknew command is executed and syntax errors are encountered in the configuration file being checked.

The following subcommand allows the version information for gated to be displayed:

version

Show the version information for gated. gated cannot already be running at the time this command is executed. No options of gdc are used with this command.

By default gated obtains its configuration from a file normally named /etc/gated.conf. The gdc program also maintains several other versions of the configuration file, in particular named:

/etc/gated.conf+

The new configuration file. When gdc is requested to install a new configuration file, this file is renamed /etc/gated.conf.

/etc/gated.conf-

The old configuration file. When gdc is requested to install a new configuration file, the previous /etc/gated.conf is renamed to this name.

/etc/gated.conf—

The really old configuration file. gdc retains the previous old configuration file under this name.
Files

```
/usr/sbin/gated
/etc/gated.conf
/etc/gated.conf+
/etc/gated.conf-
/etc/gated.pid
/var/tmp/gated_dump
/var/tmp/gated.log
```

The `gated` binary.
Current `gated` configuration file.
Newer configuration file.
Older configuration file
Much older configuration file
Where `gated` stores its pid.
`gated`'s state dump file
Where config file parse errors go.

Related Information

The `gated` Daemon, and `syslogd` Daemon.

---

**gen_infofile Command**

**Purpose**
Generates an `infofile` for a PTF.

**Syntax**

```
gen_infofile InfoFile -b BffFile -r TarFile -t Compids -p Ptf -o PtfOptions -v InternalVrmfTable -l LabelTable [-h]
```

**Description**

The `infofile` is required for generating a `ccss` image for distribution. The `gen_infofile` command is invoked by the `ptfpkg` command to generate a `ccss` image. It is not intended to be run standalone. The `gen_infofile` command generates an `infofile` for a backup or `tar` update image. The `infofile` contains the APAR symptom text, component ID, requisite information, and supersede information.

The `lpp_name` files contain the fileset/VRMF (version, release, mod, fix) level information instead of PTF IDs. However, the requisite sections of the `infofile` need to contain PTF IDs. The PTF IDs are obtained from the `ptfoptions` file (`-o` flag) and `internalvrmfTable` (`-v` flag) file. The `ptfoptions` file contains the fileset and VRMF level for each PTF built in a previous build cycle. The `internalvrmfTable` contains the fileset/VRMF/APAR information for all PTFs that are being built in the current build cycle.

The label table file contains a list of package types and associated labeling text. The `gen_infofile` command gets the package type from the `lpp_name` file and searches the label table for a match. If a match is not found, the default label text is used. The default label text is identified by the character `X` in the type field of the label table entry.

**Flags**

- `-b BffFile` Specifies the location of the `backup` image PTF.
- `-h` Specifies help or usage information.
- `*` `-i InfoFile` Specifies the location of the output `infofile`.
- `*` `-l LabelTable` Specifies the location of the `label_text.table` file.
- `*` `-o PtfOptions` Specifies the location of the `ptfoptions` file. This file is generated by the `ptfpkg` command but may be hand generated if desired.
- `*` `-p Ptf` Specifies the PTF ID.
- `-r TarFile` Specifies the location of the `tar` image PTF.
- `*` `-t Compids` Specifies the location of the `compids.table` file.
-v InternalVrmfTable  Specifies the location of the internal VRMF table. This file is internally generated during execution of the ptpkg command. If the gen_infofile is being run standalone, this file is not required and the information for the current build cycle may be included with the ptoptions file.

Notes:
1. The -b and -t flags are mutually exclusive. Either the -b or -t flag is required.
2. Flags indicated with an asterisk (*) are required.

Example
To create an infofile for the backup image P231004.bff, type the following all on one line:

gen_infofile -p P231004 -b P231004.bff \ 
-o $TOP/HISTORY/ptfoptions -i P231004.info \ -t $ODE_TOOLS/usr/lib/compids.table

Input Files

bff image  The bff image must be generated using the backup command or the adepackage command. The lpp_name file must exist as /lpp_name in the bff image. The gen_infofile command extracts the lpp.doc, productid, option.fixdata, and lpp_name files from the backup or tar image.

internalvrmfTable  The internalvrmfTable file is created by the ptpkg command and exists only during execution of the ptpkg command. If the gen_infofile command is being used standalone, then this file should be hand generated. The internalvrmfTable file provides the PTF/fileset/VRMF/APAR mapping for each PTF being built during the current build cycle. Its format is:

ptfid fileset v.r.m.f space separated list of APARs

label table  The label table provides distribution label text based on the package type for the PTF. A default label is provided. The label is included on distributed media. The format of the label table is:

Package Type label text

Example:

##############################################
# label_text.table
##############################################
# I - Software Installation Package
# S - Selective Fix Package
# M - Selective Enhancement Package
# P - Preventive Maintenance Package
# G - Initial Update Package
# X - For use on AIX 4.1 only

ptfoptions  The ptfoptions file is typically generated by the ptpkg command when a PTF is successfully created. This file maps the PTF, fileset, and VRMF information. The format of this file is:

ptfid fileset v.r.m.f

Example:

U431004 bos.sysmgt.sysbr 4.1.0.1

tar image  The tar image must be generated using the tar command or the adepackage command with the -t flag. The lpp_name file must exist as /lpp_name in the tar image. The gen_infofile command extracts the lpp.doc, productid, option.fixdata, and lpp_name files from the backup or tar image.
Output File

infofile

The output infofile for the PTF contains APAR text, label information, and requisite information. The infofile is used as input to the ccss_pack command to create the ccss format file.

Related Information
The adepackage command, backup command, ccss_pack command, ptpkg command, tar command.

gen_toc_entry Command

Purpose
Generates a toc (table of contents) for a bff or tar PTF image.

Syntax

gen_toc_entry [r] TarFile [-b BffFile [-t OutputTocFile [h]]]

Description
The gen_toc_entry command generates a toc file for a bff (backup format file) or tar update image. This command extracts the lpp_name file from the image, determines the toc format from the lpp_name file, and creates a toc in the appropriate format. If the format field of the lpp_name file is 4, the gen_toc_entry command creates a AIX Version 4 and later toc file. If the format field is 3, the gen_toc_entry command creates a AIX Version 3 toc file. Otherwise, the gen_toc_entry command creates a AIX 3.1 toc file.

Flags
- b BffFile
- h
- r TarFile

Note: The ptpkg command can only be used to generate backup format file PTFs. It does not generate tar images.

Note: The -b and -r flags are mutually exclusive.

Example
To generate a toc file for the bff image U493211.bff and place the output file in U493211.toc, type:

gen_toc_entry -b $TOP/UPDATE/$OPTION/U493211/U493211.bff -t U43211.toc

Input Files

bff file

The bff image for the PTF. This image is generated using either the backup command for AIX Version 3 or the adepackage command (without the -t flag) for AIX Version 4 and later.
tar file

The tar image for the PTF. This image is generated using either the tar command for AIX Version 3 or the adepackage command with the -t flag for AIX Version 4 and later.

Output File

toc

The output toc file is based on the format of the PTF. If the format field of the lpp_name file is type 3 (for AIX 3.2 PTF) or 4 (for AIX Version 4 and later PTF), the output toc is a copy of the lpp_name file from the PTF image. A AIX 3.1 type toc is generated for any other type of PTF.

Related Information

The adepackage command, backup command, ptfpkg command, tar command.

gencat Command

Purpose

Creates and modifies a message catalog.

Syntax

gencat CatalogFile SourceFile ...

Description

The gencat command creates a message catalog file (usually *.cat) from message text source files (usually *.msg). The gencat command merges the message text source files, specified by the SourceFile parameter, into a formatted message catalog, specified by the CatalogFile parameter. After entering messages into a source file, use the gencat command to process the source file to create a message catalog. The gencat command creates a catalog file if one does not already exist. If the catalog file does exist, the gencat command includes the new messages in the catalog file.

You can specify any number of message text source files. The gencat command processes multiple source files, one after another, in the sequence specified. Each successive source file modifies the catalog. If the set and message numbers collide, the new message text defined in the SourceFile parameter replaces the old message text currently contained in the CatalogFile parameter. Message numbers must be in the range of 1 through NL_MSGMAX. The set number must be in the range of 1 through NL_SETMAX.

The gencat command does not accept symbolic message identifiers. You must run the mkcatdefs command if you want to use symbolic message identifiers.

Note: Standard output is used if the - (dash) character is specified as the CatalogFile parameter. Standard input is used if the - (dash) character is specified as the SourceFile parameter.

Exit Status

This command returns the following exit values:

0 Successful completion.
>0 An error occurred.
Examples
To generate a test.cat catalog from the source file test.msg, enter:
gencat test.cat test.msg

The test.msg file does not contain symbolic identifiers.

Files
/usr/bin/gencat Contains the gencat command.

Related Information
The dspcat command, dspmgs command, mkcatdefs command, runcat command.
The catclose subroutine, catgets subroutine, catopen subroutine.

For more information about the Message Facility, see Message Facility Overview in AIX 5L Version 5.2 National Language Support Guide and Reference.

gencopy Command

Purpose
Allows software products of various packaging formats (installp, RPM, ISMP) to be copied.

Syntax

To Copy Software from Media to Target Location

gencopy -d Media [ -t TargetLocation ] [ -D ] [ -b bffcreateFlags ] [ -X ] [ -f File | CopyList... ] all

To List Software Products and Packages on Media

gencopy -L -d Media

Description
The gencopy command is the wrapper to the bffcreate command. It determines what images must be copied and calls the appropriate command. For RPM, ISMP, or other types of images where the list of required files is unknown, all the files in the subdirectory are copied to the target location.

Flags

-b bffcreateFlags Specifies the following flags that are valid: l, q, v, w, and S.

-d Media Specifies the device or directory where the install images exist. Media can be a device (/dev/cd0, /dev/rmt0) or directory.

-D Calls bffcreate with the -D option, instructing it to remove images after the copy. This flag is not valid with non-installp images.

-f File Specifies a file that contains a list of images to copy to the target location. RPM and ISMP images should be prefixed with an "R:" or "J:" respectively.
-L  Lists the install packages on the media. This listing is colon separated and contains the following information:

```
```

```
bos.sysmgt:bos.sysmgt:bos.sysmgt.nim.client:4.3.4.0:I:R:Network Install Manager - Client Tools
```

```
bos.sysmgt:bos.sysmgt:bos.sysmgt.smit:4.3.4.0:I:R:System Management Interface Tool (SMIT)
```

-\ t TargetLocation

-Specifics the directory where the installation image files are stored. If the -t flag is not specified, the files are saved in the `/usr/sys/inst.images` directory.

-\ x

Extends the file system automatically if space is needed.

**Example**

To copy all of the image from a CD (/dev/cd0) to an LPP_SOURCE (/export/lpp_source/500) use, type:

```
gencopy -d /dev/cd0 -t /export/lpp_source/500 all
```

**Files**

```
/usr/sbin/gencopy
```

**Related Information**

The `bffcreate` command.

---

**gencore Command**

**Purpose**

Generates a core file for a running process.

**Syntax**

```
gencore ProcessID FileName
```

**Description**

The `gencore` command creates a core file of the process specified by the process ID `ProcessID` without terminating the process. The created core file contains the memory image of the process, which can be used with the `dbx` command for debugging purposes. The core file generated will be named as specified by `FileName` parameter.

**Parameters**

```
FileName
```

Specifies the file name of the core file the `gencore` command creates.

```
ProcessID
```

Specifies the process ID of the process from which `gencore` will create a core file.

**Exit Status**

```
0  The core file was created successfully.
>0  An Error occurred. A partial core file may be created.
```
Examples

1. To generate a core file named "core.1095" for the process with process ID 1095, enter:
   
   ```
   gencore 1095 core.1095
   ```

   The creates the core file without terminating the process.

Files

/ usr / bin / gencore

Contains the gencore command.

Related Information

The dbx command, kill command.

genfilt Command

Purpose

Adds a filter rule.

Syntax

```
ngenfilt -v 4|6
    | -n fid
    | -a D|P
    | -s s_addr -m s_mask
    | -d d_addr -M d_mask
    | -g Y|N
    | -c protocol
    | -o s_opr
    | -p s_port
    | -D description
```

Description

Use the genfilt command to add a filter rule to the filter rule table. The filter rules generated by this command are called manual filter rules.

Flags

```
-v    IP version of the filter rule. Valid values are 4 and 6.
-n    Filter rule ID. The new rule will be added BEFORE the filter rule you specify. For IP version 4, the ID must be greater than 1 because the first filter rule is a system generated rule and cannot be moved. If this flag is not used, the new rule will be added to the end of the filter rule table.
-a    Action. The value of Deny (D) will block traffic, and the value of Permit (P) will allow traffic. The default is D.
-s    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.
-m    Source subnet mask: This will be used in the comparison of the IP packet's source address with the source address of the filter rule.
-d    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.
```
-M Destination subnet mask: This will be used in the comparison of the IP packet’s destination address with the destination address of the filter rule.

-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. The default value is yes (Y). This field only applies to permit rules.

-c 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). The default value is all.

-o Source port or ICMP type operation. This is the operation that will be used in the comparison between 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 default value is any. This value must be any when the -c flag is ospf.

-p 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.

-O 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: it, le, gt, ge, eq, neq, and any. The default value is any. This value must be any when the -c flag is ospf.

-P Destination port/ICMP code. This is the value/code that will be compared to the destination 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). The default value is B.

-w Direction. This specifies whether the rule will apply to incoming packets (I), outgoing packets (O), or both (B). The default value is B.

-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. The default value is N (no).

-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). The default value is Y.

-t ID of the tunnel related to this filter rule. All the packets that match this filter rule must go through the specified tunnel. If this flag is not specified, this rule will only apply to non-tunnel traffic.

-i The name of IP interface(s) to which the filter rule applies. The examples of the name are: all, tr0, en0, lo0, and pp0. The default value is all.

-D Filter description. A short description text for the filter rule. This is an optional flag for static filter rules, it’s not applicable to dynamic filter rules.
### geninstall Command

#### Purpose
A generic installer that installs software products of various packaging formats. For example, installp, RPM, and ISMP.

#### Syntax
```
```

#### Description
Accepts all current `installp` flags and passes them on to `installp`. Some flags (for example, `-L`) are overloaded to mean list all products on the media. Flags that don’t make sense for ISMP packaged products are ignored. This allows programs (like NIM) to continue to always send in `installp` flags to `geninstall`, but only the flags that make sense are used.

A summary of the `geninstall` command’s install activity is kept at `/var/adm/sw/geninstall.summary`. This file contains colon-separated lists of filesets installed by `installp` and components installed by ISMP. This is used mainly to provide summary information for silent installs.

**Note:** Refer to the README.ISMP file in the `/usr/lpp/bos` directory to learn more about ISMP-packaged installations and using response files.

#### Flags
- `-d Device or Directory`
  Specifies the device or directory containing the images to install.

- `-e LogFile`
  Enables event logging. The `-e` flag enables the user to append certain parts of the `geninstall` command output to the file specified by the `LogFile` variable. The `LogFile` variable must specify an existing, writable file, and the file system in which the file resides must have enough space to store the log. The log file does not wrap.

- `-E ResponseFileRecord`
  Creates an ISMP response file recording in the file specified by `ResponseFileRecord` variable. This option requires running the ISMP installation or uninstallation interactively and completely. The resulting response file can be used directly with the `-R` flag to select the same options on future installations or uninstalls of the same product. Creation of the response file recording will also result in installation or uninstallation of the product.

- `-f File`
  Specifies the file containing a list of entries to install. ISMP packaged products must contain a `J:` followed by the products installer or subdirectory. This information is given in the `geninstall -L` output (for example, `J:product_directory or installer or J:WebSphere`).
-F Allows the user to reinstall a package that is already installed, or to install a package that is older than the currently installed version.

-i installpFlags Specifies the installp flags to use when calling the installp command. The flags that are used during an install operation for installp are the a, b, c, D, e, E, F, g, i, j, M, N, O, p, q, S, t, v, V, w, and X flags. The installp flags that are not used during install are the c, i, r, s, z, A, and I flags. The installp command should be called directly to perform these functions. The -u, -d, -L, and -f flags should be given outside the -I flag.

-L Lists the contents of the media. The output format is the same as the installp -Lc format, with additional fields at the end for ISMP and RPM formatted products.

-N Invokes the ISMP installer in no-op or preview mode for ISMP installs.

-p Performs a preview of an action by running all preinstallation checks for the specified action.

-R ResponseFile Provides predetermined responses to configurable options by passing the ResponseFile variable to the ISMP installer for the specified ISMP-packaged product.

-T ResponseFileTemplate Creates an ISMP response file template in the file specified by ResponseFileTemplate variable. The resulting template can be used to create a response file for future installations or uninstalls of the same product with the desired options. Creation of the response file template will not result in installation or uninstallation of the product.

-u Performs an uninstall of the specified software. For ISMP products, the uninstaller listed in the vendor database is called, prefixed by a “J:”.

-Y Agrees to required software license agreements for software to be installed. This flag is also accepted as an installp flag with the -I option.

-Z Tells geninstall to invoke the installation in silent mode.

**Example**
To install all the products on a CD media that is in drive cd0, type:

geninstall -d /dev/cd0 all

If ISMP images are present on the media, a graphical interface is presented. Any installp or RPM images are installed without prompting, unless the installp images are spread out over multiple CDs.

**Files**

/usr/sbin/geninstall

**Related Information**
The installp command, install_wizard command.

**genkex Command**

**Purpose**
The genkex command extracts the list of kernel extensions currently loaded onto the system and displays the address, size, and path name for each kernel extension in the list.
Syntax

genkex

Description
For kernel extensions loaded onto the system, the kernel maintains a linked list consisting of data structures called loader entries. A loader entry contains the name of the extension, its starting address, and its size. This information is gathered and reported by the genkex command.

Examples
To generate the list of loaded kernel extensions, enter:
genkex

Related Information
The genkld command, genld command.

Performance Monitoring and Tuning Commands and Subroutines in AIX 5L Version 5.2 Performance Management Guide.

---

genkld Command

Purpose
The genkld command extracts the list of shared objects currently loaded onto the system and displays the address, size, and path name for each object on the list.

Syntax

genkld

Description
For shared objects loaded onto the system, the kernel maintains a linked list consisting of data structures called loader entries. A loader entry contains the name of the object, its starting address, and its size. This information is gathered and reported by the genkld command.

Examples
To obtain a list of loaded shared objects, enter:
genkld

Related Information
The genkex command, genld command.

Performance Monitoring and Tuning Commands and Subroutines in AIX 5L Version 5.2 Performance Management Guide.

---

genld Command

Purpose
The genld command collects the list of all processes currently running on the system, and optionally reports the list of loaded objects corresponding to each process.
Syntax
genld [ -l ]

Description
For each process currently running, the genld command prints a report consisting of the process ID and name, optionally followed by the list of objects loaded for that process. The object's address and path name are displayed. For members of libraries, the pathname of the library is shown as a directory, with the name of the loaded member shown as a file in that directory; for example, as /usr/lib/libc.a/shr.o, where shr.o is a loaded member of libc.a.

Note: Only the root user and members of the security group are allowed to run this command with the -l flag.

Flags
- l Reports the lists of loaded objects for each process running on the system.

Examples
To obtain the list of loaded objects for each running process, enter:
genld -l

Related Information
The genkex command, genkld command.

Performance Monitoring and Tuning Commands and Subroutines in AIX 5L Version 5.2 Performance Management Guide.

gennames Command

Purpose
Gathers all the information necessary to run the filemon, netpmon, pprof curt and splat commands in off-line mode.

Syntax
gennames[-f ]

Description
The gennames command gathers name to address mapping information necessary for the filemon, netpmon, pprof, curt and splat commands to work in off-line mode. The information gathered includes:
• the list of all the loaded kernel extension, similar to what the genkex command reports,
• the list of all the loaded shared libraries, similar to what the genkld command reports
• the list of all the loaded processes, similar to what the genld command reports
• for /unix and all kernel extensions and libraries, the output of the stripnm -z command is collected

Flags
- f Collects the device information for physical and logical volumes. It also prints out the virtual file system information used by offline filemon.
Examples
To collect information needed for the filemon command in off-line mode, type:

gennames -f > gen.out

Related Information
The filemon command, gensyms command, genkex command, genid command, netpmn command, pprof command, stripnm command, curt command and splat command.

Monitoring and Tuning Commands and Subroutines in the AIX 5L Version 5.2 Performance Management Guide.

gensyms Command

Purpose
Gathers all the information necessary to run the tprof command in off-line mode.

Syntax
gensyms

Description
The gensyms command gathers name to address mapping information necessary for the tprof command to work in off-line mode. The information gathered includes:

- the list of all the loaded kernel extension
- the list of all the loaded shared libraries
- the list of all the loaded processes
- for /unix, all kernel extensions, libraries, and all object files corresponding to processes, the output of the stripnm command is collected

Examples
To collect information needed for the tprof command in off-line mode with the profiling of user program test, type:

gensyms > test.syms

Related Information
The gennames command, stripnm command, and tprof command.

Monitoring and Tuning Commands and Subroutines in the AIX 5L Version 5.2 Performance Management Guide.

gentun Command

Purpose
Creates a tunnel definition in the tunnel database.

Syntax


Description
The gentun command creates a definition of a tunnel between a local host and a tunnel partner host. The associated auto-generated filter rules for the tunnel can be optionally generated by this command.

Flags

-a  Authentication algorithm, used by source for IP packet authentication. 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 ipseccstat -A command. The default value is HMAC_MD5 for manual tunnels.

-A (manual tunnel only) Authentication algorithm, used by destination for IP packet authentication. 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 ipseccstat -A command. If this flag is not used, the value used by the -a flag is used.

-b (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 ipseccstat -A command.

-B (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 ipseccstat -A command. If this flag is not used, it is set to the same value as the -b flag.

-c (manual tunnel only) Source ESP Authentication Key (New header format only). It must be a hexadecimal string started with "0x". If this flag is not used, the system will generate one for you.

-C (manual tunnel only) Destination ESP Authentication Key (New header format only). It must be a hexadecimal string started with "0x". If this flag is not used, it is set to the same value as the -c flag.

-d Destination Host IP address. In host-host case, this is the IP address of the destination host interface to be used by the tunnel. In host-firewall-host case, this is the IP address of the destination host behind the firewall. A host name is also valid and the first IP address returned by name server for the host name will be used.

-e Encryption algorithm, used by source 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 ipseccstat -E command.
-E (manual tunnel only) Encryption algorithm, used by 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 ipsecstat -E command. If this flag is not used, the value used by the -e flag is used.

-f IP address of the firewall that is between the source and destination hosts. A tunnel will be established between this host and the firewall. Therefore the corresponding tunnel definition must be made on the firewall host. A host name may also be used for this flag and the first IP address returned by the name server for that host name will be used.

-g System auto-generated filter rule flag. If this flag is not used, the command will generate two filter rules for the tunnel automatically. The auto-generated filter rules will allow IP traffic between the two end points of the tunnel to go through the tunnel. If the -g flag is specified, the command will only create the tunnel definition, and the user will have to add user defined filter rules to let the tunnel work.

-h This is the AH Key String for a manual tunnel. The input must be a hexadecimal string started with "0x". If this flag is not used, the system will generate a key using a random number generator.

-H (manual tunnel only) The Key String for destination AH. The input must be a hexadecimal string started with "0x". If this flag is not used, the system will generate a key using a random number generator.

-k This is the ESP Key String for a manual tunnel. It is used by the source to create the tunnel. The input must be a hexadecimal string started with "0x". If this flag is not used, the system will generate a key using a random number generator.

-K (manual tunnel only) The Key String for destination ESP. The input must be a hexadecimal string started with "0x". If this flag is not used, the system will generate a key using a random number generator.

-l Key Lifetime, specified in minutes. For manual tunnels, this value indicates the time of operability before the tunnel expires.

The valid values for manual tunnels are 0 - 44640. Value 0 indicates that the manual tunnel will never expire. The default value for manual tunnels is 480.

-m Secure Packet Mode. This value must be specified as tunnel or transport. The default value is tunnel. Tunnel mode will encapsulate the entire IP packet, while the transport mode only encapsulates the data portion of the IP packet. When generating a host-firewall-host tunnel (for host behind a firewall), the value of tunnel must be used for this flag.

The -m flag is forced to use default value (tunnel) if the -f flag is specified.
-n (manual tunnel only) Security Parameter Index for source ESP. This is a numeric value that, along with the destination IP address, identifies which security association to use for packets using ESP. If this flag is not used, the system will generate an SPI for you.

-N (manual tunnel only) Security Parameter Index for the destination ESP. It must be entered for a manual tunnel if the policy specified in the -P flag includes ESP. This flag does not apply to IBM tunnels.

-p Source policy, identifies how the IP packet authentication and/or encryption is to be used by this host. If specified as ea, the IP packet gets encrypted before authentication. If specified as ae, it gets encrypted after authentication, whereas specifying e alone or a alone corresponds to the IP packet being encrypted only or authenticated only. The default value for this flag will depend on if the -e and -a flags are supplied. The default policy will be ea if either both or neither the -e and -a flags are supplied. Otherwise the policy will reflect which of the -e and -a flags were supplied.

-P (manual tunnel only) Destination policy, identifies how the IP packet authentication and/or encryption is to be used by destination. If specified as ea, the IP packet gets encrypted before authentication. If specified as ae, it gets encrypted after authentication, whereas specifying e or a corresponds to the IP packet being encrypted only or authenticated only. The default policy will be ea if either both or neither the -E and -A flags are supplied. Otherwise, the policy will reflect which of the -E and -A flags were specified.

-s 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 Type of the tunnel. Must be specified as manual.

The initial tunnel key and any subsequent key updates need to be performed manually when using the manual tunnel. Once a key is installed manually, that same key is used for all tunnel operations until it is changed manually.

The manual tunnel value should be selected when you want to construct a tunnel with a non-IBM IP Security host or any IP version 6 end-point, where the end-point either supports RFCs 1825-1829 or the IETF drafts for the new IP Security encapsulation formats for IP tunnels.

-u (manual tunnel only) Security Parameter Index for source AH. Use SPI and the destination IP address to determine which security association to use for AH. If this flag is not used, the value of the -n SPI will be used.

-U (manual tunnel only) Security Parameter Index for the destination AH. If this flag is not used, the -N SPI will be used.

-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.
Network mask for the secure network behind a firewall. The Destination host is a member of the secure network. The combination of -d and -x allows the source host to communicate with multiple hosts in the secure network through the source-firewall tunnel, which must be in tunnel mode.

This flag is valid only when the -f flag is used.

-y (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). All encapsulations that are used in this tunnel (AH, ESP, sending, and receiving) will use the replay field if the value of this flag is Y. The default value is N.

-z (manual tunnel only) New header format flag. The new header format preserves a field in the ESP and AH headers for replay prevention and also allows ESP authentication. The replay field will only be used when the replay flag (-y) is set to Y. The valid values for the -z flag are Y (yes) and N (no). The default value when the -z flag is not used depends on the algorithms you've chosen for the tunnel. It will default to N unless either an algorithm other than KEYED_MD5 is used for either the -a or -A flags, or if the -b or -B flags are used.

Related Information
The chtun command, exp tun command, imptun command, lstun command, mktun command, and rmtun command.

**genxlt Command**

**Purpose**
Generates a code set conversion table for use by the lconv library.

**Syntax**
genxlt [OutputFile ]

**Description**
The genxlt command reads a source code set conversion table file from standard input and writes the compiled version to the file specified by the OutputFile parameter. If a value is not specified for the OutputFile parameter, standard output is used. The source code set conversion table file contains directives that are acted upon by the genxlt command to produce the compiled version.

The format of a code set conversion table source file is:
- Lines whose initial nonwhite space character is the # (pound sign) are treated as comment lines.
- Null lines and lines consisting only of white-space characters are treated as comment lines.
- Non-comment lines have to be of the following form:
  
  | %token <blank> | # <tab> and <space> |
  | %token <hex>  | # <zero>, <one>, <two>, <three>, <four>, |
  |              | <five>, <six>, <seven>, <eight>, <nine>, |
  |              | # <a>, <b>, <c>, <d>, <e>, <f>, |
  |              | # <A>, <B>, <C>, <D>, <E>, <F>, |
  | %token <any> | # any character but '\n' |
A line where the offset is 'SUB' is used to specify the default substitution character.

If the table is set to 'substitution', the iconv converter using this table uses the SUB value for this offset.

If the value is set to 'invalid', the iconv converter using this table returns error for its offset.

If the offset is found in the source code set conversion table file multiple times, the last entry is used in the compilation of the translation table.

The offset and value must be in the range of 0x00 through 0xff, inclusive.

The following is an excerpt of a code set conversion table:

```
SUB  0x1a substitute character
0x80 0xc7 C cedilla
0x81 0xfc u diaeresis
0x82 0xe9 e acute
0x83 0xe2 a circumflex
0x84 0xe4 a diaeresis
0x85 0x40 a grave
0x9f substitution
0xff invalid
```

If successful, the genxlt command exits with a value of 0. If the output file cannot be opened, the genxlt command is unsuccessful and exits with a value of 1. If a syntax error is detected in the input stream, the genxlt command will exit immediately with a value of 2, and write to standard error the line numbers where the syntax error occurred.

The name of the file generated by the genxlt command must follow the naming convention below in order for the iconv subsystem to recognize it as a conversion file:

```
fromcode: "IBM-850"
tocode: "ISO8859-1"
conversion table file: "IBM-850_ISO8859-1"
```

The conversion table file name is formed by concatenating the tocode file name onto the fromcode file name, with an underscore between the two.
Example
To generate a non-English, user-defined code set conversion table, enter:
```
cp /usr/lib/nls/loc/iconvTable/ISO8859-1_IBM-850_src $HOME
vi $HOME/ISO8859-1_IBM-850_src
genxlt < $HOME/ISO8859-1_IBM-850_src > cs1_cs2
```

Related Information
The `iconv` command.

The `iconv_open` subroutine, `iconv` subroutine, and `iconv_close` subroutine provide a method to use the conversion service from within a program.


get Command

Purpose
Creates a specified version of a SCCS file.

Syntax

To Get Read-Only Versions of SCCS Files
```
File ...
```

To Get Editable Versions of SCCS Files
```
File ...
```

Description
The `get` command reads a specified version of the Source Code Control System (SCCS) file and creates an ASCII text file according to the specified flags. The `get` command then writes each text file to a file having the same name as the original SCCS file but without the `s.` prefix (the g-file).

Flags and files can be specified in any order, and all flags apply to all named files. If you specify a directory for the `File` parameter, the `get` command performs the requested actions on all files in the directory that begin with the `s.` prefix. If you specify a `-` (minus sign) for the `File` parameter, the `get` command reads standard input and interprets each line as the name of an SCCS file. The `get` command continues to read input until it reads an end-of-file character.

If the effective user has write permission in the directory containing the SCCS files but the real user does not, then only one file can be named when the `-e` flag is used.

Note: The `get` command supports the Multibyte Character Set (MBCS) for the file name and string data specified with the `w` flag.

Getting Read-Only File Versions
The `get` command creates both read-only versions and editable versions of a file. Read-only versions of files should be used if the application does not require changes to the file contents. Read-only versions of source code files can be compiled. Text files can be displayed or printed from read-only versions.

The difference between an editable and a read-only version is important when using identification keywords. Identification keywords are symbols expanded to some text value when the `get` command is used.
retrieves the file as read-only. In editable versions, keywords are not expanded. Identification keywords can appear anywhere in an SCCS file. See the \texttt{prs} command for further information on identification keywords.

\textbf{SCCS Files}

In addition to the file with the \texttt{s.} prefix (the s-file), the \texttt{get} command creates several auxiliary files: the g-file, l-file, p-file, and z-file. These files are identified by their tag, which is the letter before the hyphen. The \texttt{get} program names auxiliary files by replacing the leading \texttt{s.} in the SCCS file name with the appropriate tag, except for the g-file, which is named by removing the \texttt{s.} prefix. So, for a file named \texttt{s.sample}, the auxiliary file names would be \texttt{sample, l.sample, p.sample, and z.sample.}

These files serve the following purposes:

\begin{itemize}
\item \textbf{s-file} \hfill Contains the original file text and all the changes (deltas) made to the file. It also includes information about who can change the file contents, who has made changes, when those changes were made, and the nature of changes made. You cannot edit this file directly because it is read-only. However, it contains the information needed by the SCCS commands to build the g-file, which you can edit.
\item \textbf{g-file} \hfill An ASCII text file that contains the text of the SCCS file version that you specify with the \texttt{-r} flag (or the latest trunk version by default). You can edit this file directly. When you have made all your changes and want to make a new delta to the file, you can then run the \texttt{delta} command on the file. The \texttt{get} command creates the g-file in the current directory.
\item \textbf{l-file} \hfill The \texttt{get} command creates the l-file when the \texttt{-l} flag is specified. The l-file is a read-only file. It contains a table showing which deltas were applied in generating the g-file. You must have write permission in the current directory to create a g-file.
\end{itemize}

Whenever it runs the \texttt{get} command creates a g-file, unless the \texttt{-g} flag or the \texttt{-p} flag is specified. The real user owns it (not the effective user). If you do not specify the \texttt{-k} or \texttt{-e} flag, the file is read-only. If the \texttt{-k} or \texttt{-e} flag is specified, the owner has write permission for the g-file. You must have write permission in the current directory to create a g-file.

Comments and Modification Requests (MR) data follow on subsequent lines, indented one horizontal tab character. A blank line ends each entry. For example, for a delta cutoff with the \texttt{-c} flag, the entry in the l-file might be:

\begin{verbatim}
**C 1.3 85/03/13 12:44:16 pat
\end{verbatim}

and the entry for the initial delta might be:

\begin{verbatim}
1.1 85/02/27 15:42:20 pat
date and time created 85/02/27 15:42:20 by pat
\end{verbatim}
**p-file**

The `get` command creates the p-file when the `-e` or `-k` flag is specified. The p-file passes information resulting from a `get -e` command to a `delta` command. The p-file also prevents a subsequent execution of a `get -e` command for the same SID until a `delta` command is run or the joint edit key letter (j) is set in the SCCS file. The j key letter allows several `get` commands to be run on the same SID. The p-file is created in the directory containing the SCCS file. To create a p-file in the SCCS directory, you must have write permission in that directory. The permission code of the p-file is read-only to all but its owner, and it is owned by the effective user. The p-file should not be directly edited by the owner. The p-file contains:

- Current SID
- SID of new delta to be created
- User name
- Date and time of the `get` command
- `-i` flag, if present
- `-x` flag, if present

The p-file contains an entry with the preceding information for each pending delta for the file. No two lines have the same new delta SID.

**z-file**

The z-file is a lock mechanism against simultaneous updates. The z-file contains the binary process number of the `get` command that created it. This file is created in the directory containing the SCCS file and exists only while the `get` command is running.

When you use the `get` command, it displays the SID being accessed and the number of lines created from the SCCS file. If you specify the `-e` flag, the SID of the delta to be made appears after the SID is accessed and before the number of lines created. If you specify more than one file, a directory, or standard input, the `get` command displays the file name before each file is processed. If you specify the `-i` flag, the `get` command lists included deltas below the word Included. If you specify the `-x` flag, the `get` command lists excluded deltas below the word Excluded.

The following table illustrates how the `get` command determines both the SID of the file it retrieves and the pending SID. The SID Specified column shows various ways the SID can be specified with the `-r` flag. The next two columns illustrate various conditions that can exist, including whether or not the `-b` flag is used with the `get -e` command. The SID Retrieved column indicates the SID of the file that makes up the g-file. The SID of Delta to Be Created column indicates the SID of the version that will be created when the `delta` command is applied.

### SID Determination

<table>
<thead>
<tr>
<th>SID Specified</th>
<th>-b Used</th>
<th>Other Conditions</th>
<th>SID Retrieved</th>
<th>SID of Delta to Be Created</th>
</tr>
</thead>
<tbody>
<tr>
<td>none ‡</td>
<td>no</td>
<td>R defaults to mR ²</td>
<td>mR.mL</td>
<td>mR.(mL+1)</td>
</tr>
<tr>
<td>none ‡</td>
<td>yes</td>
<td>R defaults to mR</td>
<td>mR.mL</td>
<td>mR.mL.(mB+1).1</td>
</tr>
<tr>
<td>R</td>
<td>no</td>
<td>R&gt;mR</td>
<td>mR.mL</td>
<td>R.1 ³</td>
</tr>
<tr>
<td>R</td>
<td>no</td>
<td>R=mR</td>
<td>mR.mL</td>
<td>mR.(mL+1)</td>
</tr>
<tr>
<td>R</td>
<td>yes</td>
<td>R&gt;mR</td>
<td>mR.mL</td>
<td>mR.mL.(mB+1).1</td>
</tr>
<tr>
<td>R</td>
<td>yes</td>
<td>R=mR</td>
<td>mR.mL</td>
<td>mR.mL.(mB+1).1</td>
</tr>
<tr>
<td>R</td>
<td>N/A</td>
<td>R&lt;mR and R does not exist</td>
<td>hR.mL ⁴</td>
<td>hR.mL.(mB+1).1</td>
</tr>
<tr>
<td>R</td>
<td>N/A</td>
<td>Trunk successor in release &gt; R and R exists</td>
<td>R.mL</td>
<td>R.mL.(mB+1).1</td>
</tr>
<tr>
<td>R.L.</td>
<td>no</td>
<td>No trunk successor</td>
<td>R.L.</td>
<td>R.(L+1)</td>
</tr>
<tr>
<td>R.L.</td>
<td>yes</td>
<td>No trunk successor</td>
<td>R.L.</td>
<td>R.L(mB+1).1</td>
</tr>
</tbody>
</table>
SID Determination

<table>
<thead>
<tr>
<th>SID Specified</th>
<th>-b Used</th>
<th>Other Conditions</th>
<th>SID Retrieved</th>
<th>SID of Delta to Be Created</th>
</tr>
</thead>
<tbody>
<tr>
<td>R.L.</td>
<td>N/A</td>
<td>Trunk successor</td>
<td>R.L.</td>
<td>R.L.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>in release &gt; or = R</td>
<td></td>
<td>R.L.</td>
</tr>
<tr>
<td>R.L.B.</td>
<td>no</td>
<td>No branch successor</td>
<td>R.L.B.mS</td>
<td>R.L.B.(mS+1)</td>
</tr>
<tr>
<td>R.L.B.</td>
<td>yes</td>
<td>No branch successor</td>
<td>R.L.B.mS</td>
<td>R.L.(mB+1).1</td>
</tr>
<tr>
<td>R.L.B.S.</td>
<td>no</td>
<td>No branch successor</td>
<td>R.L.B.S.</td>
<td>R.L.B.(S+1)</td>
</tr>
<tr>
<td>R.L.B.S.</td>
<td>yes</td>
<td>No branch successor</td>
<td>R.L.B.S.</td>
<td>R.L.(mB+1).1</td>
</tr>
<tr>
<td></td>
<td>N/A</td>
<td>Branch successor</td>
<td>R.L.B.S.</td>
<td>R.L.(mB+1).1</td>
</tr>
</tbody>
</table>

Note: In the SID Determination table, the letters R, L, B, and S are the release, level, branch, and sequence components of the SID. The letter m signifies maximum.

1 Applies only if the -d (default SID) flag is not present in the file (see the admin command).

2 The mR indicates the maximum existing release.

3 Forces creation of the first delta in a new release.

4 The hR is the highest existing release lower than the specified, nonexistent release R.

Identification Keywords

Identifying information is inserted into the text retrieved from the SCCS file by replacing identification keywords with their value wherever they occur. The following keywords may be used in the text stored in an SCCS file:

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>%M%</td>
<td>Module name: either the value of the m flag in the file, or, if absent, the name of the SCCS file with the s. removed.</td>
</tr>
<tr>
<td>%I%</td>
<td>SCCS identification (SID) (%R%.%L% or %R%.%L%.%B%.%S%) of the retrieved text.</td>
</tr>
<tr>
<td>%R%</td>
<td>Release.</td>
</tr>
<tr>
<td>%L%</td>
<td>Level.</td>
</tr>
<tr>
<td>%B%</td>
<td>Branch.</td>
</tr>
<tr>
<td>%S%</td>
<td>Sequence.</td>
</tr>
<tr>
<td>%D%</td>
<td>Current date, formatted as YY/MM/DD.</td>
</tr>
<tr>
<td>%H%</td>
<td>Current date, formatted as MM/DD/YY.</td>
</tr>
<tr>
<td>%T%</td>
<td>Current time, formatted as HH:MM:SS.</td>
</tr>
<tr>
<td>%E%</td>
<td>Date newest applied delta was created, formatted as YY/MM/DD.</td>
</tr>
<tr>
<td>%G%</td>
<td>Date newest applied delta was created, formatted as MM/DD/YY.</td>
</tr>
<tr>
<td>%Y%</td>
<td>Module type: value of the t flag in the SCCS file.</td>
</tr>
<tr>
<td>%F%</td>
<td>SCCS file name.</td>
</tr>
<tr>
<td>%P%</td>
<td>SCCS absolute path name.</td>
</tr>
<tr>
<td>%Q%</td>
<td>The value of the -q flag in the file.</td>
</tr>
<tr>
<td>%C%</td>
<td>Current line number. This keyword is intended for identifying messages output by the program, such as this should not have happened error messages. The %C% is not intended to be used on every line to provide sequence numbers.</td>
</tr>
<tr>
<td>%Z%</td>
<td>The four-character string @(#) recognizable by what.</td>
</tr>
<tr>
<td>%W%</td>
<td>A shorthand notation for constructing what strings: %W% = %Z%m%M%&lt;tab&gt;%I%</td>
</tr>
<tr>
<td>%A%</td>
<td>Another shorthand notation for constructing what strings: %A% = %Z%m%Y% %M% %I%%Z%</td>
</tr>
</tbody>
</table>
Flags

-b Specifies that the delta to be created should have an SID in a new branch. The new SID is numbered according to the rules given in the SID determination table. You can use the -b flag only with the -e flag. It is only necessary when you want to branch from a leaf delta (a delta without a successor). Attempting to create a delta at a nonleaf delta automatically results in a branch, even if the b header flag is not set. If you do not specify the b header flag in the SCCS file, the get command ignores the -b flag because the file does not allow branching.

-c Cutoff Specifies a cutoff date and time, in the form YY[MM[DD[HH[MM[SS]]]]]. The get command includes no deltas to the SCCS file created after the specified cutoff in the g-file. The values of any unspecified items in the Cutoff variable default to their maximum allowable values. Thus, a cutoff date and time specified with only the year (YY) would specify the last month, day, hour, minute, and second of that year. Any number of nonnumeric characters can separate the two-digit items of the Cutoff variable date and time. This allows you to specify a date and time in a number of ways, as follows:
- c85/9/2,9:00:00
- c"85/9/2 9:00:00"
- "-c85/9/2 9:00:00"

-e Indicates that the g-file being created is to be edited by the user applying the get command. The changes are recorded later with the delta command. The get -e command creates a p-file that prevents other users from issuing another get -e command and editing a second g-file on the same SID before the delta command is run. The owner of the file can override this restriction by allowing joint editing on the same SID through the use of the admin command with the -fj flag. Other users, with permission, can obtain read-only copies by using the get command without the -e flag. The get -e command enforces SCCS file protection specified with the ceiling, floor, and authorized user list in the SCCS file. See the admin command.

Note: If you accidentally ruin the g-file created using the get -e command, you can recreate the file with the get -k command.

-g Suppresses the actual creation of the g-file. Use the -g flag primarily to create an l-file or to verify the existence of a particular SID. Do not use it with the -e flag.

-i List Specifies a list of deltas to be included in the creation of a g-file. The SID list format consists of a combination of individual SIDs separated by commas and SID ranges indicated by two SIDs separated by a hyphen. You can specify the same SIDs with either of the following command lines:
get -e -i 1.4,1.5,1.6 s.file
get -e -i 1.4-1.6 s.file

You can specify the SCCS identification of a delta in any form shown in the SID Specified column of the previous table. The get command interprets partial SIDs as shown in the SID Retrieved column.

-k Suppresses replacement of identification keywords in the g-file by their value. The -k flag is implied by the -e flag. If you accidentally ruin the g-file created using the get -e command, you can recreate the file by reissuing the get command with the -k flag instead of the -e flag.

-l[ p ] Writes a delta summary to an l-file. If you specify -lp, the delta summary is written to standard output, and the get command does not create the l-file. Use this flag to determine which deltas were used to create the g-file currently in use. See the sccsfile file for the format of the l-file. See also the -L flag.

-L Writes a delta summary to standard output. Specifying the -L flag is the same as using the -lp flag.

-m Writes before each line of text in the g-file the SID of the delta that inserted the line into the SCCS file. The format is:
SID tab line of text

-n Writes the value of the {%M%} keyword before each line of text in the g-file. The format is the value of {%M%}, followed by a horizontal tab, followed by the text line. When both the -m and -n flags are used, the format is:
%M% value tab SID tab line of text

-p Writes the text created from the SCCS file to standard output and does not create a g-file. All informative output usually sent to standard output is sent to standard error, unless you specify the -s flag with the -p flag. In this case, output usually sent to standard output does not appear anywhere.
-r SID Specifies the SCCS identification string (SID) of the SCCS file version to be created. The SID determination table shows the version of the created file and the SID of the pending delta as functions of the specified SID.

-s Suppresses all output usually written to standard output. Error messages (written to standard error output), remain unaffected.

-t Accesses the most recently created delta in a given release or for a given release and level.

-w String Substitutes the String value for the %W% keyword in g-files not intended for editing.

-x List Excludes the specified list of deltas in the creation of the g-file. See the flag for the SID list format.

Exit Status
This command returns the following exit values:

0 Successful completion.

>0 An error occurred.

Examples
The following descriptions and examples illustrate the differences between read-only and editable versions of files.

1. To print the current date and SID in a file, put the following symbols in the file:

```
%H% %I%
```

%H% is the symbol for the current date and %I% is the symbol for the SID. When the get command retrieves a file as editable, it leaves the symbols in the file and does not perform text value substitution.

2. The following example of the get command builds the version with the highest SID, because the example does not specify a version of the file:

```
$ ls
s.test.c
$ get s.test.c 3.5
59 lines
$ ls
s.test.c test.c
```

3. In the next two examples, the -r flag specifies which version to get:

```
$ get -r1.3 s.test.c
1.3
67 lines
```

```
$ get -r1.3.1.4 s.test.c
1.3.1.4
50 lines
```

4. If you specify just the release number of the SID, the get command finds the file with the highest level within that release number.

```
$ get -r2 s.test.c
2.7
21 lines
```

5. If the SID specified is greater than the highest existing SID, the get command gets the highest existing SID. If the SID specified is lower than the lowest existing SID, SCCS writes an error message. In the following example, release 7 is the highest existing release:

```
$ get -r9 s.test.c
7.6
400 lines
```
6. The `-t` flag gets the top version in a given release or level. The top version is the most recently created delta, independent of its location. In the next example, the highest existing delta in release 3 is 3.5, while the most recently created delta is 3.2.1.5.

```
$ get -t -r3 s.test.c
3.2.1.5
```

7. The previous examples use the `get` command to get a read-only file. To create a copy of the file that can be edited and used to create a new delta, use the `get` command with the `-e` flag. Use `unget` to undo the effect of the `get -e` command and discard any changes made to the file before a delta is created. The following example shows how to use the `-e` flag:

```
$ ls
s.test.c
$ get -e s.test.c
1.3
new delta 1.4
67 lines
$ ls
p.test.c s.test.c test.c
```

The working file is `test.c`. If you edit this file and save the changes with the `delta` command, SCCS creates a new delta with an SID of 1.4. The file `p.test.c` is a temporary file used by SCCS to keep track of file versions.

In the previous example, you could have used the `-r` flag to get a specific version. Assuming release 1 is the highest existing release and that delta 1.3 already exists and is the highest delta in release, the following three uses of the `get` command are equivalent:

```
$ get -e s.test.c
$ get -e -r1 s.test.c
$ get -e -r1.3 s.test.c
```

8. To start using a new (higher in value) release number, get the file with the `-r` flag and specify a release number greater than the highest existing release number. In the next example, release 2 does not yet exist:

```
$ get -e -r2 s.test.c
1.3
new delta 2.1
67 lines
```

Notice that the `get` command indicates the version of the new delta that will be created if the `delta` command stores changes to the SCCS file.

9. To create a branch delta, use the `-r` flag and specify the release and level where the branch occurs. In the next example, deltas 1.3 and 1.4 already exist.

```
$ get -e -r1.3 s.test.c
1.3
new delta 1.3.1.1
67 lines
```

Creates deltas on branches using the same methods.

To edit a file, get the file version using the `get -e` command and save the changes with the `delta` command. Several different editable versions of an SCCS file can exist as long as each one is in a different directory. If you try to put duplicates of an editable file version into a directory (using the `get` command) without using the `delta` command, SCCS writes an error message.

To get the same editable file version more than once, set the `j` header flag in the SCCS file with the `admin` command. Set the `j` option by using the `-f` flag. You can then get the same SID several times from different directories, creating a separate file for each `get` command. Although the files originate from a single SID, SCCS gives each of them a unique new SID.
10. In the following example, the `pwd` command displays the current directory. Then the `j` option is set with the `admin` command:

   ```bash
   $ pwd
   /home/marty/sccs
   $ admin -fj s.test.c
   ```

   **Note:** You must have write access in both directories to issue the commands in this example.

11. Then use the `get` command to retrieve the latest version of the file:

   ```bash
   $ get -e s.test.c
   1.1
   new delta 1.2
   5 lines
   ```

   **Note:** You must have write access in both directories to issue the commands in this example.

12. Change to the `/home/new` directory, and issue the `get` command again.

   ```bash
   $ cd /home/new
   $ get -e /home/marty/sccs/s.test.c
   1.2
   new delta 1.1.1.1
   5 lines
   ```

   Notice that SCCS creates two deltas, 1.2 and 1.1.1.1, from the single original file version of 1.1. Look at the `p.test.c` file. It shows a separate entry for each version currently in use. The `p.test.c` file remains in the directory until you take care of both file versions with either the `delta` command or the `unget` command.

**Files**

`/usr/bin/get` Contains the `get` command.

**Related Information**

The `admin` command, `delta` command, `prs` command, and `sact` command, `sccsfile` command, `what` command.

The `sccsfile` file format in *AIX 5L Version 5.2 Files Reference*.

List of SCCS Commands in *AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs*.

Source Code Control System (SCCS) Overview in *AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs*.

---

**getconf Command**

**Purpose**

Writes system configuration variable values to standard output.

**Syntax**

```
getconf [v specification] [SystemwideConfiguration | PathConfiguration PathName] [DeviceVariable DeviceName]
```
getconf -a

Description

The `getconf` command, invoked with the `SystemwideConfiguration` parameter, writes the value of the variable, as specified by the `SystemwideConfiguration` parameter, to standard output.

The `getconf` command, invoked with the `PathConfiguration` and `Pathname` parameters, writes the value of the variable, as specified by the `PathConfiguration` parameter for the path specified by the `PathName` parameter, to standard output.

The `getconf` command, invoked with the `-a` flag, writes the values of all system configuration variables to standard output.

The `getconf` command, invoked with the `DeviceVariable` and `DeviceName` parameters, writes the value of the disk device name or location, for the device path specified by the `DeviceName` parameter, to the standard output.

If the specified variable is defined on the system and its value is described to be available from the `confstr` subroutine, the value of the specified variable is written in the following format:

```
"%s\n", <value>
```

Otherwise, if the specified variable is defined on the system, its value is written in the following format:

```
"%d\n", <value>
```

If the specified variable is valid but undefined on the system, the following is written to standard output:

"undefined\n"

If the variable name is invalid or an error occurs, a diagnostic message is written to the standard error.

Flags

- `a specification` Indicates a specific specification and version for which configuration variables are to be determined. If this flag is not specified, the values returned will correspond to an implementation default XBS5 conforming compilation environment.
- `-v` Writes the values of all system configuration variables to standard output.

Parameters

- `PathName` Specifies a path name for the `PathConfiguration` parameter.
- `SystemwideConfiguration` Specifies a system configuration variable.
- `PathConfiguration` Specifies a system path configuration variable.
- `DeviceName` Specifies the path name of a device.
- `DeviceVariable` Specifies a device variable.

When the symbol listed in the first column of the following table is used as the `system_var` operand, `getconf` will yield the same value as `confstr` when called with the value in the second column:

**Note:** The `_CS_AIX_ARCHITECTURE` and `_CS_AIX_BOOTDEV` variables, used as parameters to `confstr`, are available only to the root user.

<table>
<thead>
<tr>
<th>system_var</th>
<th>confstr Name Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOOT_DEVICE</td>
<td>_CS_AIX_BOOTDEV</td>
</tr>
</tbody>
</table>
Environment Variables
The following environment variables affect the execution of getconf:

**LANG**
Provide a default value for the internationalisation variables that are unset or null. If LANG is unset or null, the corresponding value from the implementation-dependent default locale will be used. If any of the internationalisation variables contains an invalid setting, the utility will behave as if none of the variables had been defined.

**LC_CALL**
If set to a non-empty string value, override the values of all the other internationalisation variables.

**LC_CTYPE**
Determine the locale for the interpretation of sequences of bytes of text data as characters (for example, single- as opposed to multi-byte characters in arguments).

**LC_MESSAGES**
Determine the locale that should be used to affect the format and contents of diagnostic messages written to standard error.

**NLSPATH**
Determine the location of message catalogues for the processing of LC_MESSAGES.

Systemwide Configuration Variables
The SystemwideConfiguration parameter specifies system configuration variables whose values are valid throughout the system. There are two kinds of system configuration variables:

- **Systemwide configuration variables**
- **System standards configuration variables**

Systemwide Configuration Variables
Systemwide configuration variables contain the minimum values met throughout all portions of the system. The following list defines the systemwide configuration variables used with the getconf command:

<table>
<thead>
<tr>
<th>Variable</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>_CS_PATH</td>
<td>Value for the PATH environment variable used to find commands.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>system_var</th>
<th>confstr Name Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>MACHINE_ARCHITECTURE</td>
<td>_CS_AIX_ARCHITECTURE</td>
</tr>
<tr>
<td>MODEL_CODE</td>
<td>_CS_AIX_MODEL_CODE</td>
</tr>
<tr>
<td>PATH</td>
<td>_CS_PATH</td>
</tr>
<tr>
<td>XBS5_ILP32_OFF32_CFLAGS</td>
<td>_CS_XBS5_ILP32_OFF32_CFLAGS</td>
</tr>
<tr>
<td>XBS5_ILP32_OFF32_LDFLAGS</td>
<td>_CS_XBS5_ILP32_OFF32_LDFLAGS</td>
</tr>
<tr>
<td>XBS5_ILP32_OFF32_LIBS</td>
<td>_CS_XBS5_ILP32_OFF32_LIBS</td>
</tr>
<tr>
<td>XBS5_ILP32_OFF32_LINTFLAGS</td>
<td>_CS_XBS5_ILP32_OFF32_LINTFLAGS</td>
</tr>
<tr>
<td>XBS5_ILP32_OFFBIG_CFLAGS</td>
<td>_CS_XBS5_ILP32_OFFBIG_CFLAGS</td>
</tr>
<tr>
<td>XBS5_ILP32_OFFBIG_LDFLAGS</td>
<td>_CS_XBS5_ILP32_OFFBIG_LDFLAGS</td>
</tr>
<tr>
<td>XBS5_ILP32_OFFBIG_LIBS</td>
<td>_CS_XBS5_ILP32_OFFBIG_LIBS</td>
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<tr>
<td>XBS5_ILP32_OFFBIG_LINTFLAGS</td>
<td>_CS_XBS5_ILP32_OFFBIG_LINTFLAGS</td>
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<tr>
<td>XBS5_LP64_OFF64_CFLAGS</td>
<td>_CS_XBS5_LP64_OFF64_CFLAGS</td>
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<tr>
<td>XBS5_LP64_OFF64_LDFLAGS</td>
<td>_CS_XBS5_LP64_OFF64_LDFLAGS</td>
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<td>XBS5_LP64_OFF64_LIBS</td>
<td>_CS_XBS5_LP64_OFF64_LIBS</td>
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<td>XBS5_LPBIG_OFFBIG_LIBS</td>
<td>_CS_XBS5_LPBIG_OFFBIG_LIBS</td>
</tr>
<tr>
<td>XBS5_LPBIG_OFFBIG_LINTFLAGS</td>
<td>_CS_XBS5_LPBIG_OFFBIG_LINTFLAGS</td>
</tr>
</tbody>
</table>
ARG_MAX
Maximum length, in bytes, of the arguments for one of the exec subroutines, including environment data.

BC_BASE_MAX
Maximum value allowed for the obase variable with the bc command.

BC_DIM_MAX
Maximum number of elements permitted in an array by the bc command.

BC_SCALE_MAX
Maximum value allowed for the scale variable with the bc command.

BC_STRING_MAX
Maximum length of a string constant accepted by the bc command.

CHARCLASS_NAME_MAX
Maximum number of bytes in a character class name.

CHAR_BIT
Number of bits in a type character.

CHAR_MAX
Maximum value of a type character.

CHAR_MIN
Minimum value of a type character.

CHILD_MAX
Maximum number of simultaneous processes for each real user ID.

CLK_TCK
Number of clock ticks per second returned by the time subroutine.

COLL_WEIGHTS_MAX
Maximum number of weights that can be assigned to an entry in the LC_COLLATE locale stanza in a locale-definition file.

CS_PATH
Value of the PATH environment variable used to find commands.

EXPR_NEST_MAX
Maximum number of expressions that can be nested within parentheses by the expr command.

INT_MAX
Maximum value of a type int.

INT_MIN
Minimum value of a type int.

LINE_MAX
Maximum length, in bytes, of a command’s input line (either standard input or another file) when the utility is described as processing text files. The length includes room for the trailing new-line character.

LONG_BIT
Number of bits in a type long int.

LONG_MAX
Maximum value of a type long int.

LONG_MIN
Minimum value of a type long int.

MB_LEN_MAX
Maximum number of bytes in a character for any supported locale.

NGROUPS_MAX
Maximum number of supplementary group IDs for each process.

NL_ARGMAX
Maximum value of digit in calls to the printf and scanf subroutines.

NL_LANGMAX
Maximum number of bytes in a LANG name.

NL_MSGMAX
Maximum message number.

NL_SETMAX
Maximum set number.

NL_TEXTMAX
Maximum number of bytes in a message string.

NZERO
Default process priority.

OPEN_MAX
Maximum number of files that one process can have open at one time.

PATH
Sequence of colon-separated path prefixes used to find commands.

RE_DUP_MAX
Maximum number of repeated occurrences of a regular expression permitted when using the interval-notation parameters, such as the m and n parameters with the ed command.

SCHAR_MAX
Maximum value of a type signed char.

SCHAR_MIN
Minimum value of a type signed char.

SHRT_MAX
Maximum value of a type short.

SHRT_MIN
Minimum value of a type short.

SSIZE_MAX
Maximum value of an object of type ssize_t.

STREAM_MAX
Number of streams that one process can have open at one time.

TMP_MAX
Minimum number of unique path names generated by the tmpnam subroutine.

TZNAME_MAX
Maximum number of times an application can reliably call the tmpnam subroutine.

UCHAR_MAX
Maximum value of a type unsigned char.

UINT_MAX
Maximum value of a type unsigned int.

ULONG_MAX
Maximum value of a type unsigned long int.

USHRT_MAX
Maximum value of a type unsigned short int.

WORD_BIT
Number of bits in a word or type int.

KERNEL_BITMODE
Bit mode of the kernel, 32-bit or 64-bit.
System Standards Configuration Variables

System standards configuration variables contain the minimum values required by a particular system standard. The _POSIX_, POSIX2_, and _XOPEN_ prefixes indicate that the variable contains the minimum value for a system characteristic required by the POSIX 1003.1, POSIX 1003.2, and X/Open system standards, respectively. System standards are systemwide minimums that the system meets to support the particular system standard. Actual Configuration values may exceed these standards. The system standards configuration variables for the getconf command are defined as follows:

- `_POSIX_ARG_MAX` Maximum length, in bytes, of the arguments for one of the exec subroutines, including environment data.
- `_POSIX_CHILD_MAX` Maximum number of simultaneous processes for each real user ID.
- `_POSIX_JOB_CONTROL` Value of 1 if the system supports job control.
- `_POSIX_LINK_MAX` Maximum number of links to a single file.
- `_POSIX_MAX_CANON` Maximum number of bytes in a terminal canonical input queue.
- `_POSIX_MAX_INPUT` Maximum number of bytes allowed in a terminal input queue.
- `_POSIX_NAME_MAX` Maximum number of bytes in a file name (not including terminating null).
- `_POSIX_NGROUPS_MAX` Maximum number of simultaneous supplementary group IDs for each process.
- `_POSIX/open_max` Maximum number of files that one process can have open at one time.
- `_POSIX_PATH_MAX` Maximum number of bytes in a path name.
- `_POSIX_PIPE_BUF` Maximum number of bytes guaranteed to be atomic when writing to a pipe.
- `_POSIX_SAVED_IDS` Value of 1. Each process has a saved set-user-ID and a saved set-group-ID.
- `_POSIX_SSIZE_MAX` Maximum value that can be stored in an object of type ssize_t.
- `_POSIX_STREAM_MAX` Number of streams that one process can have open at one time.
- `_POSIX/TZNAME_MAX` Maximum number of bytes supported for the name of a time zone (not the length of the TZ environment variable).
- `_POSIX/VERSION` Version of the POSIX 1 standard (C Language Binding) to which the operating system conforms.
- `_XOPEN/CRYPT` Value of 1 if the system supports the X/Open Encryption Feature Group.
- `_XOPEN/ENH_I18N` Value of 1 if the system supports the X/Open Enhanced Internationalisation Feature Group.
- `_XOPEN/SHM` Value of 1 if the system supports the X/Open Shared Memory Feature Group.
- `_XOPEN/VERSION` Version of the X/Open Portability Guide to which the operating system conforms.
- `_XOPEN/XCU_VERSION` Version of the X/Open Commands and Utilities specification to which the operating system conforms.
- `_XOPEN/XPG3` Value of 1 if the system supports the X/Open Specification, February 1992, System Interfaces and Headers, Issue 3, otherwise undefined.
- `_XOPEN/XPG4` Value of 1 if the system supports the X/Open CAE Specification, July 1992, System Interfaces and Headers, Issue 4, otherwise undefined.
- `POSIX2_BC_BASE_MAX` Maximum value allowed for the obase variable with the bc command.
- `POSIX2_BC_DIM_MAX` Maximum number of elements permitted in an array by the bc command.
- `POSIX2_BC_SCALE_MAX` Maximum value allowed for the scale variable with the bc command.
- `POSIX2_BC_STRING_MAX` Maximum length of a string constant accepted by the bc command.
POSIX2_CHAR_TERM
Value of 1 if the system supports at least one terminal type; otherwise it
has the value -1.

POSIX2_COLL_WEIGHTS_MAX
Maximum number of weights that can be assigned to an entry of the
LC_COLLATE locale variable in a locale-definition file.

POSIX2_C_BIND
Value of 1 if the system supports the C Language Binding Option from
POSIX 2; otherwise, it has the value -1.

POSIX2_C_DEV
Value of 1 if the system supports the C Language Development Utilities
from POSIX 2; otherwise, it has the value -1.

POSIX2_C_VERSION
Version of the POSIX 2 standard (C Language Binding) to which the
operating system conforms.

POSIX2_EXPR_NEST_MAX
Maximum number of expressions that can be nested within parentheses
by the `expr` command.

POSIX2_FORT_DEV
Value of 1 if the system supports the FORTRAN Development Utilities
Option from POSIX 2; otherwise, it has the value -1.

POSIX2_FORT_RUN
Value of 1 if the system supports the FORTRAN Runtime Utilities
Option from POSIX 2; otherwise, it has the value -1.

POSIX2_LINE_MAX
The maximum length, in bytes, of a command’s input line (either
standard input or another file) when the command is described as
processing text files. The length includes room for the trailing new-line
character.

POSIX2_LOCALEDEF
Value of 1 if the system supports the creation of the locales by the
localedef command; otherwise, it is undefined.

POSIX2_RE_DUP_MAX
Maximum number of repeated occurrences of a regular expression
permitted when using the interval-notation parameters, such as the m
and n parameters with the `ed` command.

POSIX2_SW_DEV
Value of 1 if the system supports the Software Development Utilities
Option; otherwise, it has the value -1.

POSIX2_UPE
Value of 1 if the system supports the User Portability Utilities Option
from POSIX 2; otherwise, it as the value -1.

POSIX2_VERSION
Date of approval of the most current version of the POSIX 2 standard
that the system supports. The date is a six-digit number, with the first
four digits signifying the year and the last two digits the month. Different
versions of the POSIX 2 standard are periodically approved by the IEEE
Standards Board, and the date of approval is used to distinguish
between different versions.

System Path Configuration Variables
The `PathConfiguration` parameter specifies system path configuration variables whose values contain
information about paths and path structures in the system. The following list defines these variables:

_POSIX_CHOWN_RESTRICTED
The `chown()` subroutine is restricted to a process with appropriate
privileges, and to changing the group ID of a file only to the effective
group ID of the process or to one of its supplementary group IDs. If the
`PathName` parameter refers to a directory, the value returned applies to
any files except directories that exist or can be created within the
directory.

_POSIX_NO_TRUNC
Path names longer than the limit specified by the `NAME_MAX` variable
will generate an error. If the `PathName` parameter refers to a directory, the value returned applies to
file names within the directory.

_POSIX_VDISABLE
Terminal special characters, defined in the `termios.h` file, can be
disabled using this character value.

LINK_MAX
Maximum number of links to a single file. If the `PathName` parameter
refers to a directory, the value returned applies to the directory.

MAX_CANON
Maximum number of bytes in a terminal canonical input line.

MAX_INPUT
Maximum number of bytes for which space is available in a terminal
input queue.
NAME_MAX
Maximum number of bytes in a file name (not including terminating null). If the PathName parameter refers to a directory, the value returned applies to the file names within the directory.

PATH_MAX
Maximum number of bytes in a path name, including the terminating null character. If the PathName parameter refers to a directory, the value returned is the maximum length of a relative path name when the specified directory is the working directory.

PIPE_BUF
Maximum number of bytes guaranteed to be atomic when writing to a pipe. If the PathName parameter refers to a FIFO or a pipe, the value returned applies to the referenced object. If the PathName parameter refers to a directory, the value returned applies to any FIFO that exists or can be created within the directory.

DISK_PARTITION
Physical partition size of the disk.

Note: For the DISK_PARTITION path configuration variable, the PathName parameter must specify the complete path of the disk for which information is being queried.

DISK_SIZE
Disk size in megabytes.

Note: For the DISK_SIZE path configuration variable, the PathName parameter must specify the complete path of the disk for which information is being queried.

Device Variables
The DeviceVariable parameter indicates that the DeviceName parameter is the path of a device, such as /dev/hdisk0. Given the path of a disk, the getconf command displays the device name or location of the disk.

| DISK_DEVNAME | Device name or location of the device. |

Exit Status
This command returns the following exit values:

0  The specified variable is valid and information about its current state was successfully written.
>0  An error occurred.

1. To display the value of the ARG_MAX variable, type:

   getconf ARG_MAX

2. To display the values of all system configuration variables, type:

   getconf -a

3. To display the value of the NAME_MAX variable for the /usr directory, type:

   getconf NAME_MAX /usr

4. The following sequence of shell commands shows how to handle unspecified results:

   if value=$(getconf PATH_MAX /usr)
   then
     if [ "$value" = "undefined" ]
     then
       echo
         The value of PATH_MAX in /usr is undefined.
     else
       echo
         The value of PATH_MAX in /usr is $value.
     fi
   else
     echo
       Error in the getconf command.
   fi
Examples

1. To display the value of the `ARG_MAX` variable, type:
   ```bash
getconf ARG_MAX
   ```

2. To display the value of the `NAME_MAX` variable for the `/usr` directory, type:
   ```bash
getconf NAME_MAX /usr
   ```

3. The following sequence of shell commands shows how to handle unspecified results:
   ```bash
   if value=$(getconf PATH_MAX /usr)
       then
           if [ "$value" = "undefined" ]
               then
                   echo The value of PATH_MAX in /usr is undefined.
               else
                   echo The value of PATH_MAX in /usr is $value.
               fi
       else
           echo Error in the getconf command.
   fi
   ```

4. If the command:
   ```bash
getconf _XBS5_ILP32_OFF32
   ```
does not write `-1\n` or `undefined\n` to standard output, then commands of the form:
   ```bash
   getconf -v _XBS5_ILP32_OFF32 ...
   ```
will determine values for configuration variables corresponding to the `XBS5_ILP32_OFF32` compilation environment specified in `c89`, Extended Description.

5. If the command:
   ```bash
getconf _XBS5_ILP32_OFFBIG
   ```
does not write `-1\n` or `undefined\n` to standard output, then commands of the form:
   ```bash
   getconf -v _XBS5_ILP32_OFFBIG ...
   ```
will determine values for configuration variables corresponding to the `XBS5_ILP32_OFFBIG` compilation environment specified in `c89`, Extended Description.

6. If the command:
   ```bash
getconf _XBS5_LP64_OFF64
   ```
does not write `-1\n` or `undefined\n" to standard output, then commands of the form:
   ```bash
   getconf -v _XBS5_LP64_OFF64 ...
   ```
will determine values for configuration variables corresponding to the `XBS5_LP64_OFF64` compilation environment specified in `c89`, Extended Description.

7. If the command:
   ```bash
getconf _XBS5_LPBIG_OFFBIG
   ```
does not write `-1\n` or `undefined\n` to standard output, then commands of the form:
   ```bash
   getconf -v _XBS5_LPBIG_OFFBIG
   ```
will determine values for configuration variables corresponding to the `XBS5_LPBIG_OFFBIG` compilation environment specified in `c89`, Extended Description.

8. To determine the disk size for disk `hdisk0`, as root user, enter the following:
   ```bash
getconf DISK_SIZE /dev/hdisk0
   ```
9. To determine the real memory size, enter the following:
   `getconf REAL_MEMORY`

10. To determine if the machine hardware is 32-bit or 64-bit, enter the following:
    `getconf HARDWARE_BITMODE`

11. To determine if the kernel is 32-bit or 64-bit, enter the following:
    `getconf KERNEL_BITMODE`

12. To determine the device name or location of the disk `hdisk0`, enter the following:
    `getconf DEVICE_NAME /dev/hdisk0`

Files

```
/usr/bin/getconf   Contains the `getconf` command.
/usr/include/limits.h Defines system configuration variables.
/usr/include/unistd.h Defines system configuration variables.
```

Related Information

The `confstr` subroutine, `pathconf` subroutine, `sysconf` subroutine.


---

## getdev Command

### Purpose
Lists devices that match the specified criteria.

### Syntax
```
getdev [-a] [-e] [Criteria] [DeviceList]
```

### Description
Lists devices that match the given criteria. The criteria is given in the form of expressions. The `getdev` command can check all devices on the system or a specified list of devices.

### Flags
- `-a` Specifies that a device must match all criteria to be included in the list generated by this command. The `-a` flag has no effect if no criteria are defined.
- `-e` Specifies that the devices provided in the `devicelist` be excluded from the list generated by the `getdev` command. Without the `-e` flag only devices in the `devicelist` are generated. This flag is ignored if no devices are specified.
Parameters

Criteria

Defines criteria that a device must match before it can be included in the generated list. *Criteria* can be specified as an expression or a list of expressions which a device must meet for it to be included in the list generated by `getdev`. If no criteria are provided, all devices are included in the list.

Devices must satisfy at least one of the criteria in the list. However, the `-a` option can be used to specify that a “logical and” operation should be performed. Then, only those devices that match all of the criteria in a list will be included.

There are four possible expression types which the criteria specified in the *Criteria* parameter may follow:

- **Attribute=Value**
  - Fetches all devices with a member which has `Attribute` defined and is equal to `Value`.

- **Attribute!=Value**
  - Fetches all devices with a member which has `Attribute` defined and does not equal `Value`.

- **Attribute:**
  - Fetches all devices with a member which has `Attribute` defined.

- **Attribute!:**
  - Fetches all devices with a member which does not have `Attribute` defined.

The following are the valid device attributes:

- **alias** The name by which a device is known.
- **desc** A description of the device.
- **type** A token describing the type of the device.
- **status** The current state of the device.

DeviceList

Specifies a space-separated list of devices to be checked for the *Criteria*.

Exit Status

- **0** The command completed successfully
- **> 1** Failure has occurred.

Examples

1. To display all devices, enter:
   ```
   getdev
   ```

2. To list devices which are of type "lvtype", enter:
   ```
   getdev type=lvtype
   ```

3. To list devices which are not of type "lvtype", enter:
   ```
   getdev type!=lvtype
   ```

4. To list devices which are of type "lvtype" or whose device alias is "sys0", enter:
   ```
   getdev type=lvtype alias=sys0
   ```

   The output will look similar to the following:
   ```
   hd1
   hd2
   hd3
   hd4
   ...
   sys0
   ```
5. To list devices which are of type "lvtype" and whose device alias is "lv01", enter:
   `getdev -a type=lvtype alias=lv01`
6. To display devices for which the status attribute is defined, enter:
   `getdev status:*`
7. To display devices for which the desc attribute is not defined, enter:
   `getdev desc!:*

Files
/usr/sbin/getdev

Contains the `getdev` command

Related Information
The `getdgrp` command, `lsdev` command.

getdgrp Command

Purpose
Lists device classes that match the specified criteria.

Syntax
`getdgrp [ -a ] [ -e ] [ -l ] [Criteria] [ DeviceClassList ]`

Description
Lists device classes that contain devices matching the given criteria. The criteria is given in the form of expressions.

Flags
- `-a` Indicates that a device must match all criteria of the device class to be included in the report generated by this command. The `-a` flag has no effect if no criteria are defined.
- `-e` Indicates that the devices classes specified in the parameter list be excluded from the report generated by this command. The `-e` flag has no effect if no devices are specified.
- `-l` Indicates that all device classes that are subject to the `-e` option and the `dgroup` list, be listed even if they contain no valid device members. This option has no affect if `Criteria` is specified on the command line.
Parameters

**Criteria**

Defines criteria that a device must match before a device class to which it belongs can be included in the generated list. **Criteria** can be specified as an expression or a list of expressions which a device must meet for its class to be included in the list generated by `getdgrp`. If no criteria are given, all device classes are included in the list.

Devices must satisfy at least one of the criteria in the list. However, the `-a` option can be used to specify that a "logical and" operation should be performed. Then, only those classes containing devices that match all of the criteria in a list will be included.

There are four possible expression types which the criteria specified in the **Criteria** parameter may follow:

- **Attribute=Value**
  - Fetches all device classes with a member which has **Attribute** defined and is equal to **Value**.

- **Attribute!=Value**
  - Fetches all device classes with a member which has **Attribute** defined and does not equal **Value**.

- **Attribute:***
  - Fetches all device classes with a member which has **Attribute** defined.

- **Attribute!:**
  - Fetches all device classes with a member which does not have **Attribute** defined.

The following are the valid device attributes:

- **alias**  The name by which a device is known.
- **desc**  A description of the device.
- **type**  A token describing the type of the device.
- **status**  The current state of the device.

**DeviceClassList**

Specifies device class name in the Customized Device Configuration database or in the Predefined Device Configuration database.

Exit Status

0  The command completed successfully
1  Command syntax was incorrect, invalid option was used, or an internal error occurred.
2  The Customized Devices object class or the Predefined Devices object class could not be opened for reading.

Examples

1. To display all device classes, enter:

   `getdgrp`

   The output looks similar to the following:

   ```
   adapter
   aio
   bus
cdrom
disk
diskette
gxme
if
keyboard
lft
```
2. To list device classes whose devices are of type "lvtype", enter:
   getdgrp type=lvtype

   The output looks like the following:
   logical_volume

3. To list device classes whose devices are of type "lvtype" or whose device alias is "sys0", enter:
   getdgrp type=lvtype alias=sys0

   The output looks like the following:
   logical_volume
   sys

4. To list device classes whose devices are of type "lvtype" and whose device alias is "lv01", enter:
   getdgrp -a type=lvtype alias=lv01

   The output looks like the following:
   logical_volume

5. To display device classes for whose devices the status attribute is defined and belong to the "processor" device class, enter:
   getdgrp status:* processor

   The output looks like the following:
   processor

6. To display device classes for whose devices the status attribute is not defined, enter:
   getdgrp status:!:* processor

Files

/usr/sbin/getdgrp

Contains the getdgrp command

Related Information

The getdev command, lsdev command.

g getopt Command

Purpose

Parses command line flags and parameters.

Syntax

gnue_getopt Format Tokens
Description
The getopt command parses a list of tokens using a format that specifies expected flags and arguments.
A flag is a single ASCII letter and when followed by a : (colon) is expected to have an argument that may
or may not be separated from it by one or more tabs or spaces. You can include multibyte characters in
arguments, but not as a flag letter.
The getopt command completes processing when it has read all tokens or when it encounters the special
token — (double hyphen). The getopt command then outputs the processed flags, a — (double hyphen),
and any remaining tokens.
If a token fails to match a flag, the getopt command writes a message to standard error.

Examples
The getopt command can be used in a skeleton shell script to parse options, as in the following example:
#!/usr/bin/bsh
# parse command line into arguments
set -- `getopt a:bc $*`
# check result of parsing
if [ $? != 0 ]
then
exit 1
fi
while [ $1 != -- ]
do
case $1 in
-a)
# set up the -a flag
AFLG=1
AARG=$2
shift;;
-b)
# set up the -b flag
BFLG=1;;
-c)
# set up the -c flag
CFLG=1;;
esac
shift
# next flag
done
shift
# skip -# now do the work
.
.
.

Note: In the C shell, use the following command to run the getopt command:
set argv=`getopt OptionString $*`

In each of the following examples, the getopt command would process the flags and arguments in the
same way:
v -a ARG -b -c
v -a ARG -bc
v -aARG -b -c
v -b -c -a ARG

Files
/usr/bin/getopt

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Contains the getopt command.

Commands Reference, Volume 2


Related Information

The `bsh` command, `csh` command.

The `getopt` subroutine.


getopts Command

**Purpose**
 Processes command-line arguments and checks for valid options.

**Syntax**

```
getopts OptionString Name [Argument ...]
```

**Description**

The `getopts` command is a Korn/POSIX Shell built-in command that retrieves options and option-arguments from a list of parameters. An option begins with a `+` (plus sign) or a `-` (minus sign) followed by a character. An option that does not begin with either a `+` or a `-` ends the `OptionString`. Each time the `getopts` command is invoked, it places the value of the next option in `Name` and the index of the next argument to be processed in the shell variable `OPTIND`. Whenever the shell is invoked, `OPTIND` is initialized to 1. When an option begins with `+`, a `+` is prepended to the value in `Name`.

If a character in `OptionString` is followed by a `:` (colon), that option is expected to have an argument. When an option requires an option-argument, the `getopts` command places it in the variable `OPTARG`.

When an option character not contained in `OptionString` is found, or an option found does not have the required option-argument:

- If `OptionString` does not begin with a `:` (colon),
  - `Name` will be set to a `?` (question mark) character,
  - `OPTARG` will be unset, and
  - a diagnostic message will be written to standard error.

This condition is considered to be an error detected in the way arguments were presented to the invoking application, but is not an error in the processing of the `getopts` command; a diagnostic message will be written as stated, but the exit status will be zero.

- If `OptionString` begins with a `:` (colon),
  - `Name` will be set to a `?` (question mark) character for an unknown option or to a `:` (colon) character for a missing required option,
  - `OPTARG` will be set to the option character found, and
  - no output will be written to standard error.

Any of the following identifies the end of options: the special option `- -`, finding an argument that does not begin with a `-`, or `+`, or encountering an error.

When the end of options is encountered:

- the `getopts` command will exit with a return value greater than zero,
- `OPTARG` will be set to the index of the first non-option-argument, where the first `- -` argument is considered to be an option-argument if there are no other non-option-arguments appearing before it, or the value `#$+1` if there are no non-option-arguments,
- `Name` will be set to a `?` (question mark) character.
Parameters

OptionString
Contains the string of option characters recognized by the `getopts` command. If a character is followed by a colon, that option is expected to have an argument, which should be supplied as a separate argument. The options can be separated from the argument by blanks. The first character in `OptionString` determines how the `getopts` command behaves if an option character is not known or an option-argument is missing.

**Note:** The characters question mark and colon must not be used as option characters by an application. The use of other characters that are not alphanumeric produces unspecified results.

Name
Set by the `getopts` command to the option character that was found.

Argument ...
One or more strings separated by white space, checked by the `getopts` command for legal options. If `Argument` is omitted, the positional parameters are used. See [Parameter Substitution](https://www.kernel.org/pub/software/bash/manual/parameter.html) in the Korn Shell for more information on positional parameters.

**Note:** Generally, you won't specify `Argument` as part of the `getopts` command, but it may be helpful when debugging your script.

Exit Status
This command returns the following exit values:

0 An option, specified or unspecified by `OptionString`, was found.

>0 The end of options was encountered or an error occurred.

Examples

1. The following `getopts` command specifies that `a`, `b`, and `c` are valid options, and that options `a` and `c` have arguments:
   ```bash
   getopts a:bc: OPT
   ```

2. The following `getopts` command specifies that `a`, `b`, and `c` are valid options, that options `a` and `b` have arguments, and that `getopts` set the value of `OPT` to `?` when it encounters an undefined option on the command line:
   ```bash
   getopts :a:b:c OPT
   ```

3. The following script parses and displays its arguments:
   ```bash
   aflag=
bflag=
   while getopts ab: name
   do
     case $name in
     a) aflag=1;;
     b) bflag=1;
        bval="$OPTARG";;
     ?) printf "Usage: %s: [-a] [-b value] args\n" $0
        exit 2;;
     esac
   done
   if [ ! -z "$aflag" ]; then
     printf "Option -a specified\n"
   fi
   if [ ! -z "$bflag" ]; then
     printf 'Option -b "\$s" specified\n' "$bval"
   ```

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Related Information


gettable Command

Purpose

Gets Network Information Center (NIC) format host tables from a host.

Syntax


Description

The /usr/sbin/gettable command is used to obtain the NIC standard host tables from a server indicated by the Host parameter. The tables, if retrieved, are placed in the file indicated by the OutFile parameter.

The gettable command opens a Transmission Control Protocol (TCP) connection to the port indicated in the service specification for the Host parameter. A request is then made for all names, and the resultant information is placed in the output file.

The gettable command is best used in conjunction with the htable command, which converts the NIC standard file format to that used by the network library lookup routines.

Flags

- v   Gets just the version number instead of the complete host table and puts the output in OutFile or, by default, in a file named hosts.ver.

Parameters

Host   Specifies the server that provides the host table information.

OutFile   Specifies the file where you want to place the host table information. If you use the gettable command without the -v flag, the default file name is hosts.txt.

Related Information

The htable command.


getty Command

Purpose

Sets the characteristics of ports.
Syntax

\texttt{getty \{r | u\} PortName}

Description

The \texttt{getty} command sets and manages terminal lines and ports. The \texttt{getty} command is run by the \texttt{init} command. The \texttt{getty} command is linked to the Terminal State Manager program. The Terminal State Manager program provides combined terminal control and login functions.

\textbf{Note:} The \texttt{getty} command is not entered on the command line.

When invoked as the \texttt{getty} command, the Terminal State Manager program provides the normal port management functions that include:

- **Bidirectional use**
  - Allows terminal lines to be used to initiate and accept connections.

- **Line speed**
  - Sets the baud rates for sending and receiving.

- **Parity**
  - Sets the parity to be even, odd or none.

- **Delays**
  - Sets the delays for carriage return, tab, new line, and form feed.

- **Character set mapping**
  - Sets the character set mapping for case, tabs, and carriage control.

- **Logger Program**
  - Specifies the program used to log the user into the system. If the attribute is set, the Secure Attention Key (SAK) processing is disabled. If the attribute is not set, it defaults to \texttt{/usr/sbin/login}. The \texttt{logger} attribute is contained within the Object Data Manager (ODM) database.

- **Character and line erase**
  - Sets the keystroke used for character and line erase.

- **Echoing mode**
  - Sets the echo to local or remote.

When the \texttt{getty} command is invoked, the following steps occur:

1. The port protection is set according to the \texttt{owner} and \texttt{protection} attributes in the ODM database. If these attributes are not specified, they default to root and 622.
2. The port specified by the \texttt{PortName} parameter is opened. If the carrier detection is available on the port, the open does not complete until the carrier is present or another process has lost the carrier with the port.
3. The specified port might be locked. If the \texttt{getty} command is run with the \texttt{-u} or \texttt{-r} flag, it attempts to lock the port. If the port is already locked the command waits until the port is available and then exits. If the \texttt{-r} flag was specified, the \texttt{getty} command waits for a byte of data to be received on the port before continuing.
4. The terminal attributes are set according to the configuration information for the specified port. Secure Attention Key processing can be enabled at this point depending on the system configuration.
5. The herald message is written to the specified port.
6. The login name is read from the specified port. If a framing error or a break occurs, the \texttt{getty} command repeats steps four and five with the next group of configured terminal attributes. This is most commonly used to cycle the baud rates for modems. But any ODM field (except \texttt{logmodes} and \texttt{runmodes}) may be cycled by entering a list of comma separated values in the ODM database.
7. The terminal modes are reset according to the \texttt{runmodes} parameter and the login name. If the login name is terminated by a new line, the \texttt{getty} command turns on the carriage-return to new line mapping. If all alphabetic characters are in uppercase, the user is prompted to log in using lowercase characters if possible, and mapping from lowercase to uppercase is turned on.
8. If a program is specified by the logger parameter, it is executed and Secure Attention Key processing is disabled. Otherwise, the Terminal State Manager program performs a standard system login.

\textbf{Note:} If the Secure Attention Key sequence is typed during a user login, the user is logged into the trusted shell (if the system is configured where that port is trusted and the user is allowed on the trusted path).
Flags

-\(r\) Makes the port available for shared (bi-directional) use. If the lock is unsuccessful, the `getty` command waits until the lock is available and then exits. If the lock is successful, the `getty` command waits for a byte of data on the port after locking the port.

-\(u\) Makes the port available for shared (bi-directional) use. If the lock is unsuccessful, the `getty` command waits until the lock is available and then exits.

Security

Access Control: This program should be installed as a program in the Trusted Computing Base, executable by any user and `setuid` to root.

Example

To enable logging onto tty0, add the following line to the `/etc/inittab` file:

```
tty0:2:respawn: /usr/sbin/getty /dev/tty0
```

This command initializes the port `/dev/tty0` and sets up the characteristics of the port.

Files

- `/usr/sbin/getty` Contains the `getty` command.
- `/etc/locks` Contains lock files that prevent multiple uses of communications devices and multiple calls to remote systems.
- `/usr/sbin/login` The `login` command.
- `/usr/bin/setmaps` The `setmaps` command.

Related Information

The `login` command, `setgroups` command, `shell` command, `su` command, `telinit or init` command, `tsm` command.

Object Data Manager (ODM) Overview for Programmers in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.

getvrmf Command

Purpose

Generates the `internalvrmfTable` and `ptfreqsList` file.

Syntax

```
getvrmf
```

Description

These files contain data about the current set of PTFs being packaged and are used by the `ptfpkg` command during the process of generating an update. This command is invoked by the `ptfpkg` command.

The `getvrmf` command reads the `$STOP/UPDATE/Ipplist.SBLDCYCLE` file. For each LPP listed, it reads the `$STOP/UPDATE/SLPP/ptf_pkg.SBLDCYCLE` file. The `getvrmf` command calculates the new VRMF level for each PTF listed in the `ptf_pkg` files and generates two data files. The `$STOP/HISTORY/internalvrmfTable.SBLDCYCLE` file contains the PTF id, fileset name, new VRMF level, and a list of APARs fixed by this PTF. The `$STOP/HISTORY/ptfreqsFile.SBLDCYCLE` file contains a list of each PTF and its requisites.
These table files are used throughout the ptfpkg command processing. The internal VRMF table is used by the gen_infofile command to generate the info_file for ccss images and by the updatefixdata command to update the fixdataDB for each APAR.

The $STOP/HISTORY/ptfreqsFile.$BLDCYCLE file is used to identify the requisites associated with a PTF in case it could not be packaged successfully. If a PTF cannot be created, then its requisite PTFs may need to be repackaged.

Environment Variables

**BLDCYCLE**

Specifies the current build cycle. The build cycle identifier identifies the build in which the PTF was created.

**TOP**

Specifies that the $STOP environment variable is set to the base of the update tree. The PTF, HISTORY, and UPDATE directories exist relative to $STOP.

Example

To call getvrmf to generate the internalvrmfFile and ptfreqsList file for the build cycle specified by $BLDCYCLE, type:

getvrmf

Input Files

**lpplist.$BLDCYCLE**

The $STOP/UPDATE/lpplist.$BLDCYCLE file identifies the LPPs that are updated for the build cycle. The format of this file is one LPP name per line.

Each LPP from the lpplist file has a ptf_pkg.$BLDCYCLE file associated with it. The ptf_pkg file contains the packaging information for each fileset PTF for the LPP. The format of the ptf_pkg file is:

```
ptfid | apars | fileName | fileset | ifreqs | coreqs | prereqs |
```

The fileset field may contain an optional VRMF level if the default VRMF calculations are being overridden. If that is the case, the fileset field has the format:

```
fileset:v.r.m.f
```

The default VRMF values should not be overridden. This mechanism is provided so that it is possible to generate a cumulative PTF with a non-zero fix level if desired.

Output Files

**$STOP/HISTORY/internalvrmfTable.$BLDCYCLE**

This file contains the PTF, fileset, VRMF, and APAR information for each PTF currently being packaged by the ptfpkg command. The format of this file is:

```
ptfid fileset v.r.m.f list of APARs
```

**$STOP/HISTORY/ptfreqsFile.$BLDCYCLE**

This file contains sets of PTFs that are requisites of each other. The file has an entry for each PTF currently being packaged by the ptfpkg command. The format of this file is:

```
ptfid list of requisite PTFs
```
Related Information

The `gen_infofile` command, `ptfpkg` command, `updatefixdata` command.

---

### glbd Daemon

**Purpose**

Manages the global location broker database.

**Syntax**

```
/etc/ncs/glbd [-create { -first [-family FamilyName] | -from HostName } ] [ -change_family FamilyName ] [ -listen FamilyList ] [ -version ]
```

**Description**

The glbd daemon manages the global location broker (GLB) database. The GLB database, part of the Network Computing System (NCS), helps clients to locate servers on a network or internet. The GLB database stores the locations (specifically, the network addresses and port numbers) of servers on which processes are running. The glbd daemon maintains this database and provides access to it.

There are two versions of the GLB daemon, glbd and nrglbd.

You can replicate the GLB database to increase its availability. Copies of the database can exist on several hosts, with a glbd running on each of those hosts to maintain the consistency of the database replicas. (In an internet, at least one glbd must be running in each network.) Each replica of the GLB keeps a list of all the other GLB replicas. The drm_admin tool administers the replication of the GLB database and of the replica list.

Currently, glbd supports both the DARPA IP and Domain DDS network protocols. A GLB replica can allow access to its database from both IP and DDS clients. However, when communicating with each other to maintain replication of the GLB database, GLB replicas should use only one protocol family. You choose which family the GLBs will use. In an internet, all routing nodes must support this family.

The glbd daemon can be started in one of two ways:

- Through the System Resource Controller (the recommended method), by entering on the command line:
  ```
  startsrc -s glbd
  ```
- By a person with root user authority entering on the command line:
  ```
  /etc/ncs/glbd &
  ```

TCP/IP must be configured and running on your system before starting the glbd daemon. The ilbd daemon must also be started and running before you start the glbd daemon.
Flags

- **create**
  Creates a replica of the GLB. This option creates a GLB database in addition to starting a broker process. It must be used with either -first or -from.

- **first**
  Creates the first replica (that is, the very first instance) of the GLB on your network or internet. This option can be used only with the -create option.

  - **family** FamilyName
    Specifies the address family that the first GLB replica will use to identify itself on the replica list. This option can be used only in conjunction with the -first option. Any subsequently created replicas must use this family to communicate with this replica. Currently, FamilyName can be either dds or ip. If this option is not used, the replica will be identified on the replica list by its DDS address.

- **from** HostName
  Creates additional replicas of the GLB. This option can be used only with the -create option. A replica of the GLB must exist at HostName. The database and replica list for the new replica are initialized from those at HostName. The replica at HostName adds an entry for the new replica to its replica list and propagates the entry to the other GLB replicas.

  A HostName takes the form family:host, where the host can be specified either by its name or by its network address. For example, ip:jeves, ip:bertie, and ip:#192.5.5.5 are acceptable host names.

  The new replica will use the same address family as HostName in identifying itself on the replica list. For example, if HostName is an IP address, the new replica will be listed by its IP address on the replica list.

- **change_family** FamilyName
  Changes the address family of every GLB replica. Use this option only if network reconfigurations require that you make such a change. Currently, FamilyName can be either dds or ip.

- **listen** FamilyList
  Restricts the address families on which a GLB listens. Use it only if you are creating a special configuration where access to a GLB is restricted to a subset of hosts in the network or internet.

  The FamilyList is a list of the address families on which the GLB will listen. Names in this list are separated by spaces. Possible family names include dds and ip.

  The GLB will always listen for requests from the family by which it is listed on the replica list, even if that family is not specified in FamilyList.

  If glbd is started without the -listen option, the GLB will listen on all address families that are supported both by NCS and by the local host. On Apollo systems, this set of families always includes dds and may also include ip. On most other systems, ip is currently the only family.

- **version**
  Displays the version of NCS that this glbd belongs to, but does not start the daemon.
**Files**

/etc/ncs/glb_log
Contains diagnostic output from glbd.

/etc/rc.ncs
Contains commands to start the NCS daemons.

**Examples**

1. Create and start for the first time the first replica of the GLB on this network or internet:
   
   `/etc/ncs/glbd -create -first -family ip &`

2. Start for the first time a subsequent replica of the GLB, initializing its database from host jeeves:

   `/etc/ncs/glbd -create -from ip:jeeves &`

3. Restart an existing replica of the GLB:

   `/etc/ncs/glbd &`

**Related Information**

The `drm_admin` command, `lb_admin` command, `startsrc` command.

The `llbd` daemon.

---

**gprof Command**

**Purpose**

Displays call graph profile data.

**Syntax**

`/usr/ucb/gprof [-b] [-e Name] [-E Name] [-f Name] [-F Name] [-L PathName] [-s] [-z] [a.out [gmon.out ... ]]`

**Description**

The `gprof` command produces an execution profile of C, Pascal, FORTRAN, or COBOL programs. The effect of called routines is incorporated into the profile of each caller. The `gprof` command is useful in identifying how a program consumes CPU resource. To find out which functions (routines) in the program are using the CPU, you can profile the program with the `gprof` command.

The profile data is taken from the call graph profile file (gmon.out by default) created by programs compiled with the `cc` command using the `-pg` option. The `-pg` option also links in versions of library routines compiled for profiling, and reads the symbol table in the named object file (a.out by default), correlating it with the call graph profile file. If more than one profile file is specified, the `gprof` command output shows the sum of the profile information in the given profile files.

The `-pg` option causes the compiler to insert a call to the `mcount` subroutine into the object code generated for each recompiled function of your program. During program execution, each time a parent calls a child function the child calls the `mcount` subroutine to increment a distinct counter for that parent-child pair. Programs not recompiled with the `-pg` option do not have the `mcount` subroutine inserted, and therefore keep no record of who called them.

*Note:* Symbols from C++ object files have their names demangled before they are used.

The `gprof` command produces three items:
1. First, a flat profile is produced similar to that provided by the prof command. This listing gives total execution times and call counts for each of the functions in the program, sorted by decreasing time. The times are then propagated along the edges of the call graph. Cycles are discovered, and calls into a cycle are made to share the time of the cycle.

2. A second listing shows the functions sorted according to the time they represent, including the time of their call-graph descendents. Below each function entry are its (direct) call-graph children, with an indication of how their times are propagated to this function. A similar display above the function shows how the time of the function and the time of its descendents are propagated to its (direct) call-graph parents.

3. Cycles are also shown, with an entry for the cycle as a whole and a listing of the members of the cycle and their contributions to the time and call counts of the cycle.

Profiling with the fork and exec Subroutines
Profiling using the gprof command is problematic if your program runs the fork or exec subroutine on multiple, concurrent processes. Profiling is an attribute of the environment of each process, so if you are profiling a process that forks a new process, the child is also profiled. However, both processes write a gmon.out file in the directory from which you run the parent process, overwriting one of them. The tprof command is recommended for multiple-process profiling.

If you must use the gprof command, one way around this problem is to call the chdir subroutine to change the current directory of the child process. Then, when the child process exits, its gmon.out file is written to the new directory. The following example demonstrates this method:

```
cd /u/test  # current directory containing forker.c program
pg forker.c
main()
{
  int i, pid;
  static char path[]="/u/test2";
  pid=fork();  /* fork a child process */
  if(pid==0) { /* Ok, this is the child process */
    chdir (path);  /* create new home directory so
      gmon.out isn't clobbered! */
    for (i=0; i<30000; i++) sub2();  /* 30000 calls to sub2 in child profile */
  } else { /* Parent process... leave gmon.out in current directory */
    for (i=0; i<1000; i++) sub1(pid);  /* 1000 calls to sub1 in parent profile */
  }
  int sub1(pid) /* silly little function #1, called by parent 1000 times */
  {
    int pid;
    for (i=0; i<100; i++) printf("I'm the parent, child pid is %i.\n",pid);
  }
  int sub2() /* silly little function #2, called by child 30,000 times */
  {
    printf("I'm the child.\n");
  }
cc -pg forker.c -o forker  # compile the program
mkdir /u/test2  # create a directory for childi
to write gmon.out in
forker >/dev/null  # Throw away forker's many, useless output lines
gprof forker  >parent.out  # Parent process's gmon.out is in current directory
gprof forker ../test2/gmon.out >child.out  # Child's gmon.out is in test2 directory
```

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At this point, if you compare the two gprof command output listings in directory test, parent.out, and child.out, you see that the sub1 subroutine is called 1,000 times in the parent and 0 times in the child, while the sub2 subroutine is called 30,000 times in the child and 0 times in the parent.

Processes that run the exec subroutine do not inherit profiling. However, the program executed by the exec subroutine should be profiled if it was compiled with the -pg option. As with the preceding forker.c example, if both the parent and the program run by the exec subroutine program are profiled, one overwrites the other’s gmon.out file unless you use the chdir subroutine in one of them.

Profiling without Source Code
If you do not have source for your program, you can profile using the gprof command without recompiling. You must, however, be able to relink your program modules with the appropriate compiler command (for example, cc for C). If you do not recompile, you do not get call frequency counts, although the flat profile is still useful without them. As an added benefit, your program runs almost as fast as it usually does. The following explains how to profile:

```bash
cc -c dhry.c # Create dhry.o without call counting code.
cc -pg dhry.o -L/usr/lib -o dhryfast # Re-link (and avoid -pg libraries).
dhryfast # Create gmon.out without call counts.
gprof >dhryfast.out # You get an error message about no call counts # -- ignore it.
```

A result of running without call counts is that some quickly executing functions (which you know had to be called) do not appear in the listing at all. Although nonintuitive, this result is normal for the gprof command. The gprof command lists only functions that were either called at least once, or which registered at least one clock tick. Even though they ran, quickly executing functions often receive no clock ticks. Since call-counting was suspended, these small functions are not listed at all. (You can get call counts for the runtime routines by omitting the -L options on the cc -pg command line.)

Using Less Real Memory
Profiling with the gprof command can cause programs to page excessively since the -pg option dedicates pinned real-memory buffer space equal to one-half the size of your program’s text. Excessive paging does not affect the data generated by profiling, since profiled programs do not generate ticks when waiting on I/O, only when using the CPU. If the time delay caused by excessive paging is unacceptable, we recommend using the tprof command.

Flags

- **-b**
  Suppresses the printing of a description of each field in the profile.

- **-E Name**
  Suppresses the printing of the graph profile entry for routine Name and its descendants, similar to the -e flag, but excludes the time spent by routine Name and its descendants from the total and percentage time computations. (-E MonitorCount -E MonitorCleanup is the default.)

- **-e Name**
  Suppresses the printing of the graph profile entry for routine Name and all its descendants (unless they have other ancestors that are not suppressed). More than one -e flag can be given. Only one routine can be specified with each -e flag.

- **-F Name**
  Prints the graph profile entry of the routine Name and its descendants similar to the -f flag, but uses only the times of the printed routines in total time and percentage computations. More than one -F flag can be given. Only one routine can be specified with each -F flag. The -F flag overrides the -E flag.

- **-f Name**
  Prints the graph profile entry of the specified routine Name and its descendants. More than one -f flag can be given. Only one routine can be specified with each -f flag.

- **-L PathName**
  Uses an alternate pathname for locating shared objects.

- **-s**
  Produces the gmon.sum profile file, which represents the sum of the profile information in all the specified profile files. This summary profile file may be given to subsequent executions of the gprof command (using the -s flag) to accumulate profile data across several runs of an a.out file.

- **-z**
  Displays routines that have zero usage (as indicated by call counts and accumulated time).
Examples

1. To obtain profiled output, enter:
   
gprof

2. To get profiling output from a command run earlier and possibly moved, enter:
   
gprof -L/home/score/lib runfile runfile.gmon

   This example uses the given runfile.gmon file for sample data and the runfile file for local symbols, and checks the /u/score/lib file for loadable objects.

3. To profile the sample program dhry.c:
   
a. Recompile the application program with the cc -pg command, as follows:
      
      cc -pg dhry.c -o dhry # Re-compile to produce gprof output.
   
b. Run the recompiled program. A file named gmon.out is created in the current working directory (not the directory in which the program executable resides).
      
      dhry # Execute program to generate ./gmon.out file.
   
c. Run the gprof command in the directory with the gmon.out file to produce the CALL-GRAPH and FLAT PROFILE reports.
      
      gprof >gprof.out # Name the report whatever you like
      vi gprof.out # Read flat profile first.

Throughout this description of the gprof command, most of the examples use the C program dhry.c. However, the discussion and examples apply equally to FORTRAN, Pascal, or COBOL modules by substituting the appropriate compiler name in place of the C compiler, cc, and the word subroutine for the word function. For example, the following commands show how to profile a FORTRAN program named matrix.f:

   xlf -pg matrix.f -o matrix # FORTRAN compile of matrix.f program
   matrix # Execute with gprof profiling,
   # generating gmon.out file
   gprof > matrix.out # Generate profile reports in
   # matrix.out from gmon.out
   vi matrix.out # Read flat profile first.

Files

a.out Name list and text space

   gmon.out Dynamic call graph and profile

   gmon.sum Summarized dynamic call graph and profile

   /usr/ucb/gprof Contains the gprof command.

Related Information

The cc command, prof command.

The exit subroutine, monitor subroutine, profil subroutine.

Performance Monitoring and Tuning Commands and Subroutines in the AIX 5L Version 5.2 Performance Management Guide.


The Subroutines Overview in AIX 5L Version 5.2 General Programming Concepts: Writing and Debugging Programs.
grap Command

Purpose
Typesets graphs to be processed by the pic command.

Syntax
grap [ ] [ -l ] [ -T Name ] [ [ File ... ] ]

Description
The grap command processes grap language input files and generates input to the pic command. The grap language is a language for typesetting graphs. A typical command line is:
grap File | pic | troff | Typesetter

Graphs are surrounded by the .G1 and .G2 troff command requests. Data enclosed by these requests are scaled and plotted, with tick marks automatically supplied. Commands exist to modify the frame, add labels, override the default ticks, change the plotting style, define coordinate ranges and transformations, and include data from files. In addition, the grap command provides the same loops, conditionals, and macroprocessing as the pic command.

Grap language files contain grap programs. A grap program is written in the form:
.G1
grap Statement
grap Statement
grap Statement
.G2

Parameter
File Specifies grap language files (grap programs) to be processed by the grap command for input to the pic command.

grap Statements Summary
Following is a summary of the grap statements you can use to create a grap program:

frame Defines the frame that surrounds the graph. The syntax is:
frame [ht Expression] [wid Expression] [[Side] LineDescription]

The attributes are defined as follows:
- Side: top, bot, left, right
- LineDescription: solid, invis, dotted [Expression], dashed [Expression]

Height defaults to 2 inches, width defaults to 3 inches, sides default to solid. If side is omitted, the linedesc applies to the entire frame.

label Places a label on a specified side of the graph. The syntax is:
label Side StringList ... Shift

The attributes are defined as follows:
- Shift: left, right, up, or down expression
- StringList: str ... rjust, ljust, above, below [size (+)Expression] ...
- String: “...”
coord  Defines an overriding system. The syntax is:
    \texttt{coord [Name] [x Expression,Expression] [y Expression,Expression] [[log x] [log y] [log log]]}

ticks  Places tick marks on one side of the frame. The syntax is:
    \texttt{ticks side [[in] [out] [Expression]] [Shift] [TickLocations]}

The attributes are defined as follows:
\begin{itemize}
  \item \textit{Shift}: left, right, up, down \texttt{Expression}
  \item \textit{TickLocations}: at \texttt{[Name]} \texttt{Expression} \texttt{[String]}, \texttt{Expression} \texttt{[String]}, \ldots \texttt{from \texttt{[Name]} \texttt{Expression} to \texttt{Expression} \texttt{[by \texttt{[Operation]} \texttt{Expression}]} \texttt{String}}
\end{itemize}

If no ticks are specified, they will be provided automatically; \texttt{ticks off} suppresses automatic ticks.

grid  Produces grid lines along (that is, perpendicular to) the named side. The syntax is:
    \texttt{grid Side \texttt{[LineDescription]} [Shift] [TickLocations]}

Grids are labeled by the same mechanism as ticks.

plot  Places text at a point. The syntax is:
    \texttt{StartList at Point plot Expression \texttt{[Start]} at Point}

The attributes are defined as follows:
\begin{itemize}
  \item \textit{StringList}: str \ldots \texttt{rjust}, \texttt{ljust}, \texttt{above}, \texttt{below} \texttt{[size \texttt{+Expression}]} \ldots
  \item \textit{Point}: \texttt{[Name]} \texttt{Expression} \texttt{Expression}
\end{itemize}

line  Draws a line or arrow from one point to another. The syntax is:
    \texttt{(line | arrow) from Point to Point \texttt{[LineDescription]}}

The attributes \texttt{linedesc} are defined as follows:
\begin{itemize}
  \item \textit{Point}: \texttt{[Name]} \texttt{Expression} \texttt{Expression}
  \item \textit{LineDescription}: solid, invis, dotted \texttt{Expression}, dashed \texttt{Expression}
\end{itemize}

circle  Draws a circle. The syntax is:
    \texttt{circle at Point \texttt{[radius Expression]}}

The radius is in inches; the default size is small.

draw  Defines a sequence of lines. The syntax is:
    \texttt{draw [Name] at Point\texttt{[LineDescription]}}

next  Continues a sequence. The syntax is:
    \texttt{next [Name] at Point \texttt{[LineDescription]}}

new  Starts a new sequence. The syntax is:
    \texttt{new [Name] at Point \texttt{[LineDescription]}}

numberlist  Creates a line from a given set of numbers. The numbers are treated as points \texttt{x}, \texttt{y1}, \texttt{y2}, and so on; and plotted at the single \texttt{x} value. The syntax is:
    \texttt{number \texttt{x}, \texttt{y1}, \texttt{y2} \ldots}
for Creates a loop. The syntax is:
for Variable {from | =} Expression to Expression [by [arithmetic or multiplicative operator] Expression] do X Anything X

X is any single character that does not appear in the string. If X is a left brace {, then the string may contain internally balanced braces followed by a right brace). The text Anything is repeated as the Variable takes on values from the first Expression to the second Expression.

if Creates a conditional evaluation. The syntax is:
if Expression then X Anything X [else X Anything X]

define Provides the same macroprocessor that Priority Interrupt Controller (PIC) does. The syntax is:
define MacroName X Anything X

copy Copies a file; includes the current contents of the file. The syntax is:
copy Filename

copy-thru Copies the file through the macro.
copy Filename thru MacroName

Each number or quoted string is treated as an argument. Copying continues until end of file or the next .G2. The optional clause until String causes copying to stop when a line whose first field is String occurs.

The following statement copies subsequent lines through the macro:
copy thru MacroName

In all cases, you can specify the macro by inline rather than by name:
copy thru x MacroBody x

sh Passes text through to the UNIX shell. The syntax is:
sh x Anything x

The variable Anything is scanned for macros. The pid macro is built-in. It is a string consisting of the process identification number; you can use it to generate unique file names.

pic Passes text through to pic with the pic removed. Variables and macros are not evaluated. Lines beginning with a period (that are not numbers) are passed through literally, under the assumption that they are troff commands.

graph Defines a new graph named Picname, and resets all coordinate systems. The syntax is:
graph Picname [pic-text]

If graph commands are used in a grap program, the statement after the .G1 must be a graph command. You can use the pic-text to position this graph relative to previous graphs by referring to their Frames as in the following example.
graph First
... graph Second with .Frames.w at First.Frame.e + [0.1,0]

Macros and expressions in pic-text are not evaluated. Picnames must begin with a capital letter according to pic syntax.

print Writes on stderr as grap processes its input. This statement can be helpful in debugging. The syntax is:
print [Expression | String]

grap Language Conventions
The following conventions apply:
- The # (pound sign) introduces a comment. The comment ends automatically at the end of a line.
- Statements that continue for more than one line must be preceded by a \ (backslash character) at the beginning of each new line.
- Multiple statements appearing on one line must be separated by semicolons.
- The grap language ignores blank lines.
- Predefined strings include bullet, plus, box, star, dot, times, htick, vtick, square, and delta.
Built-in functions available in grap include \texttt{log} (base 10), \texttt{exp} (base 10), \texttt{int}, \texttt{sin}, \texttt{cos}, \texttt{atan2}, \texttt{sqrt}, \texttt{min}, \texttt{max}, and \texttt{rand}.

Flags

- \texttt{-l} Stops the \texttt{grap} command from looking for the \texttt{/usr/lib/dwb/grap.defines} library file of macro definitions.
- \texttt{-TName} Specifies the value of the \texttt{Name} variable as the \texttt{grap} command output device. The default value is \texttt{-Tibm3816}.
- - (Double dash) Indicates the end of flags.

File

\texttt{/usr/lib/dwb/grap.defines} Contains definitions of standard plotting characters.

Related Information

The \texttt{pic} command.

\section*{greek Command}

\subsection*{Purpose}

Converts English-language output from a Teletype Model 37 workstation to output for other workstations.

\subsection*{Syntax}

\texttt{greek \[ -T \ Name \]}

\subsection*{Description}

The \texttt{greek} command reinterprets the Teletype Model 37 character set, including reverse and half-line motions, for display on other workstations. It simulates special characters, when possible, by overstriking. The \texttt{greek} command reads standard input and writes to standard output.

\subsection*{Flags}

- \texttt{-TName} Uses the specified workstation name. If you omit the \texttt{-T} flag, the \texttt{greek} command attempts to use the workstation specified in the \texttt{TERM} environment variable. The value of the \texttt{Name} variable can be any one of the following:

\begin{itemize}
  \item 300 DASI 300
  \item 300-12 DASI 300 in 12-pitch
  \item 300s DASI 300s
  \item 300s-12 DASI 300s, in 12-pitch
  \item 450 DASI 450
  \item 450-12 DASI 450, in 12-pitch
  \item 2621 Hewlett-Packard 2621, 2640, and 2645
  \item 2640 Hewlett-Packard 2621, 2640, and 2645
  \item 2645 Hewlett-Packard 2621, 2640, and 2645
  \item 4014 Tektronix 4014
  \item hp Hewlett-Packard 2621, 2640, and 2645
  \item tek Tektronix 4014.
\end{itemize}
Environment Variables

$TERM   Specifies a workstation name.

Related Information
The $eqn command, $hp command, $mm command, $neqn command, $nroff command, $troff command.

grep Command

Purpose
Searches a file for a pattern.

Syntax

```
```

Description
The grep command searches for the pattern specified by the Pattern parameter and writes each matching line to standard output. The patterns are limited regular expressions in the style of the ed or egrep command. The grep command uses a compact non-deterministic algorithm.

The grep command displays the name of the file containing the matched line if you specify more than one name in the File parameter. Characters with special meaning to the shell ($, *, [ ], |, ^, (, ) , \ ) must be in quotation marks when they appear in the Pattern parameter. When the Pattern parameter is not a simple string, you usually must enclose the entire pattern in single quotation marks. In an expression such as [a-z], the - (minus sign) cmI specifies a range, according to the current collating sequence. A collating sequence may define equivalence classes for use in character ranges. If no files are specified, grep assumes standard input.

Notes:
1. Lines are limited to 2048 bytes.
2. Paragraphs (under the -p flag) are currently limited to a length of 5000 characters.
3. Do not run the grep command on a special file because it produces unpredictable results.
4. Input lines should not contain the NULL character.
5. Input files should end with the new-line character.
6. The new-line character will not be matched by the regular expressions.
7. Although some flags can be specified simultaneously, some flags override others. For example, the -I option takes precedence over all other flags. And if you specify both the -E and -F flags, the last one specified takes priority.

Flags

- **b**   Precedes each line by the block number on which it was found. Use this flag to help find disk block numbers by context. The -b flag cannot be used with input from stdin or pipes.

- **c**   Displays only a count of matching lines.
-E
Treats each pattern specified as an extended regular expression (ERE). A NULL value for the ERE matches every line.

Note: The grep command with the -E flag is the same as the egrep command, except that error and usage messages are different and the -s flag functions differently.

-e PatternList
Specifies one or more search patterns. This works like a simple pattern but is useful when the pattern begins with a - (minus). Patterns should be separated by a new-line character. A NULL pattern can be specified by two adjacent new-line characters or a quotation mark followed by a new-line character ("\n"). Each pattern is treated like a basic regular expression (BRE) unless the -E or -F flag is also specified. Multiple -e and -f flags are accepted by grep. All of the specified patterns are used when matching lines, but the order of evaluation is unspecified.

-F
Treats each specified pattern as a string instead of a regular expression. A NULL string matches every line.

Note: The grep command with the -F flag is the same as the fgrep command, except that error and usage messages are different and the -s flag functions differently.

-f PatternFile
Specifies a file containing search patterns. Each pattern should be separated by a new-line character, and an empty line is considered a NULL pattern. Each pattern is treated like a basic regular expression (BRE), unless the -E or -F flag is also specified.

-h
Prevents the name of the file containing the matching line from being appended to that line. Suppresses file names when multiple files are specified.

-i
Ignores the case (uppercase or lowercase) of letters when making comparisons.

-l
Lists just the names of files (once) which contain matching lines. Each file name is separated by a new-line character. If standard input is searched, a path name of (StandardInput) is returned. The -l flag with any combination of the -c and -n flags behaves like the -l flag only.

-n
Precedes each line with the relative line number in the file. Each file starts at line 1, and the line counter is reset for each file processed.

-p[Separator]
Displays the entire paragraph containing matched lines. Paragraphs are delimited by paragraph separators, as specified by the Separator parameter, which are patterns in the same form as the search pattern. Lines containing the paragraph separators are used only as separators; they are never included in the output. The default paragraph separator is a blank line.

-q
Suppresses all writing to standard output, regardless of matching lines. Exits with a zero status if an input line is selected. The -q flag with any combination of the -c, -l and -n flags behaves like the -q flag only.

-s
Suppresses error messages ordinarily written for nonexistent or unreadable files. Other error messages are not suppressed.

-v
Displays all lines not matching the specified pattern.

-w
Does a word search.

-x
Displays lines that match the specified pattern exactly with no additional characters.

-y
Ignores the case of letters when making comparisons.

PatternList
Specifies one or more patterns to be used during the search. The patterns are treated as if they were specified using the -e flag.

File
Specifies a name of a file to be searched for patterns. If no File variable is given, the standard input is used.

Exit Status
This command returns the following exit values:

0 A match was found.
No match was found.
A syntax error was found or a file was inaccessible (even if matches were found).

Examples
1. To use a pattern that contains some of the pattern-matching characters *, ^, ?, [, ], \, \, {, and }, enter:
   ```bash
grep "^[a-zA-Z]\" pgm.s
   
   This displays every line in pgm.s whose first character is a letter.
```
2. To display all lines that do not match a pattern, enter:
   ```bash
grep -v "^\#" pgm.s
   
   This displays every line in pgm.s whose first character is not a # (pound sign).
```
3. To display all lines in the file1 file that match either the abc or xyz string, enter:
   ```bash
grep -E "abc|xyz" file1
   ``
4. To search for a $ (dollar sign) in the file named test2, enter:
   ```bash
grep \$test2
   ``
   The \ (double backslash) characters are necessary in order to force the shell to pass a \$ (single backslash, dollar sign) to the grep command. The \ (single backslash) character tells the grep command to treat the following character (in this example the $) as a literal character rather than an expression character. Use the fgrep command to avoid the necessity of using escape characters such as the backslash.

Files
```
/usr/bin/grep
```
Contains the grep command.

Related Information
The ed command, egrep command, fgrep command, sed command.


groups Command

Purpose
Displays group membership.

Syntax
groups [ User... ]
**Description**

The `groups` command by default writes to standard output the group membership of the current process. If multiple users are specified as command parameters, then the group membership for each user will be displayed.

The `groups` command will continue its operation with the next user in the parameter list after issuing a warning message if the user given is not found in the user database.

**Security**

Access Control: This program should be installed as a normal user program in the Trusted Computing Base.

**Examples**

To display the group membership of users listed in the parameter list, enter:

```bash
$ groups sys root lp adm
sys : sys
root : system bin sys security cron audit lp
lp : lp printq
adm : adm
```

**Files**

- `/usr/bin/groups` Contains the `groups` command
- `/usr/ucb/groups` Symbolic link to the `groups` command
- `/etc/group` Group file; contains group IDs
- `/etc/ogroup` Previous version of the group file
- `/etc/passwd` Password file; contains user IDs
- `/etc/opasswd` Previous version of the password file.

**Related Information**

The `getty` command, `login` command, `setgroups` command, `su` command, `tsm` command.

---

**grpck Command**

**Purpose**

Verifies the correctness of a group definition. This document describes both the AIX `grpck` command and the System V `grpck` command.

**Syntax**

```
grpck { -n | -p | -t | -y } { ALL | Group ... }
```

**Description**

The `grpck` command verifies the correctness of the group definitions in the user database files by checking the definitions for ALL the groups or for the groups specified by the `Group` parameter. If more than one group is specified, there must be a space between the groups.

**Note:** This command writes its messages to stderr.

You must select a flag to indicate whether the system should try to fix erroneous attributes. The following attributes are checked:
name  Checks the uniqueness and composition of the group name. The group name must be a unique string of eight bytes or less. It cannot begin with a + (plus sign), a : (colon), a - (minus sign), or a ~ (tilde). It cannot contain a colon (:) in the string and cannot be the ALL or default keywords. No system fix is possible.

groupId  Checks the uniqueness and composition of the group ID. The ID must not be null and must consist of decimal digits only. No system fix is possible.

users  Checks the existence of the users listed in the group database files. If you indicate that the system should fix errors, it will delete all the users that are not found in the user database files.

adms  Checks the existence of the users listed as group administrators in the group database files. If you indicate that the system should fix errors, it will delete all the administrators that are not found in the user database files.

admin  Checks for a valid admin attribute for each group in the /etc/security/group file. No system fix is available.

Generally, the sysck command calls the grpck command as part of the verification of a trusted-system installation. In addition, the root user or a member of the security group can enter the command.

The grpck command checks to see if the database management security files (/etc/passwd.nm.idx, /etc/passwd.id.idx, /etc/security/passwd.idx, and /etc/security/lastlog.idx) files are up-to-date or newer than the corresponding system security files. Please note, it is alright for the /etc/security/lastlog.idx to be not newer than /etc/security/lastlog. If the database management security files are out-of-date, a warning message appears indicating that the root user should run the mkpasswd command.

Flags

-n  Reports errors but does not fix them.
-p  Fixes errors but does not report them.
-t  Reports errors and asks if they should be fixed.
-y  Fixes errors and reports them.

Security

Access Control: This command should grant execute (x) access to the root user and members of the security group. The command should be setuid to the root user and have the trusted computing base attribute.

Files Accessed:

<table>
<thead>
<tr>
<th>Mode</th>
<th>File</th>
</tr>
</thead>
<tbody>
<tr>
<td>r</td>
<td>/etc/passwd</td>
</tr>
<tr>
<td>r</td>
<td>/etc/security/user</td>
</tr>
<tr>
<td>rw</td>
<td>/etc/security/group</td>
</tr>
<tr>
<td>rw</td>
<td>/etc/group</td>
</tr>
</tbody>
</table>

Auditing Events:

<table>
<thead>
<tr>
<th>Event</th>
<th>Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>GROUP_User</td>
<td>user, groups, attribute</td>
</tr>
<tr>
<td>GROUP_Adms</td>
<td>user, groups, attribute</td>
</tr>
</tbody>
</table>

Examples

1. To verify that all the group members and administrators exist in the user database, and have any errors reported (but not fixed), enter:
grpck -n ALL
2. To verify that all the group members and administrators exist in the user database and to have errors fixed, but not reported, enter:

grpck -p ALL
3. To verify the uniqueness of the group name and group ID defined for the install group, enter:

grpck -n install
OR
grpck -t install
OR
grpck -y install

The grpck command does not correct the group names and IDs. Therefore, the -n, -t and -y flags report problems with group names and group IDs, but do not correct them.

Files

/usr/sbin/grpck
/etc/passwd
/etc/security/user
/etc/group
/etc/security/group
Contains the grpck command.
Contains the basic attributes of users.
Contains the extended attributes of users.
Contains the basic attributes of groups.
Contains the extended attributes of groups.

Related Information
The pwdck command, sysck command, usrck command.

For more information about the identification and authentication of users, discretionary access control, the trusted computing base, and auditing, refer to Standalone System Security in AIX 5L Version 5.2 Security Guide.

System V grpck command

Syntax
/usr/sysv/bin/grpck

Description
The grpck command verifies the correctness of the group definitions in the user database files by checking the definitions for ALL the groups. This grpck command is a System V version of the existing grpck command in /usr/sbin/. This command calls the /usr/sbin/grpck command with -n and ALL options.

Exit Status
0 Successful completion.
>0 An error occurred.
Examples
1. To verify that all the group members and administrators exist in the user database, and have any errors reported (but not fixed), enter:
/usr/sysv/bin grpck

Files

Related Information
The `/usr/sbin/grpck` command.

grpsvcscctrl Command

Purpose
Starts the group services subsystems.

Syntax
`grpsvcscctrl { -a | -s | -k | -d | -c | -u | -t | -o | -r | -h }`

Description
The `grpsvcscctrl` command starts the group services subsystems. This control script controls the operation of the subsystems that are required for group services. These subsystems are under the control of the system resource controller (SRC) and belong to a subsystem group called `grpsvcs`. A daemon is associated with each subsystem. From an operational point of view, the group services subsystem group is organized as follows:

<table>
<thead>
<tr>
<th>Subsystem group</th>
<th>grpsvcs</th>
</tr>
</thead>
<tbody>
<tr>
<td>SRC subsystem</td>
<td>grpsvcs</td>
</tr>
</tbody>
</table>

The `grpsvcs` subsystem is associated with the `hagsd` daemon. The subsystem name on the nodes is `grpsvcs`. The `grpsvcs` subsystem on each node is associated with the cluster to which the node belongs.

<table>
<thead>
<tr>
<th>Daemon</th>
<th>hagsd</th>
</tr>
</thead>
</table>

The `hagsd` daemon provides the majority of the group services functions.

The `grpsvcscctrl` script is not normally run from the command line. It is normally called by the startup command during installation of the cluster.

The `grpsvcscctrl` script provides a variety of controls for operating the group services subsystems:
- Adding, starting, stopping, deleting, and cleaning up the subsystems
- Turning tracing on and off

Before performing any of these functions, the script obtains the current cluster name.

Adding the subsystem: When the `-a` flag is specified, the control script uses the `mkssys` command to add the group services subsystems to the SRC. The control script operates as follows:
1. It makes sure that both the `grpsvcs` and `grpsvcsqilsm` subsystems are stopped.
2. It gets the port number for the `grpsvcs` subsystem for this cluster from the global ODM and makes sure the port number is set in the `/etc/services` file. The range of valid port numbers is 10000 to 10100, inclusive.
3. The service name that is entered in the `/etc/services` file is `grpsvcs.cluster_name`.

4. It removes the `grpsvcs` and `grpsvcsglsm` subsystems from the SRC (in case they are still there).

5. It adds the `grpsvcs` and `grpsvcsglsm` subsystems to the SRC. The cluster name is configured as a daemon parameter on the `mkssys` command.

**Starting the subsystem:** When the `-s` flag is specified, the control script uses the `startsrc` command to start the group services subsystems, `grpsvcs` and `grpsvcsglsm`.

**Stopping the subsystem:** When the `-k` flag is specified, the control script uses the `stopsrc` command to stop the group services subsystems, `grpsvcs` and `grpsvcsglsm`.

**Deleting the subsystem:** When the `-d` flag is specified, the control script uses the `rmssys` command to remove the group services subsystems from the SRC. The cluster name is configured as a daemon parameter on the `mkssys` command.

1. It makes sure that both the `grpsvcs` and `grpsvcsglsm` subsystems are stopped.
2. It removes the `grpsvcs` and `grpsvcsglsm` subsystems from the SRC using the `rmssys` command.
3. It removes the port number from the `/etc/services` file.

**Cleaning up the subsystems:** When the `-c` flag is specified, the control script stops and removes the group services subsystems for all system partitions from the SRC. The control script operates as follows:

1. It stops all instances of subsystems in the subsystem group in all partitions, using the `stopsrc -g grpsvcs` command.
2. It removes all instances of subsystems in the subsystem group in all partitions from the SRC using the `rmssys` command.

**Turning tracing on:** When the `-t` flag is specified, the control script turns tracing on for the `hagsd` daemon, using the `traceson` command.

**Turning tracing off:** When the `-o` flag is specified, the control script turns tracing off (returns it to its default level) for the `hagsd` daemon, using the `tracesoff` command.

**Logging:** While they are running, the group services daemons provide information about their operation and errors by writing entries in a log file in the `/var/ha/log` directory.

Each daemon limits the log size to a pre-established number of lines. The default is 5000 lines. When the limit is reached, the daemon appends the string `.bak` to the name of the current log file and begins a new log. If a `.bak` version already exists, it is removed before the current log is renamed.

**Flags**

- `-a` Adds the subsystem.
- `-s` Starts the subsystems.
- `-k` Stops the subsystems.
- `-d` Deletes the subsystems.
- `-c` Cleans the subsystems (that is, deletes them from all system partitions).
- `-u` Removes the group services subsystem from all partitions.
- `-t` Turns tracing on for the subsystems.
- `-o` Turns tracing off for the subsystems.
- `-r` Refreshes the subsystem.

The `-r` flag has no effect for this subsystem.
-h     Writes the script's usage statement to standard output.

Security
You must be running with an effective user ID of root.

Exit Status
0     Indicates the successful completion of the command.
1     Indicates that an error occurred.

Restrictions
This script is valid in an HACMP environment only.

Standard Output
When the -h flag is specified, this command's usage statement is written to standard output.

Standard Error
This command writes error messages (as necessary) to standard error.

Examples
1. To add the group services subsystems to the SRC, enter:
   grpsvcsctrl -a
2. To start the group services subsystems, enter:
   grpsvcsctrl -s
3. To stop the group services subsystems, enter:
   grpsvcsctrl -k
4. To delete the group services subsystems from the SRC, enter:
   grpsvcsctrl -d
5. To clean up the group services subsystems, enter:
   grpsvcsctrl -c
6. To turn tracing on for the group services daemon hagsd, enter:
   grpsvcsctrl -t
7. To turn tracing off for the group services daemon hagsd, enter:
   grpsvcsctrl -o

Location
/usr/sbin/rsct/bin/grpsvcsctrl  Contains the grpsvcsctrl script

Files
/var/ha/log/grpsvcs_nodenum_instnum_cluster_name
    Contains the log of the hagsd daemons on the nodes

The file name includes these variables:

nodenum
    is the node number on which the daemon is running

instrnum
    is the instance number of the daemon
Related Information
Commands: lssrc, startsrc, stopsrc

Daemons: hagsd

ha_star Command

Purpose
Processes high availability event.

Syntax
ha_star [-C]

Description
The ha_star command is the generic high availability handling command. It is automatically invoked by the operating system through /etc/rc.ha_star when a CPU predictive failure is reported by the firmware.

If ha_star is invoked without flags, only new events are handled. If ha_star does not find any new event, it exits.

When running, ha_star handles all new events, even those which arrive while ha_star is handling already existing events. Only one instance of ha_star can be running at any given time. Should a second instance of ha_star be launched, it exits.

The operating system invokes ha_star when a high availability event is reported. The event handling may fail or it may be cancelled (for example, by signals). Aborted or cancelled events are held in memory within the kernel. When the cause of the abort has been corrected, then the event handling can be retried. This is when ha_star is invoked manually by the system administrator.

The ha_star command generates error or failure error log entries.

Description by Event Type
The ha_star command is invoked by the operating system to deallocate a CPU when a predictive processor failure event is detected. This deallocation may fail because some threads remain bound to the CPU being deallocated. In some cases, system administrators can fix the condition which led to the failure of the deallocation. For example, they may be able to identify and stop applications with threads bound to the last logical CPU.

The -C flag indicates that the high availability event to be resumed is a CPU deallocation event.

Flags
-C Specifies that the event to be restarted is a CPU deallocation.

Files
/usr/sbin/ha_star Contains the ha_star command.
haemcfg Command

Purpose
Compiles the Event Management objects in the System Data Repository (SDR) and places the compiled information into a binary Event Management Configuration Database (EMCDB) file

Syntax
haemcfg [−c] [−n]

Description
The haemcfg command builds the Event Management Configuration Database (EMCDB) file for a system partition. If no flags are specified, the haemcfg command:
• Compiles the Event Management objects in the System Data Repository (SDR)
• Places the compiled information into a binary Event Management Configuration Database (EMCDB) file in a staging directory as /spdata/sys1/ha/cfg/em.syspar_name.cdb, where syspar_name is the system partition name
• Updates the haem_cdb_version attribute in the SDR Syspar class for the system partition with the current EMCDB version string. The EMCDB version string contains a timestamp and a sequence number.

To place the new EMCDB into production, you must shut down and restart all of this system partition’s Event Manager daemons: the daemon on the control workstation and the daemon on each of the system partition’s nodes. When the Event Management daemon restarts, it copies the EMCDB from the staging directory to the production directory. The name of the production EMCDB is /etc/ha/cfg/em.syspar_name.cdb.

If you want to test a new EMCDB, IBM recommends that you create a separate system partition for that purpose.

You must create a distinct EMCDB file for each system partition on the IBM RS/6000 SP. To build an EMCDB file, you must be executing on the control workstation and you must set the SP_NAME environment variable to the appropriate system partition name before you issue the command.

Before you build or replace an EMCDB, it is advisable to issue the haemcfg command with the debugging flags.

The −c flag lets you check the validity of the Event Management data that resides in the SDR. This data was previously loaded through the haemloadcfg command. If any of the data is not valid, the command writes an error message that describes the error.

When the −c flag is processed, the command validates the data in the SDR, but does not create a new EMCDB file and does not update the EMCDB version string in the SDR.

The −n flag lets you build a test EMCDB file in the current directory. If anything goes wrong with the creation of the new file, the command writes an error message that describes the error.
When the \texttt{-n} flag is processed, the command uses the data in the SDR to create a test EMCDB file in the current directory, but it does not update the EMCDB version string in the SDR. If any of the data in the SDR is not valid, the command stops at the first error encountered.

If you specify both flags on the command line, the \texttt{haemcfg} command performs the actions of the \texttt{-c} flag.

After you have checked the data and the build process, issue the \texttt{haemcfg} command without any flags. This builds the new EMCDB file, places it in the \texttt{/spdata/sys1/ha/\textit{cfg}} directory, and updates the EMCDB version string in the SDR.

\textbf{Flags}

\texttt{-c} \quad Indicates that you want to check the data in the System Data Repository (SDR) without building the Event Management Configuration Database (EMCDB).

\texttt{-n} \quad Indicates that you want to build a test copy of the EMCDB in the current directory.

\textbf{Security}

You must have write access to the SDR to run this command.

To place an EMCDB file for a system partition into the \texttt{/spdata/sys1/ha/\textit{cfg}} directory, you must be running with an effective user ID of \texttt{root} on the control workstation. Before running this command, you must set the SP\_NAME environment variable to the appropriate system partition name.

\textbf{Exit Status}

\begin{itemize}
  \item \texttt{0} \quad Indicates the successful completion of the command.
  \item \texttt{1} \quad Indicates that an error occurred. It is accompanied by one or more error messages that indicate the cause of the error.
\end{itemize}

\textbf{Restrictions}

To place an EMCDB file for a system partition into the \texttt{/spdata/sys1/ha/\textit{cfg}} directory, you must be running with an effective user ID of \texttt{root} on the control workstation. Before running this command, you must set the SP\_NAME environment variable to the appropriate system partition name.

If you run the \texttt{haemcfg} command without any flags, the command stops at the first error it encounters. With the \texttt{-c} flag on, the command continues, letting you obtain as much debugging information as possible in one pass. To reduce your debugging time, therefore, run the command with the debugging flags first.

\textbf{Standard Output}

When the command executes successfully, it writes the following informational messages:

\begin{verbatim}
Reading Event Management data for partition \textit{syspar_name}

CDB=\textit{new_EMCDB_file_name} Version=\textit{EMCDB_version_string}
\end{verbatim}

\textbf{Standard Error}

This command writes error messages (as necessary) to standard error.

Errors can result from causes that include:
\begin{itemize}
  \item Internal space allocation errors
  \item SDR access errors
  \item Errors that occur while trying to access system partition data in the SDR
  \item Event Management data in the SDR is not valid
\end{itemize}
• EMCDB file access errors
• Insufficient user authorization for the command
• Trying to update the EMCDB in the /spdata/sys1/ha/cfg directory from a node of the system partition, rather than from the control workstation.

For a listing of the errors that the haemcfg command can produce, see RSCT Event Management Programming Guide and Reference.

**Examples**

1. To validate the Event Management data in the System Data Repository (without creating a new EMCDB file), enter:
   ```bash
   haemcfg -c
   ```
   If there are any errors in the data, the command writes appropriate error messages.

   To fix the errors, replace the data in the SDR. For more information, see the haemloadcfg command.

2. To create a test EMCDB file in the current directory, enter:
   ```bash
   haemcfg -n
   ```
   If there are any problems in creating the file, the command writes appropriate error messages.

3. To compile a new EMCDB file for a system partition from the Event Management data that resides in the SDR and place it into the staging directory:
   a. Make sure you are executing with root authority on the control workstation.
   b. Make sure that the SP_NAME environment variable is set to the name of the appropriate system partition.
   c. Enter:
      ```bash
      haemcfg
      ```
      In response, the command creates a new EMCDB file, places it in the staging directory as /spdata/sys1/ha/cfg/em.syspar_name.cdb, where syspar_name is the name of the current system partition, and updates the EMCDB version string in the SDR.

**Location**

/usr/sbin/rsct/bin/haemcfg

**Files**

/var/ha/log/em.default.cluster_name
Contains the default log of the haemd daemon on the cluster named cluster_name.

/var/ha/log/em.cp
Contains a log of any errors that occurred while copying the Event Management Configuration Database.

/var/ha/log/em.trace.cluster_name
Contains the trace log of the haemd daemon on the cluster named cluster_name.

/var/ha/log/em.mkgroup
Contains a log of any errors that occurred while creating the haemrm group.

/var/ha/log/em.mkdir
Contains a log of any errors that occurred while creating the /var/ha/lck/haem and /var/ha/soc/haem directories.
Related Information
Commands: haemloadcfg

For a description of the SDR classes and attributes that are related to the EMCDB, see *RSCT Event Management Programming Guide and Reference*.

haemctrl Command

**Purpose**
Starts the Event Management subsystem.

**Syntax**
```
haemctrl {−a | −s | −k | −d | −c | −u | −t | −o | −r | −h}
```

**Description**
Event Management is a distributed subsystem of RSCT that provides a set of high availability services for the IBM RS/6000 SP. By matching information about the state of system resources with information about resource conditions that are of interest to client programs, it creates events. Client programs can use events to detect and recover from system problems, thus enhancing the availability of the SP system.

The `haemctrl` control script controls the operation of the Event Management subsystem. The subsystem is under the control of the System Resource Controller (SRC) and belongs to a subsystem group called `haem`. Associated with each subsystem is a daemon.

The `haemctrl` script also controls the operation of the AIX Resource Monitor subsystem. The subsystem is under SRC control and also belongs to the `haem` subsystem group. Associated with each subsystem is a daemon.

Instances of the Event Management and AIX Resource Monitor subsystems execute on the control workstation and on every node of a system partition. Because Event Management provides its services within the scope of a system partition, these subsystems are said to be system partition-sensitive. This control script operates in a manner similar to the control scripts of other system partition-sensitive subsystems. It can be issued from either the control workstation or any of the system partition’s nodes.

From an operational point of view, the Event Management subsystem group is organized as follows:

<table>
<thead>
<tr>
<th>Subsystem</th>
<th>Event Management</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subsystem Group</td>
<td><code>haem</code></td>
</tr>
<tr>
<td>SRC Subsystem</td>
<td><code>haem</code></td>
</tr>
</tbody>
</table>

The `haem` subsystem is associated with the `haemd` daemon.

The subsystem name on the nodes is `haem`. There is one of each subsystem per node and it is associated with the system partition to which the node belongs.

On the control workstation, there are multiple instances of each subsystem, one for each system partition. Accordingly, the subsystem names on the control workstation have the system partition name appended to them. For example, for system partitions named `sp_prod` and `sp_test`, the subsystems on the control workstation are named `haem.sp_prod` and `haem.sp_test`.

haemaixos
The **haemaixos** subsystem is associated with the **harmad** daemon. The subsystem name on the nodes is **haemaixos**. There is one of each subsystem per node and it is associated with the system partition to which the node belongs.

On the control workstation, there are multiple instances of each subsystem, one for each system partition. Accordingly, the subsystem names on the control workstation have the system partition name appended to them. For example, for system partitions named **sp_prod** and **sp_test**, the subsystems on the control workstation are named **haemaixos.sp_prod** and **haemaixos.sp_test**.

**Daemons**

**haemd** and **harmad**

The **haemd** daemon provides the Event Management services. The **harmad** daemon is the resource monitor for AIX operating system resources.

The **haemctrl** script is not normally executed from the command line. It is normally called by the **syspar_ctrl** command during installation of the system, and partitioning or repartitioning of the system.

The **haemctrl** script provides a variety of controls for operating the Event Management subsystem:

- Adding, starting, stopping, and deleting the subsystem
- Cleaning up the subsystems, that is, deleting them from all system partitions
- Unconfiguring the subsystems from all system partitions
- Turning tracing on and off
- Refreshing the Event Management subsystem

Before performing any of these functions, the script obtains the current system partition name and IP address (using the **spget_syspar** command) and the node number (using the **node_number** command). If the node number is zero, the control script is running on the control workstation.

Except for the clean and unconfigure functions, all functions are performed within the scope of the current system partition.

**Adding the Subsystem**

When the **−a** flag is specified, the control script uses the **mkssys** command to add the Event Management and AIX Resource Monitor subsystems to the SRC. The control script operates as follows:

1. It makes sure that the **haem** and **haemaixos** subsystems are stopped.
2. It gets the port number for the **haem** subsystem for this system partition from the **Syspar_ports** class of the System Data Repository (SDR) and ensures that the port number is set in the **/etc/services** file. If there is no port number in the SDR and this script is running on the control workstation, the script obtains a port number. If the script is running on a node and there is no port number in the SDR, the script ends with an error. The range of valid port numbers is 10000 to 10100, inclusive.
   
   The service name that is entered in the **/etc/services** file is **haem.syspar_name**.
3. It removes the **haem** and **haemaixos** subsystems from the SRC (just in case they are still there).
4. It adds the **haem** subsystem to the SRC. On the control workstation, the IP address of the system partition is specified to be supplied as an argument to the daemon by the **mkssys** command.
5. It adds the **haemaixos** subsystem to the SRC.
6. It adds an entry for the **haem** group to the **/etc/inittab** file. The entry ensures that the group is started during boot. However, if **haemctrl** is running on a High Availability Control Workstation (HACWS), no entry is made in the **/etc/inittab** file. Instead, HACWS manages starting and stopping the group.
7. The `haemrm` group is added using the `mkgroup` command, if it does not already exist. Setting the environment variable `HAEM_NO_GROUP=1` prevents the group from being created. To prevent the `haem` subsystem from logging an error message indicating that the `haemrm` group is missing, the `HAEM_NO_GROUP` environment variable must be placed in the `/etc/environment` file. Any errors that occur are written to a log file named `/var/ha/log/em.mkgroup`.

8. The `/var/ha/lck/haem` and `/var/ha/soc/haem` directories are created, if they don’t already exist. Any errors that occur are written to a log file named `/var/ha/log/em.mkdir`.

9. On the control workstation, it creates the Event Management Configuration Database (EMCDB). First, it runs the `haemloadcfg` command to load the SDR with the Event Management configuration data that is contained in the `haemloadlist` file. Then, it runs the `haemcfg` command to compile the data in the SDR and create the binary Event Management Configuration Database. Any errors that occur are written to a log file named `/var/ha/log/em.loadcfg`.syspar_name.

Starting the Subsystem

When the `−s` flag is specified, the control script uses the `startsrc` command to start the Event Management subsystem, `haem`, and the AIX Resource Monitor subsystem, `haemaixos`.

Stopping the Subsystem

When the `−k` flag is specified, the control script uses the `stopsrc` command to stop the Event Management subsystem, `haem`, and the AIX Resource Monitor subsystem, `haemaixos`.

Deleting the Subsystem

When the `−d` flag is specified, the control script uses the `rmssys` command to remove the Event Management and AIX Resource Monitor subsystems from the SRC. The control script operates as follows:
1. It makes sure that the `haem` and `haemaixos` subsystems are stopped.
2. It removes the `haem` and `haemaixos` subsystems from the SRC using the `rmssys` command.
3. It removes the port number from the `/etc/services` file.
4. If there are no other subsystems remaining in the `haem` group, it removes the entry for the `haem` group from the `/etc/inittab` file.

Cleaning Up the Subsystems

When the `−c` flag is specified, the control script stops and removes the Event Management subsystems for all system partitions from the SRC. The control script operates as follows:
1. It stops all instances of subsystems in the subsystem group in all partitions, using the `stopsrc -g haem` command.
2. It removes the entry for the `haem` group from the `/etc/inittab` file.
3. It removes all instances of subsystems in the subsystem group in all partitions from the SRC using the `rmssys` command.
4. It removes all Event Management entries from the `/etc/services` file. These include the port numbers for the subsystems as well as the port number used for remote connections.

Unconfiguring the Subsystems
When the −u flag is specified, the control script performs the function of the −c flag in all system partitions and then removes all port numbers from the SDR allocated by the Event Management subsystems.

**Note:** The −u flag is effective only on the control workstation.

Prior to executing the haemctrl command with the −u flag on the control workstation, the haemctrl command with the −c flag must be executed from all of the nodes. If this subsystem is not successfully cleaned from all of the nodes, different port numbers may be used by this subsystem, leading to undefined behavior.

**Turning Tracing On**

When the −t flag is specified, the control script turns tracing on for the haemd daemon, using the haemtrcon command. Tracing for the harmad daemon is also enabled, using the traceson command.

**Turning Tracing Off**

When the −o flag is specified, the control script turns tracing off for the haemd daemon, using the haemtrcoff command. Tracing for the harmad daemon is also disabled, using the tracesoff command.

**Refreshing the Subsystem**

When the −r flag is specified, the control script refreshes the subsystem using the refresh command. This results in the Event Management subsystem attempting to use the current SP Trusted Services authentication methods. Note that this command only initiates the refresh operation. Use the lssrc −ls haem.syspar_name command on the control workstation or the lssrc −ls haem command on a node to determine the current security state of the Event Management subsystem within the system partition.

**Logging**

While it is running, the Event Management daemon normally provides information about its operation and errors by writing entries to the AIX error log. If it cannot, errors are written to a log file called /var/ha/log/em.default.syspar_name.

**Flags**

−a  Adds the subsystem.
−s  Starts the subsystem.
−k  Stops the subsystem.
−d  Deletes the subsystem.
−c  Cleans the subsystems, that is, deletes them from all system partitions.
−u  Unconfigures the subsystems from all system partitions.
−t  Turns tracing on for the subsystem.
−o  Turns tracing off for the subsystem.
−r  Refreshes the subsystem.
−h  Displays usage information.

**Parameters**

None.
Security
You must have root privilege and write access to the SDR to run this command.

Exit Status
0    Indicates the successful completion of the command.
1    Indicates that an error occurred.

Restrictions
This command is valid in a PSSP environment only.

Standard Output
When the command executes successfully, it writes the following informational messages:
Reading Event Management data for partition syspar_name
CDB=new_EMCDB_file_name Version=EMCDB_version_string

Standard Error
This command writes error messages (as necessary) to standard error.

Examples
1. To add the Event Management subsystem to the SRC in the current system partition, set the
   SP_NAME environment variable to the appropriate system partition name and enter:
   haemctrl -a
2. To start the Event Management subsystem in the current system partition, set the SP_NAME
   environment variable to the appropriate system partition name and enter:
   haemctrl -s
3. To stop the Event Management subsystem in the current system partition, set the SP_NAME
   environment variable to the appropriate system partition name and enter:
   haemctrl -k
4. To delete the Event Management subsystem from the SRC in the current system partition, set the
   SP_NAME environment variable to the appropriate system partition name and enter:
   haemctrl -d
5. To clean up the Event Management subsystem on all system partitions, enter:
   haemctrl -c
6. To unconfigure the Event Management subsystem from all system partitions, on the control
   workstation, enter:
   haemctrl -u
7. To turn tracing on for the Event Management daemon in the current system partition, set the
   SP_NAME environment variable to the appropriate system partition name and enter:
   haemctrl -t
8. To turn tracing off for the Event Management daemon in the current system partition, set the
   SP_NAME environment variable to the appropriate system partition name and enter:
   haemctrl -o

Location
/usr/sbin/rsct/bin/haemctrl
**Files**

- `/var/ha/log/em.default.cluster_name` Contains the default log of the haemd daemon on the cluster named `cluster_name`.
- `/var/ha/log/em.cp` Contains a log of any errors that occurred while copying the Event Management Configuration Database.
- `/var/ha/log/em.trace.cluster_name` Contains the trace log of the haemd daemon on the cluster named `cluster_name`.
- `/var/ha/log/em.mkg` Contains a log of any errors that occurred while creating the haemrm group.
- `/var/ha/log/em.mk` Contains a log of any errors that occurred while creating the `/var/ha/lck/haem` and `/var/ha/soc/haem` directories.

**Related Information**

Commands: `haemcf`, `haemd`, `haemloadcf`, `haemtrc`, `haemtrc`, `lssrc`, `startsrc`, `stopsrc`, `syspar_ctrl`

**RSCT Event Management Programming Guide and Reference**

**AIX Commands Reference**

Information about the System Resource Controller (SRC) in *AIX General Programming Concepts: Writing and Debugging Programs*

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**haemd Daemon**

**Purpose**

Observes resource variable instances that are updated by Resource Monitors and generates and reports events to client programs.

**Syntax**

`haemd`

**Description**

The **haemd** (Event Manager) daemon observes resource variable instances that are updated by Resource Monitors and generates and reports events to client programs.

One instance of the haemd daemon executes on every node of a cluster. The haemd daemon is under System Resource Controller (SRC) control.

Because the daemon is under SRC control, it cannot be started directly from the command line. It is normally started by the emsvcsctrl command. If you must start or stop the daemon directly, use the emsvcsctrl command.

When SRC creates the haemd daemon, the actual program started is `haemd_HACMP`. The `haemd_HACMP` program, after collecting information needed by the daemon, then executes the haemd program. In other words, the `haemd_HACMP` program is replaced by the `haemd` program in the process created by SRC.
For more information about the Event Manager daemon, see the \texttt{emsvcsctrl} command.

**Flags**

\begin{itemize}
  \item \texttt{−a} Adds the subsystem.
  \item \texttt{−s} Starts the subsystem.
  \item \texttt{−k} Stops the subsystem.
  \item \texttt{−d} Deletes the subsystem.
  \item \texttt{−c} Cleans the subsystems, that is, deletes them from all system partitions.
  \item \texttt{−u} Unconfigures the subsystems from all system partitions.
  \item \texttt{−t} Turns tracing on for the subsystem.
  \item \texttt{−o} Turns tracing off for the subsystem.
  \item \texttt{−r} Refreshes the subsystem.
  \item \texttt{−h} Displays usage information.
\end{itemize}

**Parameters**

None.

**Security**

You must have root privilege and write access to the SDR to run this command.

**Exit Status**

\begin{itemize}
  \item 0 Indicates the successful completion of the command.
  \item 1 Indicates that an error occurred.
\end{itemize}

**Restrictions**

This command is valid in a PSSP environment only.

**Standard Output**

When the command executes successfully, it writes the following informational messages:

\begin{verbatim}
Reading Event Management data for partition syspar_name
CDB=new_EMCDB_file_name Version=EMCDB_version_string
\end{verbatim}

**Standard Error**

This command writes error messages (as necessary) to standard error.

**Examples**

1. To add the Event Management subsystem to the SRC in the current system partition, set the \texttt{SP\_NAME} environment variable to the appropriate system partition name and enter:

   \texttt{haemctr1 -a}

2. To start the Event Management subsystem in the current system partition, set the \texttt{SP\_NAME} environment variable to the appropriate system partition name and enter:

   \texttt{haemctrl -s}

3. To stop the Event Management subsystem in the current system partition, set the \texttt{SP\_NAME} environment variable to the appropriate system partition name and enter:
haemctrl -k

4. To delete the Event Management subsystem from the SRC in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   haemctrl -d

5. To clean up the Event Management subsystem on all system partitions, enter:
   haemctrl -c

6. To unconfigure the Event Management subsystem from all system partitions, on the control workstation, enter:
   haemctrl -u

7. To turn tracing on for the Event Management daemon in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   haemctrl -t

8. To turn tracing off for the Event Management daemon in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   haemctrl -o

Location
/usr/sbin/rsct/bin/haemd Location of the haemd daemon

Files
/var/ha/log/em.default.cluster_name Contains the default log of the haemd daemon on the cluster named cluster_name.

/var/ha/log/em.cp Contains a log of any errors that occurred while copying the Event Management Configuration Database.

/var/ha/log/em.trace.cluster_name Contains the trace log of the haemd daemon on the cluster named cluster_name.

/var/ha/log/em.mkgroup Contains a log of any errors that occurred while creating the haemrm group.

/var/ha/log/em.mkdir Contains a log of any errors that occurred while creating the /var/ha/lck/haem and /var/ha/soc/haem directories.

Related Information
emsvcsctrl, haemd_HACMP, haemd_SP

haemd_HACMP Command

Purpose
Start-up program for the Event Manager daemon.

Syntax
haemd_HACMP [ -d trace_arg ]

Description
The haemd_HACMP program is the start-up program for the haemd daemon. When the Event Management subsystem is configured in the System Resource Controller (SRC) by the emsvcsctrl command, haemd_HACMP is specified as the program to be started.
This program can only be invoked by the SRC. To start the Event Management subsystem use the emsvcsctrl command.

The -d flag should only be used under the direction of the IBM Support Center. The possible trace arguments are the same as for the haemtrcon command, except for regs and dinsts. To use this flag the emsvcs subsystem definition in the SRC must be changed using the chssys command with the -a argument. Then the daemon must be stopped and then restarted.

Flags
- a         Adds the subsystem.
- s         Starts the subsystem.
- k         Stops the subsystem.
- d         Deletes the subsystem.
- c         Cleans the subsystems, that is, deletes them from all system partitions.
- u         Unconfigures the subsystems from all system partitions.
- t         Turns tracing on for the subsystem.
- o         Turns tracing off for the subsystem.
- r         Refreshes the subsystem.
- h         Displays usage information.

Parameters
None.

Security
You must have root privilege and write access to the SDR to run this command.

Exit Status
0         Indicates the successful completion of the command.
1         Indicates that an error occurred.

Restrictions
This command is valid in an HACMP environment only.

Standard Output
When the command executes successfully, it writes the following informational messages:
Reading Event Management data for partition syspar_name
CDB=new_EMCDB_file_name Version=EMCDB_version_string

Standard Error
This command writes error messages (as necessary) to standard error.

Examples
1. To add the Event Management subsystem to the SRC in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   haemctrl -a
2. To start the Event Management subsystem in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   `haemctrl -s`

3. To stop the Event Management subsystem in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   `haemctrl -k`

4. To delete the Event Management subsystem from the SRC in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   `haemctrl -d`

5. To clean up the Event Management subsystem on all system partitions, enter:
   `haemctrl -c`

6. To unconfigure the Event Management subsystem from all system partitions, on the control workstation, enter:
   `haemctrl -u`

7. To turn tracing on for the Event Management daemon in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   `haemctrl -t`

8. To turn tracing off for the Event Management daemon in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   `haemctrl -o`

---

**Location**

/`usr/sbin/rsct/bin/haemd_HACMP`

Location of the `haemd_HACMP` program

**Files**

/`var/ha/log/em.default.cluster_name`

Contains the default log of the haemd daemon on the cluster named cluster_name.

/`var/ha/log/em.cp`

Contains a log of any errors that occurred while copying the Event Management Configuration Database.

/`var/ha/log/em.trace.cluster_name`

Contains the trace log of the haemd daemon on the cluster named cluster_name.

/`var/ha/log/em.mkgroup`

Contains a log of any errors that occurred while creating the haemrm group.

/`var/ha/log/em.mkdir`

Contains a log of any errors that occurred while creating the /var/ha/lck/haem and /var/ha/soc/haem directories.

**Related Information**

emsvcsctrl, haemd, haemtrcon

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**haemd_SP Command**

**Purpose**

Start-up program for the Event Manager daemon.
Syntax
haemd_SP [-T group_name] [ -d trace_arg] ... [syspar_IPaddr ]

Description
The haemd_SP program is the start-up program for the haem daemon. When the Event Management subsystem is configured in the System Resource Controller (SRC) by the haemctrl command, haemd_SP is specified as the program to be started. The syspar_IPaddr argument is configured if necessary.

This program can only be invoked by the SRC. To start the Event Management subsystem use the haemctrl command.

The -d flag should only be used under the direction of the IBM Support Center. The possible trace arguments are the same as for the haemtrcon command, except for regs and dinsts. To use this flag the haem subsystem definition (haem.syspar_name on the control workstation) in the SRC must be changed using the chssys command with the -a argument. Then the daemon must be stopped and then restarted.

The −T flag can be used when testing a new resource monitor. Refer to “Coding and testing the Resource Monitor, Alternative Testing Method in Chapter 1 of the RSCT Event Management Programming Guide and Reference.”

Flags
- T group_name
  Indicates that the Event Manager daemon is to execute in test mode. The daemon joins a peer group using the group name specified by group_name and uses a local copy of the CDB.

- d trace_arg
  Enables tracing for the daemon activity specified by trace_arg. This flag may be specified multiple times.

Parameters
syspar_IPaddr
  Specifies the IP address of the system partition in which the haem daemon is to execute. If the daemon is executing on the control workstation, this argument must be specified. Otherwise, the argument is ignored, if present.

Security
You must have root privilege and write access to the SDR to run this command.

Exit Status
0  Indicates the successful completion of the command.
1  Indicates that an error occurred.

Restrictions
This command is valid in a PSSP environment only.

Standard Output
When the command executes successfully, it writes the following informational messages:
Reading Event Management data for partition syspar_name
CDB=new_EMCD_file_name Version=EMCD_version_string
Standard Error
This command writes error messages (as necessary) to standard error.

Examples
1. To add the Event Management subsystem to the SRC in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   `haemctrl -a`
2. To start the Event Management subsystem in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   `haemctrl -s`
3. To stop the Event Management subsystem in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   `haemctrl -k`
4. To delete the Event Management subsystem from the SRC in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   `haemctrl -d`
5. To clean up the Event Management subsystem on all system partitions, enter:
   `haemctrl -c`
6. To unconfigure the Event Management subsystem from all system partitions, on the control workstation, enter:
   `haemctrl -u`
7. To turn tracing on for the Event Management daemon in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   `haemctrl -t`
8. To turn tracing off for the Event Management daemon in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   `haemctrl -o`

Location
/usr/sbin/rsct/bin/haemd_SP

Files
/var/ha/log/em.default.cluster_name
Contains the default log of the haemd daemon on the cluster named cluster_name.
/var/ha/log/em.cp
Contains a log of any errors that occurred while copying the Event Management Configuration Database.
/var/ha/log/em.trace.cluster_name
Contains the trace log of the haemd daemon on the cluster named cluster_name.
/var/ha/log/em.mkgroup
Contains a log of any errors that occurred while creating the haemrm group.
/var/ha/log/em.mkdir
Contains a log of any errors that occurred while creating the /var/ha/lck/haem and /var/ha/soc/haem directories.
haemloadcfg Command

Purpose
Loads Event Management configuration data into the System Data Repository (SDR).

Syntax
haemloadcfg [−d] [−r] loadlist_file

Description
The haemloadcfg utility command loads Event Management configuration data into the SDR. Note that before you invoke haemloadcfg, you must ensure that the SP_NAME environment variable is set to the appropriate system partition name.

The configuration data is contained in a load list file, whose format is described by the man page for the haemloadlist file. For details on the SDR classes and attributes that you can use to specify Event Management configuration data, see RSCT Event Management Programming Guide and Reference.

To load the default Event Management configuration data for PSSP, specify the load list file as /usr/sbin/rsct/install/config/haemloadlist.

To add Event Management configuration data for other Resource Monitors, create a file in load list format and specify its name on the command.

Without any flags, the haemloadcfg command does not replace existing objects in the SDR. The data in the load list file is matched with the existing objects in the SDR based on key attributes, as follows:

<table>
<thead>
<tr>
<th>SDR Class</th>
<th>Key Attributes</th>
</tr>
</thead>
<tbody>
<tr>
<td>EM_Resource_Variable</td>
<td>rvName</td>
</tr>
<tr>
<td>EM_Resource_ID</td>
<td>riResource_name, riElement_name</td>
</tr>
<tr>
<td>EM_Structured_Byte_String</td>
<td>sbsVariable_name, sbsField_name</td>
</tr>
<tr>
<td>EM_Resource_Class</td>
<td>rcClass</td>
</tr>
<tr>
<td>EM_Resource_Monitor</td>
<td>rmName</td>
</tr>
</tbody>
</table>

Note that the way in which the haemloadcfg command handles existing SDR objects is different from the way in which the SDRCreateObjects command handles them. The SDRCreateObjects command creates a new object as long as the attributes, taken as a group, are unique.

To change a nonkey attribute of an Event Management object that already exists in the SDR, change the attribute in the load list file. Then run the haemloadcfg command using the −r flag and the name of the load list file. All objects in the SDR are replaced by matching objects in the load list file using the key attributes to match. Any unmatched objects in the load list file are added to the SDR.

To delete Event Management objects from the SDR, create a load list file with the objects to be deleted. Only the key attributes need to be specified. Then run the haemloadcfg command using the −d flag and the name of the load list file. All objects in the SDR that match objects in the load list file are deleted. No unmatched objects, if any in the load list file, are added to the SDR.
Under any circumstances, duplicate objects in the load list file, based on matches in key attributes, are ignored. However, such duplicate objects are written to standard output.

If there is configuration data present in the SDR from an earlier release, the haemloadcfg command automatically migrates the data from the old names to the new names the first time the command is invoked. After successful migration, the objects in the EM_Instance_Vector class are deleted.

Note that rvExpression and rvIndex_element are added to the definition of the EM_Resource_Variable class; rvPredicate and rvIndex_vector are still present in this class but are no longer used after migration.

For compatibility the haemloadcfg command accepts load list files using the old class and attribute names.

Flags

- **d** Deletes objects from the SDR that match objects in the load list file.
- **r** Replaces objects in the SDR by matching objects in the load list file. Any unmatched objects in the load list file are added to the SDR.

Parameters

loadlist_file The name of the file that contains the Event Management configuration data to be loaded into the SDR. To load the default PSSP configuration data, specify /usr/lpp/ssp/install/config/haemloadlist.

Security

You must have root privilege and write access to the SDR to run this command.

You should be running on the control workstation. Before running this command, you must set the SP_NAME environment variable to the appropriate system partition name.

Exit Status

0 Indicates the successful completion of the command.
1 Indicates that an error occurred. It is accompanied by one or more error messages that indicate the cause of the error.

Restrictions

This command is valid in a PSSP environment only.

Standard Output

When the command executes successfully, it writes the following informational messages:

Reading Event Management data for partition syspar_name

CDB=new_EMCD_file_name Version=EMCD_version_string

Standard Error

This command writes error messages (as necessary) to standard error.

Examples

1. To load PSSP’s default Event Management configuration data into the SDR, enter:

```
haemloadcfg /usr/sbin/rsct/install/config/haemloadlist
```
2. To load Event Management configuration data for a new Resource Monitor that is contained in a file called /usr/local/config/newrmloadlist, enter:
   haemloadcfg /usr/local/config/newrmloadlist

   If nonkey attributes in this load list file are later changed, update the SDR by entering:
   haemloadcfg -r /usr/local/config/newrmloadlist

   If this new Resource Monitor is no longer needed, its configuration data is removed from the SDR by entering:
   haemloadcfg -d /usr/local/config/newrmloadlist

Location

/usr/sbin/rsct/install/bin/haemloadcfg
   Contains the haemloadcfg command

Files

/usr/sbin/rsct/install/config/haemloadlist
   Contains the default configuration data for the Event Management subsystem

Related Information
Commands: haemcfg, SDRCreateObjects, SDRDeleteObjects

Files: haemloadlist

For information about the System Data Repository (SDR) classes and attributes for the Event Management configuration database, see RSCT Event Management Programming Guide and Reference

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**haemqvar Command**

**Purpose**
Queries resource variables.

**Syntax**

haemqvar [ -H domain | -S domain ] [ -c | -d | -i ] [ -f file ] [ -h ] [ class var rsrclD [ " ] ]

**Description**

The haemqvar command queries the Event Management subsystem for information about resource variables. By default, the command writes to standard output the definitions for all resource variables in the current SP domain, that is, the current SP system partition as defined by the SP_NAME environment variable. If SP_NAME is not set the default system partition is used. The -S flag can be used to specify another SP domain (system partition). To query variables in an HACMP domain, use the -H flag. For an SP domain, the domain flag argument is a system partition name. For an HACMP domain, the domain flag argument is an HACMP cluster name. When the -H flag is specified, the command must be executed on one of the nodes in the HACMP/ES cluster.

The following information is reported for each resource variable definition:

- Variable Name
- Value Type
- Data Type
- SBS Format (if data type is Structured Byte String)
• Initial Value
• Class
• Locator
• Variable Description
• Resource ID and its description
• Default Expression (if defined) and its description

Because the default behavior of this command can produce a large amount of output, standard output should be redirected to a file.

If the -d flag is specified only the resource variable name and a short description are written to standard output, one name and description per line.

If the -c flag is specified the current values of all resource variables instances are written to standard output, one per line. The line of output contains the location of the resource variable instance (node number), the resource variable name, the resource ID of the instance and the resource variable instance value. If the resource variable is a Structured Byte String (SBS) data type, then the value of each SBS field is reported.

The -i flag reports the same information as the -c flag except that the value of the variable instance is the last known value rather than the current value. The -i flag is useful for determining what resource variable instances exist.

For both the -c and the -i flags, if an error is encountered in obtaining information about a resource variable instance, the output line contains an error message, symbolic error codes, the location of where the error originated (if it can be determined), the resource variable name and the resource ID.

To return information about specific resource variables, specify the class, var and rsrclD operands. These operands can be repeated to specify additional resource variables. In addition, the var and rsrclD operands can be wildcarded to match a number of resource variables. Note that null string operands or an asterisk must be quoted in the shells.

If class is not a null string, then all variables in the specified class, as further limited by the var and rsrclD arguments, are targets of the query. If class is a null string, then variables of all classes, as further limited by the var and rsrclD arguments, are targets of the query. The var argument can be wildcarded in one of two ways:
1. Specify the variable name as a null string
2. Truncate the name after any component

When the resource variable name is wildcarded in the first manner, then all resource variables, as further limited by the class and rsrclD arguments, are targets of the query. When the resource variable name is wildcarded in the second manner, all resource variables whose high-order (leftmost) components match the var argument, as further limited by the class and rsrclD arguments, are targets of the query.

All resource variable instances, or definitions if neither the -c nor the -i flags are specified, of the variables specified by the class and var arguments that match the rsrclD argument are the targets of the query.

If neither the -c nor the -i flags are specified, the rsrclD argument is a semicolon-separated list of resource ID element names. If either the -c or the -i flags is specified, the rsrclD argument is a semicolon-separated list of name/value pairs. A name/value pair consists of a resource ID element name followed by an equal sign followed by a value of the resource ID element. An element value may consist of a single value, a range of values, a comma-separated list of single values or a comma-separated list of ranges. A range takes the form a-b and is valid only for resource ID elements of type integer (the type information can be obtained from the variable definition). There can be no blanks in the resource ID.
A resource ID element is wildcarded by specifying its value as the asterisk character. Only variables that are defined to contain the elements, and only the elements, specified in the rsrcID argument are targets of the query. If any element of the resource ID consists of the asterisk character, rather than a name/value pair (or just a name if querying for definitions), all variables that are defined to contain at least the remaining specified elements are targets of the query. The entire resource ID is wildcarded if it consists of only the asterisk character; all instances of all resource variables, as further limited by the class and var arguments, are targets of the query.

Note that the rsrcID argument must be quoted in the shells if it contains semicolons or asterisks.

The class, var and rsrcID operands can be placed in a file, one set of operands per line, instead of being specified as command arguments. Use the -f flag to specify the name of the file to the command. If the -f flag is used, any operands to the command are ignored. Within the file, null strings are specified as two adjacent double quotation marks. A completely wildcarded resource ID can either be a single asterisk (*) or an asterisk in double quotation marks ("*"). The arguments must be separated by blank spaces or tabs on each line.

Some examples of using wildcards in the rsrcID argument follow. For these examples, assume the class and var arguments are null strings. If either the class or var arguments or both are not null strings, targets for the query are restricted accordingly. In the first three examples, all variables whose resource IDs are defined to contain the elements NodeNum, VG and LV, and only those elements, are matched.

1. In this example, only one instance is matched:
   ```
   NodeNum=5;VG=rootvg;LV=hd4
   ```

2. In this example, one instance from each node is matched:
   ```
   NodeNum=*;VG=rootvg;LV=hd4
   ```

3. In this example, all instances of the matching resource variables are matched:
   ```
   NodeNum=*;VG=*;LV=*
   ```

4. In this example, all variables whose resource IDs are defined to contain only the element NodeNum are matched. The instances matched are associated with node 9:
   ```
   NodeNum=9
   ```

5. In this example, the same set of variables are matched, but all instances of each variable are matched:
   ```
   NodeNum=*
   ```

6. In this example, all variables whose resource IDs are defined to contain elements NodeNum and VG, as well as zero or more additional elements, are matched. The instances matched are associated with node 9:
   ```
   NodeNum=9;VG=*
   ```

7. In this example, all variables whose resource IDs are defined to contain the element NodeNum, as well as zero or more additional elements, are matched. All instances of the variables are matched:
   ```
   NodeNum=*;
   ```

Given the flexibility in specifying resource variables for query, it is possible that no resource variable instance or resource variable definition will match. If there is no match appropriate error information is reported, either in the form described above or as follows.

If the specification of the class, var or rsrcID arguments are in error, the output line contains an error message, symbolic error codes and the specified class name, resource variable name, and resource ID.

**Flags**

- **-H domain**
  Queries resource variables in the HACMP domain specified by `domain`.

- **-S domain**
  Queries resource variables in the SP domain specified by `domain`.
-c Queries current resource variable values.
-d Queries resource variable definitions but produces short form output.
-i Queries instances of resource variables.
-f file Queries resource variables specified in file.
-h Displays a usage statement.

Parameters

class Specifies the name of the resource variable class or a null string.
var Specifies the name of the resource variable or a null string.
rsrcID Specifies a resource ID or an asterisk.

Security
You must have root privilege and write access to the SDR to run this command.

You should be running on the control workstation. Before running this command, you must set the SP_NAME environment variable to the appropriate system partition name.

Exit Status

0 Indicates the successful completion of the command.
1 Indicates that an error occurred. It is accompanied by one or more error messages that indicate the cause of the error.

Restrictions
This command is valid in a PSSP environment only.

Standard Output

When the command executes successfully, it writes the following informational messages:
Reading Event Management data for partition syspar_name
CDB=new_EMCDB_file_name Version=EMCDB_version_string

Standard Error
This command writes error messages (as necessary) to standard error.

Examples

1. To obtain the definitions of all resource variables in the current cluster and place the output in a file, enter:
   haemqvar -H HAcluster > vardefs.out
2. To obtain a short form list of all resource variables whose resource IDs contain the element VG, in the HACMP cluster named HAcluster, enter:
   haemqvar -H HAcluster -d "" "" ""VG;*"
3. To obtain resource variables whose resource IDs contain only the elements VG and NodeNum, enter:
   haemqvar -H HAcluster -d "" "" ""VG;NodeNum"

Location
/usr/sbin/rsct/bin/haemqvar Location of the haemqvar command
Files
/usr/sbin/rsct/install/config/haemloadlist
Contains the default configuration data for the Event Management subsystem

Related Information
Commands: haemcfg, SDRCreateObjects, SDRDeleteObjects

Files: haemloadlist

For information about the System Data Repository (SDR) classes and attributes for the Event Management configuration database, see RSCT Event Management Programming Guide and Reference

haemtrcoff Command

Purpose
Turns tracing off for the Event Manager daemon.

Syntax
haemtrcoff -s subsys_name -a trace_list

Description
The haemtrcoff command is used to turn tracing off for specified activities of the Event Manager daemon. Trace output is placed in an Event Management trace log for the system partition.

Flags
-s subsys_name
   Specifies the name of the Event Management subsystem. On a node this is emsvcs. This argument must be specified.

-a trace_list
   Specifies a list of trace arguments. Each argument specifies the type of activity for which tracing is to be turned off. At least one argument must be specified. If more than one argument is specified, the arguments must be separated by commas. The list may not include blanks.

Parameters
The following trace arguments can be specified:
init   Stops tracing the initialization of the Event Manager daemon.
config Stops dumping information from the configuration file.
insts  Stops tracing resource variable instances that are handled by the daemon.
rmctrl Stops tracing Resource Monitor control.
cci    Stops tracing the client communication (internal) interface.
emp    Stops tracing the event manager protocol.
obsv   Stops tracing resource variable observations.
evgn   Stops tracing event generation and notification.
reg    Stops tracing event registration and unregistration.
pci    Stops tracing the peer communication (internal) interface.
msgs  Stops tracing all messages that come to and are issued from the daemon.
query  Stops tracing queries that are handled by the daemon.
gsi    Stops tracing the Group Services (internal) interface.
eval   Stops tracing expression evaluation.
rdi    Stops tracing the reliable daemon (internal) interface.
sched  Stops tracing the internal scheduler.
shm    Stops tracing shared memory management activity.
all    Stops tracing all activities.
all_but_msgs  Stops tracing all activities except for messages. Message activity is defined by the msgs argument.

Security
You must have root privilege and write access to the SDR to run this command.

You should be running on the control workstation. Before running this command, you must set the SP_NAME environment variable to the appropriate system partition name.

Exit Status
0    Indicates the successful completion of the command.
1    Indicates that an error occurred. It is accompanied by one or more error messages that indicate the cause of the error.

Restrictions
Do not use this command during normal operation. Use this command only under the direction of the IBM Support Center. It provides information for debugging purposes and may degrade the performance of the event management subsystem or anything else that is running in the system partition.

Standard Output
When the command executes successfully, it writes the following informational messages:
Reading Event Management data for partition syspar_name
CDB=new_EMCDB_file_name Version=EMCDB_version_string

Standard Error
This command writes error messages (as necessary) to standard error.

Examples
1. To turn off all tracing for the Event Management subsystem on one of the cluster nodes, log in to the node and enter:
   haemtrcoff -s emsvcs -a all
2. To turn off all tracing of initialization and configuration for the Event Management subsystem on a cluster node, log in to the node and enter:
   haemtrcoff -s emsvcs -a init,config

Location
/usr/sbin/rsct/bin/haemtrcoff  Location of the haemtrcoff command
Files

/var/ha/log/em.trace.cluster_name
Contains the trace log of the haemd daemon on the cluster named cluster_name

/var/ha/log/em.msgtrace.cluster_name
Contains message trace output from the Event Manager daemon on the cluster named cluster_name

Related Information
Commands: haemtrcon

Daemons: haemd

Scripts: emsvcsctrl

haemtrcon Command

Purpose
Turns tracing on for the event manager daemon.

Syntax
haemtrcon -s subsys_name -a trace_list

Description
The haemtrcon command is used to turn tracing on for specified activities of the event manager daemon. Trace output is placed in an event management trace log for the system partition. When used, the regs, dinsts, iolists, and olists parameters perform a one-time trace. The specified information is placed in the trace log, but no further tracing is done.

Flags

-s cluster_name
Specifies the name of the event management subsystem. On a node, cluster_name is emsvcs. This flag and parameter must be specified.

-a trace_list
Specifies a list of trace parameters. Each parameter specifies the type of activity for which tracing is to be turned on. At least one parameter must be specified. If more than one parameter is specified, the parameters must be separated by commas. The list may not include blanks.

Parameters
The following trace parameters can be specified:

init Traces the initialization of the event manager daemon.
config Dumps information from the configuration file.
insts Traces resource variable instances that are handled by the daemon.
rmcrti Traces resource monitor control.
ccl Traces the client communication (internal) interface.
emp Traces the event manager protocol.
obsv Traces resource variable observations.
evgn  Traces event generation and notification.
reg   Traces event registration and unregistration.
pci   Traces the peer communication (internal) interface.
msgs  Traces all messages that come to and are issued from the daemon.
query Traces queries that are handled by the daemon.
gsi   Traces the group services (internal) interface.
eval  Traces expression evaluation.
rdi   Traces the reliable daemon (internal) interface.
sched Traces the internal scheduler.
shm   Traces shared memory management activity.
all   Traces all activities.
all_but_msgs  Stops tracing all activities except for messages. Message activity is defined by the msgs argument.
regs  Traces currently registered events.
dinsts Traces all resource variable instances known to the daemon.
iolists Traces immediate observation lists
olists Traces observation lists

Security
You must have root privilege and write access to the SDR to run this command.

You should be running on the control workstation. Before running this command, you must set the SP_NAME environment variable to the appropriate system partition name.

Exit Status

0    Indicates the successful completion of the command.
1    Indicates that an error occurred. It is accompanied by one or more error messages that indicate the cause of the error.

Restrictions
Do not use this command during normal operation. Use this command only under the direction of the IBM Support Center. It provides information for debugging purposes and may degrade the performance of the event management subsystem or anything else that is running in the system partition.

Standard Output
When the command executes successfully, it writes the following informational messages:

Reading Event Management data for partition syspar_name

CDB=new_EMCD_db_file_name Version=EMCD_DB_version_string

Standard Error
This command writes error messages (as necessary) to standard error.
Examples
1. To turn on all tracing for the event management subsystem on one of the cluster nodes, log in to the node and enter:
   ```bash
   haemtrcon -s emsvcs -a all
   ```
2. To turn on all tracing of initialization and configuration for the event management subsystem on a cluster node, log in to the node and enter:
   ```bash
   haemtrcon -s emsvcs -a init.config
   ```

Location
/usr/sbin/rsct/bin/haemtrcon  Location of the haemtrcon command

Files
/var/ha/log/em.trace.cluster_name  Contains the trace log of the haemd daemon on the cluster named cluster_name.
/var/ha/log/em.msgtrace.cluster_name  Contains message trace output from the event manager daemon on the cluster named cluster_name.

Related Information
Commands: haemtrcoff
Daemons: haemd
Scripts: emsvcsctrl

haemunlkrm Command

Purpose
Unlocks and starts a resource monitor.

Syntax
```bash
haemunlkrm -s subsys_name -a resmon_name
```

Description
If the event management daemon cannot successfully start a resource monitor after three attempts within a two-hour interval, or if the daemon has successfully connected to the instances of a resource monitor n times within a two-hour interval, the resource monitor is “locked” and no further attempts are made to start it or to connect to any of its instances. n is 3 in an HACMP/ES cluster. Once the cause of the failure is determined and the problem corrected, the haemunlkrm command can be used to unlock the resource monitor and attempt to start it or connect to the resource monitor instances.

The status of the event manager daemon, as displayed by the lssrc command, indicates whether a resource monitor is locked.

Flags
- `-s subsys_name`
  Specifies the name of the event management subsystem. On a node, subsys_name is emsvcs. This flag and parameter must be specified.
-a resmon_name
   Specifies the name of the resource monitor to unlock and start.

Parameters
The following trace parameters can be specified:

init    Traces the initialization of the event manager daemon.
config  Dumps information from the configuration file.
insts   Traces resource variable instances that are handled by the daemon.
rmctrl  Traces resource monitor control.
cci     Traces the client communication (internal) interface.
emp     Traces the event manager protocol.
obsv    Traces resource variable observations.
evgn    Traces event generation and notification.
reg     Traces event registration and unregistration.
pci     Traces the peer communication (internal) interface.
msgs    Traces all messages that come to and are issued from the daemon.
query   Traces queries that are handled by the daemon.
gsi     Traces the group services (internal) interface.
eval    Traces expression evaluation.
rdi     Traces the reliable daemon (internal) interface.
sched   Traces the internal scheduler.
shm     Traces shared memory management activity.
all     Traces all activities.
alld    Stops tracing all activities except for messages. Message activity is defined by the msgs
        argument.
regs    Traces currently registered events.
dinsts  Traces all resource variable instances known to the daemon.
iolists Traces immediate observation lists
olists  Traces observation lists

Security
You must have root privilege and write access to the SDR to run this command.

You should be running on the control workstation. Before running this command, you must set the
SP_NAME environment variable to the appropriate system partition name.

Exit Status
0    Indicates the successful completion of the command.
1    Indicates that an error occurred. It is accompanied by one or more error messages that indicate
     the cause of the error.
Restrictions
Do not use this command during normal operation. Use this command only under the direction of the IBM Support Center. It provides information for debugging purposes and may degrade the performance of the event management subsystem or anything else that is running in the system partition.

Standard Output
When the command executes successfully, it writes the following informational messages:
Reading Event Management data for partition syspar_name
CDB= new_EMCD_file_name Version=EMCD_version_string

Standard Error
This command writes error messages (as necessary) to standard error.

Examples
1. This example applies to unlocking a resource monitor on a node.
   If the output of the lssrc command indicates that the program resource monitor IBM.PSSP.harmpd is locked, correct the condition that prevented the resource monitor from being started and enter:
   haemunlkrm -s emsvcs -a IBM.PSSP.harmpd

Location
/usr/sbin/rsct/bin/haemunlkrm
Location of the haemunlkrm command

Files
/var/ha/log/em.trace.cluster_name
Contains the trace log of the haemd daemon on the cluster named cluster_name.

/var/ha/log/em.msgtrace.cluster_name
Contains message trace output from the event manager daemon on the cluster named cluster_name.

Related Information
Commands: haemtrcoff
Daemons: haedm
Scripts: emsvcsctrl

hagsctrl Command
Purpose
 Starts the group services subsystems.

Syntax
hagsctrl {−a | −s | −k | −d | −c | −u | −t | −o | −r | −h}
Description

Group services provides distributed coordination and synchronization services for other distributed subsystems running on a set of nodes on a cluster. The hagsctrl control script controls the operation of the subsystems that are required for group services. These subsystems are under the control of the system resource controller (SRC) and belong to a subsystem group called hags. Associated with each subsystem is a daemon.

An instance of the group services subsystem executes on the control workstation and on every node of a system partition. Because group services provides its services within the scope of a system partition, its subsystems are said to be system partition-sensitive. This control script operates in a manner similar to the control scripts of other system partition-sensitive subsystems. It can be issued from either the control workstation or any of the system partition’s nodes.

From an operational point of view, the group services subsystem group is organized as follows:

<table>
<thead>
<tr>
<th>Subsystem</th>
<th>Group services</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subsystem group</td>
<td>hags</td>
</tr>
<tr>
<td>SRC subsystem</td>
<td>hags</td>
</tr>
</tbody>
</table>

The hags subsystem is associated with the hagsd daemon.

The subsystem name on the nodes is hags. The hags subsystem on each node is associated with the system partition to which the node belongs.

On the control workstation, there are multiple instances of the subsystem, one for each system partition. Accordingly, the subsystem names on the control workstation have the system partition name appended to them. For example, for system partitions named sp_prod and sp_test, the subsystems on the control workstation are named hags.sp_prod and hags.sp_test.

Daemons

| Daemons | hagsd |

The hagsd daemon provides the majority of the group services functions.

The hagsctrl script is not normally executed from the command line. It is normally called by the syspar_ctrl command during installation of the system, and partitioning or repartitioning of the system.

The hagsctrl script provides a variety of controls for operating the group services subsystems:

- Adding, starting, stopping, and deleting the subsystems
- Cleaning up the subsystems, that is, deleting them from all system partitions
- Unconfiguring the subsystems from all system partitions
- Turning tracing on and off

Before performing any of these functions, the script obtains the current system partition name (using the spget_sypar command) and the node number (using the node_number command). If the node number is zero, the control script is running on the control workstation.

Except for the clean and unconfigure functions, all functions are performed within the scope of the current system partition.

Adding the Subsystem

When the -a flag is specified, the control script uses the mkssys command to add the group services subsystems to the SRC. The control script operates as follows:
1. It makes sure the `hags` subsystem is stopped.
2. It gets the port number for the `hags` subsystem for this system partition from the `Syspar_ports` class of the System Data Repository (SDR) and ensures that the port number is set in the `/etc/services` file. If there is no port number in the SDR and this script is running on the control workstation, the script obtains a port number. If the script is running on a node and there is no port number in the SDR, the script ends with an error. The range of valid port numbers is 10000 to 10100, inclusive.
   The service name that is entered in the `/etc/services` file is `hags.syspar_name`.
3. It removes the `hags` subsystem from the SRC (just in case it is still there).
4. It adds the `hags` subsystem to the SRC. The system partition name is configured as a daemon parameter on the `mkssys` command.
5. It adds an entry for the `hags` group to the `/etc/inittab` file. The entry ensures that the group is started during boot. However, if `hagsctrl` is running on a High Availability Control Workstation (HACWS), no entry is made in the `/etc/inittab` file. Instead, HACWS manages starting and stopping the group.

Starting the Subsystem

When the `−s` flag is specified, the control script uses the `startsrc` command to start the Group Services subsystems `hags`.

Stopping the Subsystem

When the `−k` flag is specified, the control script uses the `stopsrc` command to stop the Group Services subsystems `hags`.

Deleting the Subsystem

When the `−d` flag is specified, the control script uses the `rmssys` command to remove the Group Services subsystem from the SRC. The control script operates as follows:
1. It makes sure the `hags` subsystem is stopped.
2. It removes the `hags` subsystems from the SRC using the `rmssys` command.
3. It removes the port number from the `/etc/services` file.
4. If there are no other subsystems remaining in the `hags` group, it removes the entry for the `hags` group from the `/etc/inittab` file.

Cleaning Up the Subsystems

When the `−c` flag is specified, the control script stops and removes the group services subsystems for all system partitions from the SRC. The control script operates as follows:
1. It stops all instances of subsystems in the subsystem group in all partitions, using the `stopsrc -g hags` command.
2. It removes the entry for the `hags` group from the `/etc/inittab` file.
3. It removes all instances of subsystems in the subsystem group in all partitions from the SRC using the `rmssys` command.

Unconfiguring the Subsystems

When the `−u` flag is specified, the control script performs the function of the `−c` flag in all system partitions and then removes all port numbers from the SDR allocated by the group services subsystems.

Note: The `−u` flag is effective only on the control workstation.
Prior to executing the **hagsctrl** command with the `−u` flag on the control workstation, the **hagsctrl** command with the `−c` flag must be executed from all of the nodes. If this subsystem is not successfully cleaned from all of the nodes, different port numbers may be used by this subsystem, leading to undefined behavior.

**Turning Tracing On**

When the `−t` flag is specified, the control script turns tracing on for the **hagsd** daemon, using the **traceson** command.

**Turning Tracing Off**

When the `−o` flag is specified, the control script turns tracing off (returns it to its default level) for the **hagsd** daemon, using the **tracesoff** command.

**Refreshing the Subsystem**

The `−r` flag has no effect for this subsystem.

**Logging**

While they are running, the group services daemons provide information about their operation and errors by writing entries in a log file in the `/var/ha/log` directory.

Each daemon limits the log size to a pre-established number of lines (5000 by default). When the limit is reached, the daemon appends the string `.bak` to the name of the current log file and begins a new log. If a `.bak` version already exists, it is removed before the current log is renamed.

**Flags**

`−a` Adds the subsystems.

`−s` Starts the subsystems.

`−k` Stops the subsystems.

`−d` Deletes the subsystems.

`−c` Cleans the subsystems, that is, delete them from all system partitions.

`−u` Unconfigures the subsystems from all system partitions.

`−t` Turns tracing on for the subsystems.

`−o` Turns tracing off for the subsystems.

`−r` Refreshes the subsystem.

`−h` Displays usage information.

**Security**

You must have **root** privilege to run this script.

**Exit Status**

0 Indicates the successful completion of the command.

1 Indicates that an error occurred.
Restrictions
This command is valid in a PSSP environment only.

Standard Output
When the -h flag is specified, this command’s usage statement is written to standard output.

Standard Error
This command writes error messages (as necessary) to standard error.

Examples
1. To add the group services subsystems to the SRC in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   ```
hagsctrl -a
   ```
2. To start the group services subsystems in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   ```
hagsctrl -s
   ```
3. To stop the group services subsystems in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   ```
hagsctrl -k
   ```
4. To delete the group services subsystems from the SRC in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   ```
hagsctrl -d
   ```
5. To clean up the group services subsystems on all system partitions, enter:
   ```
hagsctrl -c
   ```
6. To unconfigure the group services subsystem from all system partitions, on the control workstation, enter:
   ```
hagsctrl -u
   ```
7. To turn tracing on for the group services daemon in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   ```
hagsctrl -t
   ```
8. To turn tracing off for the group services daemon in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   ```
hagsctrl -o
   ```

Location
/usr/sbin/rsct/bin/hagsctrl

Files
/var/ha/log/hags_num_instnum.syspar_name
   Contains the log of the hags daemon on the nodes.
/var/ha/log/hags.syspar_name_num_instnum.syspar_name
   Contains the log of each hags daemon on the control workstation.

The file names include the following variables:
- **nodenum** is the node number on which the daemon is running
- **instnum** is the instance number of the daemon
- **syspar_name** is the name of the system partition in which the daemon is running.
hagsd Daemon

Purpose
Observes resource variable instances that are updated by resource monitors and generates and reports events to client programs.

Syntax
hagsd daemon_name

Description
The hagsd daemon is part of the group services subsystem, which provides a general-purpose facility for coordinating and monitoring changes to the state of an application that is running on the nodes of a cluster. This daemon provides most of the services of the subsystem. daemon_name specifies the name used by the daemon to name log files and identify its messages in the AIX error log.

One instance of the hagsd daemon executes on each cluster node. The hagsd daemon is under the control of the system resource controller (SRC).

Because the daemon is under SRC control, it is better not to start it directly from the command line. It is normally called by the grpsvcctrl command, which is in turn called by the cluster startup process. If you must start or stop the daemon directly, use the startsrc or stopsrc command.

Flags
- -a  Adds the subsystems.
- -s  Starts the subsystems.
- -k  Stops the subsystems.
- -d  Deletes the subsystems.
- -c  Cleans the subsystems, that is, delete them from all system partitions.
- -u  Unconfigures the subsystems from all system partitions.
- -t  Turns tracing on for the subsystems.
- -o  Turns tracing off for the subsystems.
- -r  Refreshes the subsystem.
- -h  Displays usage information.

Parameters
daemon_name
  Specifies the name used by the daemon to name log files and identify its messages in the AIX error log.
Security
You must have root privilege to run this script.

Exit Status
0 Indicates the successful completion of the command.
1 Indicates that an error occurred.

Restrictions
This command is valid in a PSSP environment only.

Standard Output
When the -h flag is specified, this command’s usage statement is written to standard output.

Standard Error
This command writes error messages (as necessary) to standard error.

Examples
1. To add the group services subsystems to the SRC in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   hagsctrl -a
2. To start the group services subsystems in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   hagsctrl -s
3. To stop the group services subsystems in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   hagsctrl -k
4. To delete the group services subsystems from the SRC in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   hagsctrl -d
5. To clean up the group services subsystems on all system partitions, enter:
   hagsctrl -c
6. To unconfigure the group services subsystem from all system partitions, on the control workstation, enter:
   hagsctrl -u
7. To turn tracing on for the group services daemon in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   hagsctrl -t
8. To turn tracing off for the group services daemon in the current system partition, set the SP_NAME environment variable to the appropriate system partition name and enter:
   hagsctrl -o

Location
/usr/sbin/rsct/bin/hagsd Contains the hagsd daemon

Files
/var/ha/log/hags_nodenum_instnum.syspar_name
Contains the log of the hagsd daemons on the nodes.
/var/ha/log/hags.<syspar_name>_nodenum_instnum.<syspar_name>
Contains the log of each hags daemon on the control workstation.

The file names include the following variables:
- nodenum is the node number on which the daemon is running
- instnum is the instance number of the daemon
- syspar_name is the name of the system partition in which the daemon is running.

Related Information
Commands: grpsvcsctrl

hagsns Command

Purpose
Gets group services name server information.

Syntax
hagsns [-h host] [-c] -g group_name
hagsns [-h host] [-c] -s subsystem_name
hagsns [-h host] [-c] -p subsystem_pid

Description
Use the hagsns command to query the status of the group services nameserver.

Flags
- `-c` Forces the output as "English_only." If the `-c` flag is not specified, the daemon's locale will be used for the output.

- `-g group_name` Specifies a group of subsystems to get status for. The command is unsuccessful if the `group_name` variable is not contained in the subsystem object class.

- `-h host` Specifies the host to obtain name server status for.

- `-p subsystem_pid` Specifies a particular instance of the `subsystem_pid` to obtain name server status for.

- `-s subsystem_name` Specifies a subsystem to get status for. The `subsystem_name` variable can be the actual subsystem name or the synonym name for the subsystem. The command is unsuccessful if the `subsystem_name` variable is not contained in the subsystem object class.

Parameters
daemon_name
Specifies the name used by the daemon to name log files and identify its messages in the AIX error log.

Security
You must have root authority to run this command.
Exit Status
0    Indicates that the command completed successfully.

*a non-zero value*    Indicates that an error occurred.

Restrictions
This command is valid in a PSSP environment only.

Standard Output
When the *-h* flag is specified, this command's usage statement is written to standard output.

Standard Error
This command writes error messages, as necessary, to standard error.

Examples
To get domain information from the group services subsystem, enter:

```
hagsns -c -s cthags
```

or

```
hagsns -s cthags
```

The output will look like this:

```
HA GS NameServer Status
NodeID=1.16, pid=14460, domainID=6.14, NS established,CodeLevel=GSLevel(DRL=8)
NS state=kCertain, protocolInProgress=kNoProtocol, outstandingBroadcast=KNoBcast
Initial NS certainty on Jun 20 13:48:45, (10d 1:4:57) ago, taking (0:0:15).
Number of UP nodes: 12
List of UP nodes: 0 1 5 6 7 8 9 11 17 19 23 26
```

In this example, domainID=6.14 means that node 6 is the name server (NS) node. The domain ID consists of a node number and an incarnation number. The incarnation number is an integer, incremented whenever the group services daemon is started. **NS established** means that the name server was established.

Location
```
/usr/sbin/rsct/bin/hagsns   Contains the hagsns command
```

Files
```
/var/log/hags_node
```
Contains the log of the hagsd daemons on the nodes.

```
/var/log/hags.syspar_node
```
Contains the log of each hagsd daemon on the control workstation.

The file names include the following variables:
- *nodenum* is the node number on which the daemon is running
- *instnum* is the instance number of the daemon
- *syspar_name* is the name of the system partition in which the daemon is running.
hagsvote Command

Purpose
Gets vote information for group services groups.

Syntax
hagsvote [−h host] [−l] [−a argument] [−c] −g group_name
hagsvote [−h host] [−l] [−a argument] [−c] −s subsystem_name
hagsvote [−h host] [−l] [−a argument] [−c] −p subsystem_pid

Description
Use the hagsvote command to query the status of voting protocols for group services.

Flags
−a Specifies a group services group name. This group name is different from that of the −g flag. In this case, the group was created from the client’s first call to join the protocol.
−c Requests the canonical output of the group services voting information. The output is displayed in English regardless of the installed language locale. If −c is not specified, the daemon’s locale will be used for the output.
−g group_name Specifies a group of subsystems to get status for. The command is unsuccessful if the group_name variable is not contained in the subsystem object class.
−h host Specifies the host name which is getting status.
−l Requests detailed output in “long” form.
−p subsystem_pid Specifies a particular instance of the subsystem_pid variable to get the vote for.
−s subsystem_name Specifies a subsystem to vote on. The subsystem_name variable can be the actual subsystem name or the synonym name for the subsystem. The command is unsuccessful if the subsystem_name variable is not contained in the subsystem object class.

Parameters
daemon_name Specifies the name used by the daemon to name log files and identify its messages in the AIX error log.

Security
You must have root privilege to run this command.

Exit Status
0 Indicates the successful completion of the command.
non-zero
Indicates that an error occurred.

Restrictions
This command is valid in a PSSP environment only.

Standard Output
This command writes error messages (as necessary) to standard error.

Standard Error
This command writes error messages, as necessary, to standard error.

Examples
1. To see information about the status of the voting protocol for the group theSourceGroup in long form, enter:
   
   hagsvote -ls cthags -a theSourceGroup (locale-dependent)
   
   The output will look like this:
   
   Number of groups: 4
   Group name [theSourceGroup] GL node [26] voting data:
   GL in phase [1] of n-phase protocol of type [Join].
   Local voting data:
   Number of providers: 1
   Number of providers not yet voted: 1 (vote not submitted).
   Given vote: [No vote value] Default vote: [No vote value]
   ProviderID Voted? Failed? Conditional?
   [101/26] No No Yes
   Global voting data:
   Number providers not yet voted: 1
   Given vote: [No vote value] Default vote: [No vote value]
   Nodes that have voted: []
   Nodes that have not voted: [26]
   
   The first line of the output means that the total number of groups is 4. The second line provides the
   group name and the group leader node (in this case 26). The remaining lines give the voting data:
   • The group leader is in phase 1 of a n-phase protocol.
   • The protocol is the Join protocol.
   • For the local node, it has 1 provider, the number of providers which have not voted yet is 1.
   • No default vote value is given and no vote value is given.
   • Under the line “ProviderID Voted? Failed? Conditional?,” “[101/16] No No Yes,” means that the
     provider ID is 101/26, not voted yet, not failed, but wait for the vote (so it is conditional).
   
   The output then shows the global voting status:
   • The number of providers that have not voted yet is 1.
   • No vote value given yet, no default vote value.
   • The nodes that have voted is none.
   • The nodes that have not voted is node 26.
   
2. In the following example, the meaning of each line of output is the same as in the first example except
that node 26 is the group leader node.
   
   hagsvote -ls cthags -a theSourceGroup -c (canonical form)
   
   The output will look like this:
Number of groups: 4
Group Name: theSourceGroup
GL Node: 26 (I am GL)
Current phase number of an n-phase protocol: 1
Protocol name: [Join]
Local voting data:
   Number of local providers: 1
   Number of local providers not yet voted: 1 (vote not submitted)
   Given vote: [No vote value] Default vote: [No vote value]
Global voting data:
   Number of nodes in group: 1
   Number of global providers not yet voted: 1
   Given vote: [No vote value] Default vote: [No vote value]
   Nodes that have voted: []
   Nodes that have not voted: [26]

**Location**

```
/usr/sbin/rsct/bin/hagsvote
```
Contains the **hagsvote** command

**Files**

```
/var/ha/log/hags_nodenum_instnum.syspar_name
```
Contains the log of the **hagsd** daemons on the nodes.

```
/var/ha/log/hags.syspar_name_nodenum_instnum.syspar_name
```
Contains the log of each **hagsd** daemon on the control workstation.

The file names include the following variables:
- **nodenum** is the node number on which the daemon is running
- **instnum** is the instance number of the daemon
- **syspar_name** is the name of the system partition in which the daemon is running.

**Related Information**

Commands: **hagsns**, **lssrc**, **nlssrc**

---

### halt or fasthalt Command

**Purpose**

Stops the processor.

**Syntax**

```
{ halt | fasthalt } [ -l ] [ -n ] [ -p ] [ -q ] [ -y ]
```

**Description**

The **halt** command writes data to the disk and then stops the processor. The machine does not restart. Only a root user should run this command. Do not use this command if other users are logged into the system. If no other users are logged in, the **halt** command can be used. Use the **halt** command if you are not going to restart the machine immediately. When the message ....Halt completed.... is displayed, you can turn the power Off.

The **halt** command logs the shutdown using the **syslogd** command and places a record of the shutdown in **/var/adm/wtmp**, the login accounting file. The system also writes an entry into the error log which states that the system was shut down.

The **fasthalt** command stops the system by calling the **halt** command. The **fasthalt** command provides BSD compatibility.
Flags

- Does not log the halt in the accounting file. The -l flag does not suppress accounting file update. The -n and -q
  flags imply the -l flag.
- Prevents the sync before stopping.

- Halts the system without a power down.
  
  **Note:** The -p flag will have no effect if used in combination with flags not requiring a permanent halt.
  Power will still be turned off if other operands request a delayed poweron and reboot.

- Causes a quick halt.
  
  **Note:** Running halt command with -q flag does not issue sync, so the system will halt immediately.

- Halts the system from a dial-up operation.

Examples

1. To halt the system without logging the halt in the accounting file, enter:
   haltn
2. To halt the system quickly, enter:
   halt -q
3. To halt the system from a dial-up, enter:
   halt -y

Files

/etc/rc Specifies the system startup script.
/var/adm/wtmp Specifies the login accounting file.

Related Information

The fastboot command, fsck command, rc command, shutdown command, sync command.

The syslogd daemon.

---

hangman Command

**Purpose**

Starts the hangman word-guessing game.

**Syntax**

hangman [ File ]

**Description**

The hangman command chooses a word of at least seven letters from a standard dictionary. The File
  parameter specifies an alternate dictionary. You guess the word by guessing letters one at a time. You are
  allowed seven mistakes.

When you start hangman, the game displays:

guesses: word: ....... errors: 0/7
  guess:
The guesses displays the letters you have used as guesses. Every letter you guess is listed after guesses. The word: ........ displays the number of letters in the mystery word. In this case there are seven. (periods) so there are seven letters in the word. As you correctly guess letters, the game replaces the appropriate . with the correct letter. The errors: 0/7 displays the number of incorrect guesses. You enter your letter guess at the guess: prompt. For example:

guesses: word: ........ errors: 0/7
guess: q
guesses: q word: ........ errors: 1/7
guess: a
guesses: aq word: .a....a... errors: 1/7
guess: b
guesses: abq word: .a....a... errors 2/7
guess: j
guesses: abjq word: .a....a... errors: 3/7
guess: s
guesses: abjqs word: .a....a..s errors: 3/7
guess: z
guesses: abjqsz word: .a....a..s errors: 4/7
guess: y
guesses: abjqsz word: .a....a..s errors: 5/7
guess: k
guesses: abjksyz word: .a....a..s errors: 6/7
guess: x
the answer was calculates, you blew it

To quit the game, press the Interrupt (Ctrl-C) or End Of File (Ctrl-D) key sequence.

Files

/files/games Location of the system’s games.

Related Information

The arithmetic command, back command, bj command, craps command, fish command, fortune command, moo command, number command, quiz command, ttt command, turnoff command, turnon command, wump command.

hatsoptions Command

Purpose
Controls topology services options on a node or a control workstation.

Syntax
hatsoptions [-s] [-d]

Description
Before this command can be executed, environment variable HB_SERVER_SOCKET must be set to the location of the UNIX-domain socket used by the topology services subsystem. The statement below can be used:

export HB_SERVER_SOCKET=/var/ha/soc/hats/server_socket.partition name

Alternatively, variable HA_SYSPAR_NAME can be set to the partition name.

The topology services daemon must be running in order for this command to be successful.
**hatsoptions** can be used to control a number of options in topology services. Option `-s` instructs the topology services daemon to reject messages that are apparently delayed. This can be used in very large system configurations, where messages are sometimes delayed in the network or in the sender and receiver nodes. Use this option only if the Time-Of-Day clocks are synchronized across all the nodes and the control workstation. Otherwise messages may be incorrectly discarded when the sender’s Time-Of-Day clock is behind the receiver’s.

Option `-d` instructs the topology services daemon not to reject messages that are apparently delayed. This is the default.

**Flags**

- `-s` Instructs the topology services daemon to reject messages that are apparently delayed.
- `-d` Instructs the topology services daemon not to reject messages that are apparently delayed (this is the default).

**Security**

You must have **root** privilege to run this command.

**Exit Status**

- `0` Indicates the successful completion of the command.
- `1` Indicates the command was unsuccessful.

**Environment Variables**

**HB_SERVER_SOCKET**

This environment variable should be set before this command can be executed. It must be set to the location of the UNIX-domain socket used by topology services clients to connect to the topology services daemon. This environment variable must be set to `/var/ha/soc/hats/server_socket.partition name`.

**HA_SYSPAR_NAME**

If `HB_SERVER_SOCKET` is not set, then `HA_SYSPAR_NAME` must be set to the partition name.

**Restrictions**

This command is valid in a peer domain only.

**Standard Output**

When the `-h` flag is specified, this command’s usage statement is written to standard output. All verbose messages are written to standard output.

**Standard Error**

This command writes error messages (as necessary) to standard error.

**Examples**

To instruct the topology services daemon on the local node to start discarding apparently delayed messages, enter:

```
export HA_SYSPAR_NAME=partition1
/usr/sbin/rsct/bin/hatsoptions -s
```
hash Command

Purpose
Remembers or reports command path names.

Syntax
To Add the Path of a Command to the Path Name List:
hash [ Command ... ]

To Clear Path Name List:
hash -r

Description
The hash command affects the way the current shell remembers a command’s path name, either by adding a path name to a list or purging the contents of the list.

When no parameter or flag is specified, the hash command reports to standard output the contents of the path name list. The report includes the path name of commands in the current shell environment that were found by previous hash command invocations. The display may also contain those commands invoked and found through the normal command search process.

Note: Shell built-in commands are not reported by the hash command.

You can use the -r flag to clear the contents of the command path name list. Path names can also be cleared from the list by resetting the value of the PATH environment variable. In the simplest form, this would be achieved by entering:

PATH="$PATH"

If the Command parameter is used, the hash command searches for the path name of the specified command and adds this path to the list. Do not use a / (slash) when you specify the command.

Since the hash command affects the current shell environment, it is provided as a Korn shell or POSIX shell regular built-in command. If the hash command is called in a separate command execution environment, as in the following examples, it will not affect the command search process of the caller’s environment:

nohup hash -r
find . -type f | xargs hash

Using the hash command is equivalent to using the alias -t command.
Flag
-‐r  Clears the contents of the path name list.

Parameter

Command  Specifies the Command to add to the path name list.

Exit Status
The following exit values are returned:

0    Successful completion.
>0   An error occurred.

Examples

1. To find the path name of the wc command and add it to the path name list, enter:

   hash wc

2. To clear the contents of the path name list, enter:

   hash -‐r

Files

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

Related Information

The alias command, bsh command, ksh command.

head Command

Purpose
Displays the first few lines or bytes of a file or files.

Syntax

head [ -c Count | -n Number ] [ File ... ]

Description
The head command writes to standard output a specified number of lines or bytes of each of the specified files, or of the standard input. If no flag is specified with the head command, the first 10 lines are displayed by default. The File parameter specifies the names of the input files. An input file must be a text file. When more than one file is specified, the start of each file will look like the following:

===> filename <==

To display a set of short files, identifying each one, enter:

example% head -9999 filename1 filename2...
Flags

-Count  Specifies the number of lines from the beginning of each specified file to be displayed. The Count variable must be a positive decimal integer. This flag is equivalent to the -n Number flag, but should not be used if portability is a consideration.

-c Number  Specifies the number of bytes to display. The Number variable must be a positive decimal integer.

-n Number  Specifies the number of lines from the beginning of each specified file to be displayed. The number variable must be a positive decimal integer. This flag is equivalent to the -Count flag.

Exit Status
This command returns the following exit values:

0  Successful completion.
>0  An error occurred.

Examples
To display the first five lines of the Test file, enter:
head -5 Test

OR
head -n 5 Test

Related Information
The tail command.


help Command

Purpose
Provides information for new users.

Syntax
help

Description
The help command presents a one-page display of information for new users. Information is available for the following topics:
• Concatenating or displaying files.
• Editing lines interactively.
• Sending and receiving mail.
• Reading system messages.
• Changing password file information.
• Identifying current users of the system.
• Sending messages to the other users on the system.
• Displaying the contents of directories.
Examples
To obtain help, type help and the following appears:
The commands:

- `man -k keyword` lists commands relevant to a keyword
- `man command` prints out the manual pages for a command;
Other basic commands are:

- `cat` - concatenates files (and just prints them out)
- `ex` - text editor
- `finger` - user information lookup directory
- `ls` - lists contents of a directory
- `mail` - sends and receives mail
- `passwd` - changes login password
- `sccshelp` - views information on Source Code Control System
- `tset` - sets terminal modes
- `who` - who is on the system
- `write` - writes to another user
You could find programs about mail with the command: `man -k mail`
And print out the man command documentation by way of: `man mail`
You can log out by typing: `exit`.

Related Information
The `cat` command, `ex` command, `finger` command, `ls` command, `mail` command, `passwd` command, `sccshelp` command, `tset` command, `who` command, `write` command.

host Command

Purpose
Resolves a host name into an Internet address or an Internet address into a host name.

Syntax
```
```
```
```

Description
The `/usr/bin/host` command returns the Internet address of a host machine when the `HostName` parameter is specified and the name of the host when the `Address` parameter is specified. The `host` command also displays any aliases associated with the `HostName` parameter.

If the local host is using the DOMAIN protocol, the local or remote name server database is queried before searching the local `/etc/hosts` file.

The `host` command may also return other name records found in the DNS (Domain Name System). The `-z` flag specifies this mode. The other flags allow for the customization of the query.

Flags

- `-a`  
  Equivalent to using `"-v -t *"`
-c Class Specifies the class to look in when searching non-Internet data. Valid classes are:

IND Internet class
CHAOS Chaos class
HESIOD MIT Althena Hesiod class
ANY Wildcard (any of the above)
\* Wildcard (any of the above)

d Turns on debugging mode.

-n Equivalent to issuing the /usr/bin/hostnew command. The hostnew command is the 5.2 version of the host command.

-r Disables recursive processing.

-t Type Specifies the type of record to query for. Valid types are:

A Host's Internet address
CNAME Canonical name for an alias
HINFO Host CPU and operating system type
KEY Security Key Record
MINFO Mailbox or mail list information
MX Mail exchanger
NS Nameserver for the named zone
PTR Host name if the query is an Internet address; otherwise, the pointer to other information
SIG Signature Record
SOA Domain’s “start-of-authority” information
TXT Text information
UINFO User information
WKS Supported well-known services

-v Verbose mode.

-w Waits forever for a reply from the DNS server.

-z Uses the new output that displays resource record information.

Parameters

Address Specifies the Internet address of the host machine to use in resolving the host name. The Address parameter must be a valid Internet address in dotted decimal format.

HostName Specifies the name of the host machine to use in resolving the Internet address. The HostName parameter can be either a unique host name or a well-known host name (such as nameserver, printserver, or timeserver, if these exist).

Server Specifies the nameserver to query.

Examples

1. To display the address of a host machine named mephisto, enter:

host mephisto

Information similar to the following is displayed:

mephisto is 192.100.13.5, Aliases: engr, sarah
2. To display the host whose address is 192.100.13.1, enter:
   
   ```
   host 192.100.13.1
   ```
   
   Information similar to the following is displayed:
   
   ```
   mercutio is 192.100.13.1
   ```

3. To display the MX records for the domain named test.ibm.com, enter:
   
   ```
   host -n -t mx test.ibm.com
   ```
   
   or
   
   ```
   hostnew -t mx test.ibm.com
   ```
   
   Information similar to the following is displayed:
   
   ```
   test.ibm.com mail is handled (pri=10) by test1.tt.ibm.com
   test.ibm.com mail is handled (pri=10) by test2.aix.ibm.com
   ```

**Files**

`/etc/hosts` Contains the Internet Protocol (IP) name and addresses of hosts on the local network.

**Related Information**

The `hostname` command.

The `named` daemon.

Network Overview in *AIX 5L Version 5.2 System Management Guide: Communications and Networks*.

---

**hostent Command**

**Purpose**

Directly manipulates address-mapping entries in the system configuration database.

**Syntax**

To Add an Address-to-Host Name Mapping

```
hostent -a IPAddress "HostName..."
```

To Delete an Address-to-Host Name Mapping

```
hostent -d IPAddress
```

To Delete All Address-to-Host Name Mappings

```
hostent -X
```

To Change an Address-to-Host Name Mapping

```
hostent -c IPAddress "HostName..." [-n NewIPAddress]
```

To Show an Address or Host Name in Colon Format

```
hostent -s { IPAddress | "HostName" } [-Z]
```

To Show all Address-to-Host Name Mappings in Colon Format

```
hostent -S [-Z]
```
Description

The **hostent** low-level command adds, deletes, or changes address-mapping entries in the system configuration database. Entries in the database are used to map an Internet Protocol (IP) address (local or remote) to its equivalent host names.

The **hostent** command can show one or all address-to-host name mapping entries in the **/etc/hosts** file. An Internet Protocol (IP) address of a given local or remote host may be associated with one or more host names. Represent an IP address in dotted decimal format. Represent a host name as a string with a maximum length of 255 characters, and use no blank characters. Each entry must be contained on one line. Multiple HostNames (or aliases) can be specified.

**Note:** Valid host names or alias host names must contain at least one alphabetic character. If you choose to specify a host name or alias that begins with an x followed by any hexadecimal digit (0-f), the host name or alias must also contain at least one additional letter that cannot be expressed as a hexadecimal digit. The system interprets a leading x followed by a hexadecimal digit as the base 16 representation of an address unless there is at least one character in the host name or alias that is not a hexadecimal digit. Thus, xdeer would be a valid host name, whereas xdee would not.

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 hostent fast path to run this command.

Flags

**Note:** The -a, -d, -c, and -s flags cannot be used together.

- **-a IPAddress** Adds an IP address-to-host name mapping entry for the given Internet Protocol address in the database. Specify the host names with the **-h** flag.

- **-c IPAddress** Changes an IP address-to-host name mapping entry in the database that corresponds to the given address specified by the **IPAddress** variable. Specify the changed host names with the **-h** flag. If you want to change the current IP address to a new address (**IPAddress**), use the **-i** flag.

- **-d IPAddress** Deletes the IP address-to-host name mapping entry in the database that corresponds to the given address specified by the **IPAddress** variable.

- **-i** Specifies a new IP address. This flag is required by the **-c** flag if an existing IP address is to be replaced by the **NewIPAddress** variable.

- **-S** Shows all entries in the database.

- **-s** Shows an IP address-to-host name mapping entry matching the host name specified by the **HostName** variable.

- **-X** Deletes all IP address-to-host name mapping entries in the database.

- **-Z** Generates the output of the query in colon format. This flag is used when the **hostent** command is invoked from the SMIT usability interface.

**Note:** The **hostent** command does recognize the following addresses: .08, .008, .09, and .009. Addresses with leading zeros are interpreted as octal, and numerals in octal cannot contain 8s or 9s.

Examples

1. To add an entry in the database associating an address with a series of host names, enter the command in the following format:
hostent -a 192.100.201.7 -H "alpha bravo charlie"

In example 1, the IP address 192.100.201.7 is specified as the address of the host that has a primary host name of alpha with synonyms of bravo and charlie.

Note: If you attempt to use .08, .008, .09, or .009 in an address to add, you will get an error message that states "IP Address Address already exists," although the address is not in the /etc/hosts file.

2. To show an entry in the database matching a host name, enter the command in the following format:

    hostent -s alpha

In example 2, the entry to be shown matches the host name alpha.

3. To change the IP address of an entry to a new IP address, enter the command in the following format:

    hostent -c 192.100.201.7 -i 192.100.201.8

In example 3, the old IP address is 192.100.201.7 and the new address is 192.100.201.8.

Files

/etc/hosts Contains host names and addresses for the network.

Related Information

The hostname command.

Naming in AIX 5L Version 5.2 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 5.2 Web-based System Manager Administration Guide.

hostid Command

Purpose

Sets or displays the identifier of the current local host.

Syntax

/usr/sbin/hostid [HexNumber | InternetAddress | HostName]

Description

The /usr/sbin/hostid command displays the identifier (either a unique host name or a numeric argument) of the current local host as a hexadecimal number. This numeric value is expected to be unique across all hosts and is commonly set to the address of the host specified by the InternetAddress or HostName parameter. The root user can set the hostid command by specifying a hexadecimal number for the HexNumber, InternetAddress, or HostName parameter. The host identifier is set to the hostname by the /etc/rc.net file.

Parameters

HexNumber Specifies a unique hexadecimal number representing the current local host.
InternetAddress Specifies an Internet address representing the current local host.
**Hostname**

Specifies a symbolic name that maps to a unique host.

**Examples**

1. To set the identifier of the local host to the local Internet address with the **hostid** command, enter the command in the following format:

   ```
   hostid 192.9.200.3
   0xc009c803
   ```

   The **hostid** command converts the Internet address 192.9.200.3 into the hexadecimal representation `0xc009c803`, and then sets the local host (your workstation connected to a network) to this address.

2. To display the identifier of the local host, enter:

   ```
   hostid
   0xc009c803
   ```

   The **hostid** command displays the identifier of the host as a hexadecimal number.

**Related Information**

The **hostname** command.

The **gethostid** subroutine, **sethostid** subroutine.

The **rc.net** file format.

**TCP/IP Addressing** in *AIX 5L Version 5.2 System Management Guide: Communications and Networks*.

---

**hostmibd Daemon**

**Purpose**

Starts the **hostmibd** dpi2 sub-agent daemon as a background process.

**Syntax**

```
hostmibd [-f File] [-d [Level]] [-h Hostname] [-c Community]
```

**Description**

The **hostmibd** command starts the **hostmibd** dpi2 sub-agent. This command may only be issued by a user with root privileges or by a member of the system group.

The **hostmibd** daemon complies with the standard Simple Network Management Protocol Distributed Protocol Interface Version 2.0 defined by RFC 1592. It is acting as a dpi2 sub-agent to communicate with the dpi2 agent through dpiPortForTCP.0 (1.3.6.1.4.1.2.2.1.1.1.0) which is defined in RFC1592 section 3.1.

The Management Information Base (MIB) is defined by RFC 1155. The specific MIB variables hostmibd is managing are defined by RFC 1514. The actual MIB variables managed by **hostmibd** are the following 4 subtrees:

- hrSystem (1.3.6.1.2.1.25.1)
- hrStorage (1.3.6.1.2.1.25.2)
- hrDevice (1.3.6.1.2.1.25.3)
- hrSWInstalled (1.3.6.1.2.1.25.6)
The **hostmibd** daemon is normally executed during system startup when `/etc/rc.tcpip` shell script is called.

The **hostmibd** daemon should be controlled using the System Resource Controller (SRC). Entering **hostmibd** at the command line is not recommended.

Use the following SRC commands to manipulate the **hostmibd** daemon:

### *starts*rc
Starts a subsystem, group of subsystems, or a subserver.

### *stopsrc*
Stops a subsystem, group of subsystems, or a subserver.

### *refresh*
Causes a subsystem or group of subsystems to reread the appropriate configuration file.

### *lssrc*
Gets the status of a subsystem, group of subsystems, or a subserver. If the user issuing the long status form of the **lssrc** command is not the root user, no community name information is displayed.

#### Flags

- **-c Community**
  Use specified community name. If -c flag is not specified, the default community name is 'public'.

- **-d Level**
  Specifies tracing/debug level. The levels are:
  - 8 = DPI level 1
  - 16 = DPI level 2
  - 32 = Internal level 1
  - 64 = Internal level 2
  - 128 = Internal level 3
  Add the numbers for multiple trace levels. The default level is 56 if the -d flag is specified but Level is not specified. If the -d flag is not specified, the default level is 0.

- **-f File**
  Specifies a non-default configuration file. If the -f flag is not specified, the default configuration file is `/etc/hostmibd.conf`. See `/etc/hostmibd.conf` file for information on this file format.

- **-h Host**
  Send request to specified host. If -h flag is not specified, the default destination host is 'loopback' (127.0.0.1).

#### Examples

1. To start the **hostmibd** daemon, enter a command similar to the following:
   ```
   startsrc -s hostmibd -a "-f /tmp/hostmibd.conf"
   ```
   This command starts the **hostmibd** daemon and reads the configuration file from `/tmp/hostmibd.conf`.

2. To stop the **hostmibd** daemon, normally enter:
   ```
   stopsrc -s hostmibd
   ```
   This command stops the **hostmibd** daemon. The -s flag specified the subsystem that follows to be stopped.

3. To get the short status from the **hostmibd**, enter:
   ```
   lssrc -s hostmibd
   ```
This command returns the name of the daemon, the process ID of the daemon, and the state of the daemon (active or inactive).

4. To get long status from the hostmibd daemon, enter:

   lssrc -ls hostmibd

   If you are the root user, this long form of the status report lists the configuration parameters in /etc/hostmibd.conf.

**Files**

/etc/hostmibd.conf Defines the configuration parameters for hostmibd command.

/etc/mib.defs Defines the Management Information Base (MIB) variables the SNMP agent and manager should recognize and handle.

**Related Information**

The snmpdv3 daemon, snmpmibd daemon.

---

### hostname Command

**Purpose**

Sets or displays the name of the current host system.

**Syntax**

/usr/bin/hostname [HostName] [-s]

**Description**

The /usr/bin/hostname command displays the name of the current host system. Only users with root user authority can set the host name. The mkdev command and the chdev commands also set the host name permanently. Use the mkdev command when you are defining the TCP/IP instance for the first time.

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 mkhostname fast path to run this command.

**Flags**

- `-s` Trims any domain information from the printed name.

**Parameters**

`HostName` Sets the primary name of the host.

**Note:** You must have root user authority to use the HostName parameter.

**Related Information**

The chdev command, mkdev command.

The gethostname subroutine, sethostname subroutine.
hosts2ldif Command

Purpose
Creates an LDAP Data Interchange Format (LDIF) file from a hosts file.

Syntax
hosts2ldif [-i InputFile] [-o OutputFile] [-s SearchBase]

Description
The /usr/sbin/hosts2ldif command creates a LDAP Data Interchange Format (LDIF) file from /etc/hosts or another file that looks like /etc/hosts. With no flags, the /etc/hosts file is used to create the /tmp/hosts.ldif LDIF file using cn=hosts as the baseDN.

The LDIF file created by this command is compliant with SecureWay® Directory Schema and is used for setting up the ldap mechanism. The ldap mechanism is supported, but the use of the nis_ldap mechanism rather than the ldap mechanism is recommended.

Flags
- -i InputFile Specifies the hosts file used for input.
- -o OutputFile Specifies the LDIF file used for output.
- -s SearchBase Specifies the baseDN of the host table on the LDAP server.

Examples
1. To create /home/ldifhosts from the /etc/hosts file, type:
   hosts2ldif -o /home/ldifhosts
2. To create /tmp/hosts.ldif from the /home/hosts.bak file, type:
   hosts2ldif -i /home/hosts.bak
3. To create /home/ldifhosts from the /etc/hosts file using cn=hosttab as the baseDN, type:
   hosts2ldif -o /home/ldifhosts -s cn=hosttab

Files
/etc/hosts Contains the Internet Protocol (IP) name and addresses of hosts on the local network.

Related Information
TCP/IP Name Resolution in the AIX 5L Version 5.2 System Management Guide: Communications and Networks.

hp Command

Purpose
Handles special functions for the HP2640- and HP2621-series terminals.
Syntax
hp [-e] [ -m ... ]

Description
The hp command reads standard input (usually output from the nroff command), and writes to standard output, which is usually Hewlett-Packard 2640- and 2621-series terminal displays.

If your terminal has the display enhancement feature, you can display subscript characters and superscript characters. With the mathematical-symbol feature, you can display Greek characters and other special characters, with two exceptions. The hp command approximates the logical operator NOT with a right arrow and shows only the top half of the integral sign.

Overstrike characters are characters followed by a backspace and another character. They appear underlined or in inverse video (depending on terminal enhancements) if either the overwritten character or the character typed after the backspace is an underscore character.

Note: Some sequences of control characters (reverse line-feeds and backspaces) can make text disappear from the display. Tables with vertical lines generated by the tbl command may be missing lines of text containing the bottom of a vertical line. You may be able to avoid these problems by first piping the input through the col command and then through the hp command.

Flags
-e Shows overstruck characters underlined, superscript characters in half-bright, and subscript characters in half-bright underlined. Otherwise, all overstruck characters, subscript characters, and superscript characters appear in inverse video (dark-on-light). Use this flag only if your display has the display enhancements feature.
-m Produces only one blank line for any number of successive blank lines in the text.

Related Information
The col command, eqn command, greek command, nroff command, tbl command.

hplj Command

Purpose
Postprocesses the troff command output for the HP LaserJet Series printers.

Syntax
hplj [-F Directory ] [-quietly ] [-landscape ] [ File ... ]

Description
The hplj command processes the output of the troff command for output to Hewlett-Packard LaserJet Series printers.

If given one or more files as options, the hplj command processes those files. If no files are specified, it acts as a filter interpreting standard input. The parameter File specifies files the hplj command processes to output on an HP Laser Jet Series printer.

Note: The hplj command can use the K cartridge or Text-Equations cartridge if installed in the printer. (The Text-Equations cartridge, HP part number C2053A #C07, supersedes the K cartridge.) The default font files assume one of the cartridges is installed. If you do not have a K cartridge, use the downloaded bit-mapped fonts instead. To do this, run the no_cart shell script in the font directory for the HP printer (/usr/lib/font/devhplj).
Incorrect output can occur if your font files assume either cartridge is mounted when it is not. Incorrect output can also occur if other cartridges or soft fonts are installed, in addition to the K cartridge or Text-Equations cartridge.

The *hplj* command depends on the files with names ending in *.out* in the */usr/lib/font/devhplj* file. This command does not produce reasonable output unless these files have been properly set up. See the *troff* font file format document for more information.

**Flags**

- **-F Directory**
  Identifies the specified directory as the place to find the font file. By default, the *hplj* command looks for font files in the */usr/lib/font/devhplj* directory.

- **-quietly**
  Suppresses all nonfatal error messages.

- **-landscape**
  Prints the specified file in landscape format. A landscape page is oriented so that for normal reading, the width of the page is greater than its length. By default, the *hplj* command prints in portrait orientation.

  **Note:** Landscape is only available in the Courier font on the Hewlett-Packard Jet II printer. Therefore, *troff* documents must be formatted in the Courier font. To accomplish this, insert the following lines at the beginning of the *troff* input file:

  .fp 1 C
  .fp 2 C
  .fp 3 CB

  The Courier font is loaded onto font positions #1 & #2 and Courier-Bold onto position #3.

**Examples**

1. To print a *troff* file named *foo* on the printer called *hp* using the *lp* command, enter:
   
   troff -mm -Thplj foo | hplj | lp -dhp -o -dp

2. To print a *troff* file named *boo* on printer called *hp* using the *qprt* command, enter:
   
   troff -mm -Thplj boo | hplj | qprt -dp -Php

   **Note:** The -dp flag in both examples sends the printer data to the print device in pass-through (unmodified) mode.

**File**

*/usr/lib/font/devhplj/*.out*  
Contains font files.

**Related Information**

The *troff* command formats text for printing on typesetting devices.

The *troff* font file format specifies description files for the *troff* command.

**hps_dump Command**

**Purpose**

Dumps contents of Network Terminal Accelerator (NTX) adapter memory to a host file. This command only applies to AIX 4.2.1 or later.
Syntax
hps_dump [-f Name] [-d Device]

Description
The hps_dump command uses the loader interface to upload all of the memory from the adapter board into a file. This produces a snapshot of a system for later analysis and debugging. The first 1024 bytes of the file contains the following:
80 Identification string, includes version.
80 Time and date of dump from host system.
80 Comments.
268 Log table from the host adapter.
32 System address table.
8 Starting and ending address range of dump.
476 Padding to 1024 bytes total.

Flags
- f Name  Specifies the name of the dump. Use this option to override the default filename hpscore.
- d Device Specifies the raw device file name of the adapter. Use this option to override the default device name /dev/rhp0.

Exit Status
This command returns the following exit values:
0  Successful completion.
>0  An error occurred.

Security
Access Control: You must have root authority to run this command.

Auditing Events: N/A

Examples
1. To get a dump of memory of the default adapter to the file hpscore in the current directory, enter:
   hps_dump
2. To get a dump of memory of the default adapter to the file hpsdebug in the current directory of the default adapter, enter:
   hps_dump -f hpsdebug
3. To get a dump of memory of the adapter /dev/rhp1 to the file hpsdebug in the current directory of the default adapter, enter:
   hps_dump -f hpsdebug -d /dev/rhp1

Files
/usr/bin/hps_dump  Contains the hps_dump command.
/dev/rhp0  Default NTX raw device file name.
Related Information

The `/dev/rhp` file.

htable Command

Purpose

Converts host files to the format used by network library routines.

Syntax

```
/usr/sbin/htable [-c ConnectedNetwork [ ,ConnectedNetwork ... ] ] [-l LocalNetworks [ ,LocalNetworks ... ] ] File
```

**Note:** Do not put a space on either side of the comma.

Description

The `htable` command converts host files in the format specified in RFC 810 to the format used by the network library routines. The conversion creates three files: the `/etc/hosts` file, the `/etc/networks` file, and the `/etc/gateways` file.

The `gethostbyname` subroutine uses the `hosts` file for mapping host names to addresses when the `named` daemon is not used. The `getnetent` subroutine uses the `networks` file for mapping network names to numbers.

The `gateways` file may be used by the `routed` daemon in identifying passive Internet gateways.

If any local `hosts`, `networks`, or `gateways` files (localhosts, localnetworks, or localgateways respectively) exist in the current directory, that file’s contents are prepended to the output file. Of these, the `htable` program only interprets the `gateways` file. Prepending the contents allows sites to maintain local entries that are not normally present in the master database.

Flags

- `-c ConnectedNetwork` Specifies a list of networks to which the host is directly connected if the network routing daemons use the `gateways` file. Separate the networks with commas, and use the network name or standard Internet dot notation (for example, `-c arpanet,128.32,LocalEthernet`). The `htable` command only includes gateways that are directly connected to one of the networks specified or that can be reached from another gateway on a connected network.

- `-l LocalNetworks` Specifies a list of networks for the `htable` command to treat as local. Take information about hosts on local networks only from the `localhosts` file. Separate the networks with commas, and use the network name or standard Internet dot notation (for example, `-l 128.32,local-ether-net`). Entries for local hosts from the main database are omitted so that the `localhosts` file can override entries in the input file (the file you specify on the command line).

Files

- `CurrentDirectory/localgateways` Contains local gateway information.
- `CurrentDirectory/localhosts` Contains local host name information.
- `CurrentDirectory/localnetworks` Contains local network information.
Related Information
The `gettable` command.

The `named` daemon, `routed` daemon.

The `gateways` file format, `hosts` file format, `networks` file format.

`Gateways` in AIX 5L Version 5.2 System Management Guide: Communications and Networks.

hty_load Command

Purpose
Displays or downloads Network Terminal Accelerator (NTX) adapter configurations.

Syntax
```bash
hty_load [ -d Device ] [ -f ConfigFileName ]
```

Description
The `hty_load` command displays or downloads adapter configurations. If you issue this command without any flags, the system displays the current adapter configuration for the `/dev/rhp0` device file. Given a `Device` parameter, the `hty_load` command loads a configuration file into the tty driver. The tty driver uses the file to configure both the host presentation services (HPS) and the adapters.

Typically, the `hty_load` command is invoked from the `/etc/rc.ntx` file. For more information about adapter configurations, see AIX 5L Version 5.2 Asynchronous Communications Guide.

The Configuration File

The `hty_load` command uses a single configuration file to configure the adapters. Each entry is on a separate line. Entries are separated by new-line characters. Fields in an entry are separated by tabs or space characters. Entries in the configuration file have the following fields:

```
MinorNumber  Cluster  NumberOfPorts
```

These fields have the following values:

- **MinorNumber**: Specifies the board's minor device number.
- **Cluster**: This field is always 1.
- **NumberOfPorts**: Specifies the number of hty devices. The number depends on the model of adapter you are using. The number of available channels is from 1 to 256 for a 2MB board or from 1 to 2048 for an 8MB board.

The configuration file also supports comments. Comment lines begin with a `#` (pound sign). Everything to the right of the comment character is ignored. Comment lines end with new-line characters.

Flags

- `-d Device` Specifies the raw device file name of the adapter. Use this option to override the default device name `/dev/rhp0`.
- `-f ConfigFileName` Specifies the driver configuration file name. The default configuration file is the `/etc/hty_config` file.
Exit Status
This command returns the following exit values:

0    Successful completion.
>0   An error occurred.

Security
Access Control: You must have root authority to run this command.

Auditing Events: N/A

Examples
To load the system configuration and use the default driver configuration file, enter:
hty_load -d /dev/rhp0

Files
/usr/bin/hty_load       Contains the hty_load command.
/etc/rc.ntx             Invokes the hty_load command.
/etc/hty_config        Default NTX driver configuration file name.
/dev/rhp0              Default NTX raw device file name.

Related Information
The /dev/rhp file.

hyphen Command

Purpose
Finds hyphenated words.

Syntax
hyphen [ File ... ]

Description
The hyphen command reads one or more English-language files, finds all the lines ending with hyphenated words, and writes those words to standard output. The parameter File specifies English-language files to be read by the hyphen command. The default is standard input. If no file is specified or if the - (hyphen) is specified as the last file name, the hyphen command reads standard input. The hyphen command can be used as a filter.

Note: The hyphen command cannot read hyphenated words that are italic or underlined. The hyphen command sometimes gives unnecessary output.

Examples
To check the hyphenation performed by a text-formatting program on a file, enter:
mm [Flag...] [File...] | hyphen

Related Information
The mm command, troff command.
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<tr>
<td>Well organized</td>
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