sun microsystems

UNIX Interface Reference Manual

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NAME

intro – introduction to system calls and error numbers

SYNOPSIS

#include <errno.h>

DESCRIPTION

This section describes all of the system calls. Most of these calls have one or more error returns. An error condition is indicated by an otherwise impossible return value. This is almost always –1; the individual descriptions specify the details.

As with normal arguments, all return codes and values from functions are of type integer unless otherwise noted. An error number is also made available in the external variable *errno*, which is not cleared on successful calls. Thus *errno* should be tested only after an error has occurred.

The following is a complete list of the errors and their names as given in *<errno.h>*.

0 Error 0
Unused.

1 EPERM Not owner
Typically this error indicates an attempt to modify a file in some way forbidden except to its owner or super-user. It is also returned for attempts by ordinary users to do things allowed only to the super-user.

2 ENOENT No such file or directory
This error occurs when a file name is specified and the file should exist but doesn't, or when one of the directories in a path name does not exist.

3 ESRCH No such process
The process whose number was given to *kill* and *ptrace* does not exist, or is already dead.

4 EINTR Interrupted system call
An asynchronous signal (such as interrupt or quit), which the user has elected to catch, occurred during a system call. If execution is resumed after processing the signal, it will appear as if the interrupted system call returned this error condition.

5 EIO I/O error
Some physical I/O error occurred during a *read* or *write*. This error may in some cases occur on a call following the one to which it actually applies.

6 ENXIO No such device or address
I/O on a special file refers to a subdevice which does not exist, or beyond the limits of the device. It may also occur when, for example, an illegal tape drive unit number is selected or a disk pack is not loaded on a drive.

7 E2BIG Arg list too long
An argument list longer than 10240 bytes is presented to *execve*.

8 ENOEXEC Exec format error
A request is made to execute a file which, although it has the appropriate permissions, does not start with a valid magic number, see *a.out*(5).

9 EBADF Bad file number
Either a file descriptor refers to no open file, or a read (resp. write) request is made to a file which is open only for writing (resp. reading).

10 ECHILD No children
Wait and the process has no living or unwaited-for children.

11 EAGAIN No more processes
In a *fork*, the system's process table is full or the user is not allowed to create any more processes.

12 ENOMEM Not enough core
: During an *execve* or *break*, a program asks for more address space or swap space than the system is able to supply. A lack of swap space is normally a temporary condition, however a lack of address space is not a temporary condition; the maximum size of the text, data, and stack segments is a system parameter.

13 EACCES Permission denied
: An attempt was made to access a file in a way forbidden by the protection system.

14 EFAULT Bad address
: The system encountered a hardware fault in attempting to access the arguments of a system call.

15 ENOTBLK Block device required
: A plain file was mentioned where a block device was required, for example, in *mount*.

16 EBUSY Mount device busy
: An attempt to mount a device that was already mounted or an attempt was made to dismount a device on which there is an active file directory. (open file, current directory, mounted-on file, active text segment).

17 EEXIST File exists
: An existing file was mentioned in an inappropriate context, for example, *link*.

18 EXDEV Cross-device link
: A hard link to a file on another device was attempted.

19 ENODEV No such device
: An attempt was made to apply an inappropriate system call to a device; for example, read a write-only device.

20 ENOTDIR Not a directory
: A non-directory was specified where a directory is required, for example in a path name or as an argument to *chdir*.

21 EISDIR Is a directory
: An attempt to write on a directory.

22 EINVAL Invalid argument
: Some invalid argument: dismounting a non-mounted device, mentioning an unknown signal in *signal*, reading or writing a file for which *seek* has generated a negative pointer. Also set by math functions, see *intro*(3).

23 ENFILE File table overflow
: The system's table of open files is full, and temporarily no more *opens* can be accepted.

24 EMFILE Too many open files
: Customary configuration limit is 20 per process.

25 ENOTTY Not a typewriter
: The file mentioned in an *ioctl* is not a terminal or one of the other devices to which these calls apply.

26 ETXTBSY Text file busy
: An attempt to execute a pure-procedure program which is currently open for writing (or reading!). Also an attempt to open for writing a pure-procedure program that is being executed.

27 EFBIG File too large
: The size of a file exceeded the maximum (about 10^9 bytes).

28 ENOSPC No space left on device
: A *write* to an ordinary file, the creation of a directory or symbolic link, or the creation of a directory entry failed because no more disk blocks are available on the file system, or the allocation of an inode for a newly created file failed because no more inodes are available on the file system.

29 ESPIPE Illegal seek
An *lseek* was issued to a pipe. This error may also be issued for other non-seekable devices.

30 EROFS Read-only file system
An attempt to modify a file or directory was made on a device mounted read-only.

31 EMLINK Too many links
An attempt to make more than 32767 hard links to a file.

32 EPIPE Broken pipe
A write on a pipe or socket for which there is no process to read the data. This condition normally generates a signal; the error is returned if the signal is ignored.

33 EDOM Math argument
The argument of a function in the math library (as described in section 3M) is out of the domain of the function.

34 ERANGE Result too large
The value of a function in the math library (as described in section 3M) is unrepresentable within machine precision.

35 EWOULDBLOCK Operation would block
An operation which would cause a process to block was attempted on a object in non-blocking mode (see *ioctl*(2)).

36 EINPROGRESS Operation now in progress
An operation which takes a long time to complete (such as a *connect*(2)) was attempted on a non-blocking object (see *ioctl*(2)).

37 EALREADY Operation already in progress
An operation was attempted on a non-blocking object which already had an operation in progress.

38 ENOTSOCK Socket operation on non-socket
Self-explanatory.

39 EDESTADDRREQ Destination address required
A required address was omitted from an operation on a socket.

40 EMSGSIZE Message too long
A message sent on a socket was larger than the internal message buffer.

41 EPROTOTYPE Protocol wrong type for socket
A protocol was specified which does not support the semantics of the socket type requested. For example you cannot use the ARPA Internet UDP protocol with type SOCK_STREAM.

42 ENOPROTOOPT Bad protocol option
A bad option was specified in a *getsockopt*(2) or *setsockopt*(2) call.

43 EPROTONOSUPPORT Protocol not supported
The protocol has not been configured into the system or no implementation for it exists.

44 ESOCKTNOSUPPORT Socket type not supported
The support for the socket type has not been configured into the system or no implementation for it exists.

45 EOPNOTSUPP Operation not supported on socket
For example, trying to *accept* a connection on a datagram socket.

46 EPFNOSUPPORT Protocol family not supported
The protocol family has not been configured into the system or no implementation for it exists.

47 EAFNOSUPPORT Address family not supported by protocol family
An address incompatible with the requested protocol was used. For example, you shouldn't necessarily expect to be able to use PUP Internet addresses with ARPA Internet protocols.

48 EADDRINUSE Address already in use
: Only one usage of each address is normally permitted.

49 EADDRNOTAVAIL Can't assign requested address
: Normally results from an attempt to create a socket with an address not on this machine.

50 ENETDOWN Network is down
: A socket operation encountered a dead network.

51 ENETUNREACH Network is unreachable
: A socket operation was attempted to an unreachable network.

52 ENETRESET Network dropped connection on reset
: The host you were connected to crashed and rebooted.

53 ECONNABORTED Software caused connection abort
: A connection abort was caused internal to your host machine.

54 ECONNRESET Connection reset by peer
: A connection was forcibly closed by a peer. This normally results from the peer executing a *shutdown*(2) call.

55 ENOBUFS No buffer space available
: An operation on a socket or pipe was not performed because the system lacked sufficient buffer space.

56 EISCONN Socket is already connected
: A *connect* request was made on an already connected socket; or, a *sendto* or *sendmsg* request on a connected socket specified a destination other than the connected party.

57 ENOTCONN Socket is not connected
: An request to send or receive data was disallowed because the socket is not connected.

58 ESHUTDOWN Can't send after socket shutdown
: A request to send data was disallowed because the socket had already been shut down with a previous *shutdown*(2) call.

59 *unused*

60 ETIMEDOUT Connection timed out
: A *connect* request failed because the connected party did not properly respond after a period of time. (The timeout period is dependent on the communication protocol.)

61 ECONNREFUSED Connection refused
: No connection could be made because the target machine actively refused it. This usually results from trying to connect to a service which is inactive on the foreign host.

62 ELOOP Too many levels of symbolic links
: A path name lookup involved more than 8 symbolic links.

63 ENAMETOOLONG File name too long
: A component of a path name exceeded 255 characters, or an entire path name exceeded 1023 characters.

64 EHOSTDOWN Host is down
: A socket operation encountered a dead host.

65 EHOSTUNREACH No route to host
: A socket operation was attempted to an unreachable host.

66 ENOTEMPTY Directory not empty
: A directory with entries other than "." and ".." was supplied to a remove directory or rename call.

67 *unused*

68 *unused*

69 EDQUOT Disc quota exceeded
A *write* to an ordinary file, the creation of a directory or symbolic link, or the creation of a directory entry failed because the user's quota of disk blocks was exhausted, or the allocation of an inode for a newly created file failed because the user's quota of inodes was exhausted.

70 ESTALE Stale NFS file handle
A client referenced a an open file, when the file has been deleted.

71 EREMOTE Too many levels of remote in path
An attempt was made to remotely mount a file system into a path which already has a remotely mounted component.

DEFINITIONS

Descriptor

An integer assigned by the system when a file is referenced by *open*(2), *dup*(2), or *pipe*(2) or a socket is referenced by *socket*(2) or *socketpair*(2) which uniquely identifies an access path to that file or socket from a given process or any of its children.

Directory

A directory is a special type of file which contains entries which are references to other files. Directory entries are called links. By convention, a directory contains at least two links, . and .., referred to as *dot* and *dot-dot* respectively. Dot refers to the directory itself and dot-dot refers to its parent directory.

Effective User Id, Effective Group Id, and Access Groups

Access to system resources is governed by three values: the effective user ID, the effective group ID, and the group access list.

The effective user ID and effective group ID are initially the process's real user ID and real group ID respectively. Either may be modified through execution of a set-user-ID or set-group-ID file (possibly by one its ancestors); see *execve*(2).

The group access list is an additional set of group ID's used only in determining resource accessibility. Access checks are performed as described below in ''File Access Permissions''.

File Access Permissions

Every file in the file system has a set of access permissions. These permissions are used in determining whether a process may perform a requested operation on the file (such as opening a file for writing). Access permissions are established at the time a file is created. They may be changed at some later time through the *chmod*(2) call.

File access is broken down according to whether a file may be: read, written, or executed. Directory files use the execute permission to control if the directory may be searched.

File access permissions are interpreted by the system as they apply to three different classes of users: the owner of the file, those users in the file's group, anyone else. Every file has an independent set of access permissions for each of these classes. When an access check is made, the system decides if permission should be granted by checking the access information applicable to the caller.

Read, write, and execute/search permissions on a file are granted to a process if:

The process's effective user ID is that of the super-user.

The process's effective user ID matches the user ID of the owner of the file and the owner permissions allow the access.

The process's effective user ID does not match the user ID of the owner of the file, and either the process's effective group ID matches the group ID of the file, or the group ID of the file is in the process's group access list, and the group permissions allow the access.

Neither the effective user ID nor effective group ID and group access list of the process match the corresponding user ID and group ID of the file, but the permissions for "other users" allow access.

Otherwise, permission is denied.

File Name

Names consisting of up to 255 characters may be used to name an ordinary file, special file, or directory.

These characters may be selected from the set of all ASCII character excluding 0 (null) and the ASCII code for / (slash). (The parity bit, bit 8, must be 0.)

Note that it is generally unwise to use *, ?, [or] as part of file names because of the special meaning attached to these characters by the shell.

Parent Process ID

A new process is created by a currently active process; see *fork*(2). The parent process ID of a process is the process ID of its creator.

Path Name

A path name is a null-terminated character string starting with an optional slash (/), followed by zero or more directory names separated by slashes, optionally followed by a file name. The total length of a path name must be less than {MAXPATHLEN} (1024) characters.

If a path name begins with a slash, the path search begins at the *root* directory. Otherwise, the search begins from the current working directory. A slash by itself names the root directory. A null pathname refers to the current directory.

Process Group ID

Each active process is a member of a process group that is identified by a positive integer called the process group ID. This is the process ID of the group leader. This grouping permits the signalling of related processes (see *killpg*(2)) and the job control mechanisms of *csh*(1).

Process ID

Each active process in the system is uniquely identified by a positive integer called a process ID. The range of this ID is from 0 to 30000.

Real User ID and Real Group ID

Each user on the system is identified by a positive integer termed the real user ID.

Each user is also a member of one or more groups. One of these groups is distinguished from others and used in implementing accounting facilities. The positive integer corresponding to this distinguished group is termed the real group ID.

All processes have a real user ID and real group ID. These are initialized from the equivalent attributes of the process which created it.

Root Directory and Current Working Directory

Each process has associated with it a concept of a root directory and a current working directory for the purpose of resolving path name searches. A process's root directory need not be the root directory of the root file system.

Sockets and Address Families

A socket is an endpoint for communication between processes. Each socket has queues for sending and receiving data.

Sockets are typed according to their communications properties. These properties include whether messages sent and received at a socket require the name of the partner, whether communication is reliable, the format used in naming message recipients, etc.

Each instance of the system supports some collection of socket types; consult *socket*(2) for more information about the types available and their properties.

Each instance of the system supports some number of sets of communications protocols. Each protocol set supports addresses of a certain format. An Address Family is the set of addresses for a specific group of protocols. Each socket has an address chosen from the address family in which the socket was created.

Special Processes

The processes with a process ID's of 0, 1, and 2 are special. Process 0 is the scheduler. Process 1 is the initialization process *init*, and is the ancestor of every other process in the system. It is used to control the process structure. Process 2 is the paging daemon.

Super-user

A process is recognized as a *super-user* process and is granted special privileges if its effective user ID is 0.

Tty Group ID

Each active process can be a member of a terminal group that is identified by a positive integer called the tty group ID. This grouping is used to arbitrate between multiple jobs contending for the same terminal; see *csh*(1), and *tty*(4).

SEE ALSO

intro(3), perror(3)

NAME

accept – accept a connection on a socket

SYNOPSIS

#include <sys/types.h>
#include <sys/socket.h>

ns = accept(s, addr, addrlen)
int ns, s;
struct sockaddr *addr;
int *addrlen;

DESCRIPTION

The argument *s* is a socket which has been created with *socket*(2), bound to an address with *bind*(2), and is listening for connections after a *listen*(2). *Accept* extracts the first connection on the queue of pending connections, creates a new socket with the same properties of *s* and allocates a new file descriptor, *ns*, for the socket. If no pending connections are present on the queue, and the socket is not marked as non-blocking, *accept* blocks the caller until a connection is present. If the socket is marked non-blocking and no pending connections are present on the queue, *accept* returns an error as described below. The accepted socket, *ns*, is used to read and write data to and from the socket which connected to this one; it is not used to accept more connections. The original socket *s* remains open for accepting further connections.

The argument *addr* is a result parameter which is filled in with the address of the connecting entity, as known to the communications layer. The exact format of the *addr* parameter is determined by the domain in which the communication is occurring. The *addrlen* is a value-result parameter; it should initially contain the amount of space pointed to by *addr*; on return it will contain the actual length (in bytes) of the address returned. This call is used with connection-based socket types, currently with SOCK_STREAM.

It is possible to *select*(2) a socket for the purposes of doing an *accept* by selecting it for read.

RETURN VALUE

The call returns –1 on error. If it succeeds it returns a non-negative integer which is a descriptor for the accepted socket.

ERRORS

The *accept* will fail if:

[EBADF]	The descriptor is invalid.
[ENOTSOCK]	The descriptor references a file, not a socket.
[EOPNOTSUPP]	The referenced socket is not of type SOCK_STREAM.
[EFAULT]	The *addr* parameter is not in a writable part of the user address space.
[EWOULDBLOCK]	The socket is marked non-blocking and no connections are present to be accepted.

SEE ALSO

bind(2), connect(2), listen(2), select(2), socket(2)

NAME

access – determine accessibility of file

SYNOPSIS

```
#include <sys/file.h>

#define R_OK        4     /* test for read permission */
#define W_OK        2     /* test for write permission */
#define X_OK        1     /* test for execute (search) permission */
#define F_OK        0     /* test for presence of file */

accessible = access(path, mode)
int accessible;
char *path;
int mode;
```

DESCRIPTION

Access checks the given file *path* for accessibility according to *mode*, which is an inclusive or of the bits R_OK, W_OK and X_OK. Specifying *mode* as F_OK (that is, 0) tests whether the directories leading to the file can be searched and the file exists.

The real user ID and the group access list (including the real group ID) are used in verifying permission, so this call is useful to set-UID programs.

Notice that only access bits are checked. A directory may be indicated as writable by *access*, but an attempt to open it for writing will fail (although files may be created there); a file may look executable, but *execve* will fail unless it is in proper format.

RETURN VALUE

If *path* cannot be found or if any of the desired access modes would not be granted, then a –1 value is returned; otherwise a 0 value is returned.

ERRORS

Access to the file is denied if one or more of the following are true:

[EIO]	An I/O error occurred while reading from or writing to the file system.
[ENOTDIR]	A component of the path prefix is not a directory.
[ENAMETOOLONG]	The argument path name was too long.
[ENOENT]	The named file does not exist.
[EPERM]	The argument contains a byte with the high-order bit set.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EROFS]	Write access is requested for a file on a read-only file system.
[ETXTBSY]	Write access is requested for a pure procedure (shared text) file that is being executed.
[EACCES]	Permission bits of the file mode do not permit the requested access; or search permission is denied on a component of the path prefix. The owner of a file has permission checked with respect to the ''owner'' read, write, and execute mode bits, members of the file's group other than the owner have permission checked with respect to the ''group'' mode bits, and all others have permissions checked with respect to the ''other'' mode bits.
[EFAULT]	*Path* points outside the process's allocated address space.

SEE ALSO

chmod(2), stat(2)

NAME

acct – turn accounting on or off

SYNOPSIS

acct(file)
char *file;

DESCRIPTION

The system is prepared to write a record in an accounting *file* for each process as it terminates. This call, with a null-terminated string naming an existing file as argument, turns on accounting; records for each terminating process are appended to *file*. An argument of 0 causes accounting to be turned off.

The accounting file format is given in *acct*(5).

This call is permitted only to the super-user.

NOTES

Accounting is automatically disabled when the file system the accounting file resides on runs out of space; it is enabled when space once again becomes available.

RETURN VALUE

On error −1 is returned. The file must exist and the call may be exercised only by the super-user. It is erroneous to try to turn on accounting when accounting is already on.

ERRORS

Acct will fail if one of the following is true:

[EIO]	An I/O error occurred while reading from or writing to the file system.
[ENAMETOOLONG]	The argument path name was too long.
[EPERM]	The caller is not the super-user.
[EPERM]	The pathname contains a character with the high-order bit set.
[ENOTDIR]	A component of the path prefix is not a directory.
[ENOENT]	The named file does not exist.
[EROFS]	The named file resides on a read-only file system.
[EFAULT]	*File* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EACCES]	Either the file is not a plain file, or else search permission is denied.

SEE ALSO

acct(5), sa(8)

BUGS

No accounting is produced for programs running when a crash occurs. In particular nonterminating programs are never accounted for.

NAME

adjtime – ajdust time

SYNOPSIS

```
#include <sys/time.h>

adjtime(tp, otp)
struct timeval *tp, *otp;
```

DESCRIPTION

Adjtime adjusts the system's notion of the current time. The time is adjusted by the amount of time in *tp. The old adjustment value is returned in *otp.

The adjustment is effected by speeding up or slowing down the system's clock by a fixed percentage, currently 10%.

The structures pointed to by *tp* and *otp* are defined in *<sys/time.h>* as:

```
struct timeval {
        u_long  tv_sec;         /* seconds since Jan. 1, 1970 */
        long    tv_usec;        /* and microseconds */
};
```

If *otp* is a zero pointer, the corresponding information will not be returned.

Only the super-user may adjust the time of day.

The adjustment value will be silently rounded to the resolution of the system clock.

RETURN

A 0 return value indicates that the call succeeded. A –1 return value indicates an error occurred, and in this case an error code is stored into the global variable *errno*.

ERRORS

The following error codes may be set in *errno*:

[EFAULT]	An argument address referenced invalid memory.
[EPERM]	A user other than the super-user attempted to set the time.

SEE ALSO

settimeofday(2), date(1)

NAME

bind – bind a name to a socket

SYNOPSIS

```
#include <sys/types.h>
#include <sys/socket.h>

bind(s, name, namelen)
int s;
struct sockaddr *name;
int namelen;
```

DESCRIPTION

Bind assigns a name to an unnamed socket. When a socket is created with *socket*(2) it exists in a name space (address family) but has no name assigned. *Bind* requests the *name*, be assigned to the socket.

NOTES

Binding a name in the UNIX domain creates a socket in the file system which must be deleted by the caller when it is no longer needed (using *unlink*(2)).

The rules used in name binding vary between communication domains. Consult the manual entries in section 4 for detailed information.

RETURN VALUE

If the bind is successful, a 0 value is returned. A return value of –1 indicates an error, which is further specified in the global *errno*.

ERRORS

The *bind* call will fail if:

[EBADF]	*S* is not a valid descriptor.
[ENOTSOCK]	*S* is not a socket.
[EADDRNOTAVAIL]	The specified address is not available from the local machine.
[EADDRINUSE]	The specified address is already in use.
[EINVAL]	The socket is already bound to an address.
[EACCES]	The requested address is protected, and the current user has inadequate permission to access it.
[EFAULT]	The *name* parameter is not in a valid part of the user address space.

SEE ALSO

connect(2), listen(2), socket(2), getsockname(2)

BUGS

The file created is a side-effect of the current implementation and will not be created in future versions of the UNIX ipc domain.

NAME

brk, sbrk – change data segment size

SYNOPSIS

caddr_t brk(addr)
caddr_t addr;

caddr_t sbrk(incr)
int incr;

DESCRIPTION

Brk sets the system's idea of the lowest data segment location not used by the program (called the break) to *addr* (rounded up to the next multiple of the system's page size). Locations greater than *addr* and below the stack pointer are not in the address space and will thus cause a memory violation if accessed.

In the alternate function *sbrk*, *incr* more bytes are added to the program's data space and a pointer to the start of the new area is returned.

When a program begins execution via *execve* the break is set at the highest location defined by the program and data storage areas. Ordinarily, therefore, only programs with growing data areas need to use *sbrk*.

The *getrlimit*(2) system call may be used to determine the maximum permissible size of the *data* segment; it will not be possible to set the break beyond the *rlim_max* value returned from a call to *getrlimit*, e.g. "etext + rlp→rlim_max." (See *end*(3) for the definition of *etext*.)

RETURN VALUE

Zero is returned if the *brk* could be set; –1 if the program requests more memory than the system limit. *Sbrk* normally returns the current value of the break, but –1 if it could not be set.

ERRORS

Sbrk will fail and no additional memory will be allocated if one of the following are true:

[ENOMEM]	The limit, as set by *setrlimit*(2), was exceeded.
[ENOMEM]	The maximum possible size of a data segment (compiled into the system) was exceeded.
[ENOMEM]	Insufficient space existed in the swap area to support the expansion.

SEE ALSO

execve(2), getrlimit(2), malloc(3), end(3)

BUGS

Setting the break may fail due to a temporary lack of swap space. It is not possible to distinguish this from a failure caused by exceeding the maximum size of the data segment without consulting *getrlimit*.

NAME

chdir – change current working directory

SYNOPSIS

chdir(path)
char *path;

DESCRIPTION

Path is the pathname of a directory. *Chdir* causes this directory to become the current working directory, the starting point for path names not beginning with "/".

In order for a directory to become the current directory, a process must have execute (search) access to the directory.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

ERRORS

Chdir will fail and the current working directory will be unchanged if one or more of the following are true:

[EIO]	An I/O error occurred while reading from or writing to the file system.
[ENOTDIR]	A component of the pathname is not a directory.
[ENOENT]	The named directory does not exist.
[ENAMETOOLONG]	The argument path name was too long.
[EPERM]	The argument contains a byte with the high-order bit set.
[EACCES]	Search permission is denied for any component of the path name.
[EFAULT]	*Path* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.

SEE ALSO

chroot(2)

NAME

chmod, fchmod – change mode of file

SYNOPSIS

chmod(path, mode)
char *path;
int mode;

fchmod(fd, mode)
int fd, mode;

DESCRIPTION

The file whose name is given by *path* or referenced by the descriptor *fd* has its mode changed to *mode*. Modes are constructed by *or*'ing together some combination of the following:

04000	set user ID on execution
02000	set group ID on execution
01000	save text image after execution
00400	read by owner
00200	write by owner
00100	execute (search on directory) by owner
00070	read, write, execute (search) by group
00007	read, write, execute (search) by others

If an executable file is set up for sharing (this is the default) then mode 1000 prevents the system from abandoning the swap-space image of the program-text portion of the file when its last user terminates. Ability to set this bit is restricted to the super-user.

Only the owner of a file (or the super-user) may change the mode.

Writing or changing the owner of a file turns off the set-user-id and set-group-id bits. This makes the system somewhat more secure by protecting set-user-id (set-group-id) files from remaining set-user-id (set-group-id) if they are modified, at the expense of a degree of compatibility.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

ERRORS

Chmod will fail and the file mode will be unchanged if:

[EIO]	An I/O error occurred while reading from or writing to the file system.
[EPERM]	The argument contains a byte with the high-order bit set.
[ENOTDIR]	A component of the path prefix is not a directory.
[ENAMETOOLONG]	The pathname was too long.
[ENOENT]	The named file does not exist.
[EACCES]	Search permission is denied on a component of the path prefix.
[EPERM]	The effective user ID does not match the owner of the file and the effective user ID is not the super-user.
[EROFS]	The named file resides on a read-only file system.
[EFAULT]	*Path* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.

Fchmod will fail if:

[EPERM]	The effective user ID does not match the owner of the file and the effective user ID is

	not the super-user.
[EBADF]	The descriptor is not valid.
[EINVAL]	*Fd* refers to a socket, not to a file.
[EROFS]	The file resides on a read-only file system.

SEE ALSO

open(2), chown(2)

NAME

chown, fchown – change owner and group of a file

SYNOPSIS

chown(path, owner, group)
char *path;
int owner, group;

fchown(fd, owner, group)
int fd, owner, group;

DESCRIPTION

The file which is named by *path* or referenced by *fd* has its *owner* and *group* changed as specified. Only the super-user may execute this call, because if users were able to give files away, they could defeat the file-space accounting procedures.

Chown clears the set-user-id and set-group-id bits on the file to prevent accidental creation of set-user-id and set-group-id programs owned by the super-user.

Fchown is particularly useful when used in conjunction with the file locking primitives (see *flock*(2)).

Only one of the owner and group id's may be set by specifying the other as –1.

RETURN VALUE

Zero is returned if the operation was successful; –1 is returned if an error occurs, with a more specific error code being placed in the global variable *errno*.

ERRORS

Chown will fail and the file will be unchanged if:

[EIO]	An I/O error occurred while reading from or writing to the file system.
[ENOTDIR]	A component of the path prefix is not a directory.
[ENAMETOOLONG]	The argument pathname is too long.
[EPERM]	The argument contains a byte with the high-order bit set.
[ENOENT]	The named file does not exist.
[EACCES]	Search permission is denied on a component of the path prefix.
[EPERM]	The effective user ID is not the super-user.
[EROFS]	The named file resides on a read-only file system.
[EFAULT]	*Path* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.

Fchown will fail if:

[EIO]	An I/O error occurred while reading from or writing to the file system.
[EBADF]	*Fd* does not refer to a valid descriptor.
[EINVAL]	*Fd* refers to a socket, not a file.
[EPERM]	The effective user ID is not the super-user.
[EROFS]	The named file resides on a read-only file system.

SEE ALSO

chmod(2), flock(2)

NAME

chroot – change root directory

SYNOPSIS

chroot(dirname)
char *dirname;

DESCRIPTION

Dirname is the address of the pathname of a directory, terminated by a null byte. *Chroot* makes this directory become the root directory, the starting point for path names beginning with "/". This root directory setting is inherited across *execve*(2) and by all children of this process created with *fork*(2) calls.

In order for a directory to become the root directory a process must have execute (search) access to the directory.

This call is restricted to the super-user.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of –1 is returned and *errno* is set to indicate an error.

ERRORS

Chroot will fail and the root directory will be unchanged if one or more of the following are true:

[EIO]	An I/O error occurred while reading from or writing to the file system.
[ENOTDIR]	A component of the path name is not a directory.
[ENAMETOOLONG]	The pathname was too long.
[EPERM]	The argument contains a byte with the high-order bit set.
[ENOENT]	The named directory does not exist.
[EACCES]	Search permission is denied for any component of the path name.
[EFAULT]	*Path* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.

SEE ALSO

chdir(2)

NAME

close – delete a descriptor

SYNOPSIS

close(d)
int d;

DESCRIPTION

The *close* call deletes a descriptor from the per-process object reference table. If this is the last reference to the underlying object, then it will be deactivated. For example, on the last close of a file the current *seek* pointer associated with the file is lost; on the last close of a *socket*(2) associated naming information and queued data are discarded; on the last close of a file holding an advisory lock the lock is released, see *flock*(2) for further information.

A close of all of a process's descriptors is automatic on *exit*, but since there is a limit on the number of active descriptors per process, *close* is necessary for programs which deal with many descriptors.

When a process forks (see *fork*(2)), all descriptors for the new child process reference the same objects as they did in the parent before the fork. If a new process is then to be run using *execve*(2), the process would normally inherit these descriptors. Most of the descriptors can be rearranged with *dup2*(2) or deleted with *close* before the *execve* is attempted, but if some of these descriptors will still be needed if the execve fails, it is necessary to arrange for them to be closed if the execve succeeds. For this reason, the call "fcntl(d, F_SETFD, 1)" is provided which arranges that a descriptor will be closed after a successful execve; the call "fcntl(d, F_SETFD, 0)" restores the default, which is to not close the descriptor.

Close unmaps pages mapped through this file descriptor.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of –1 is returned and the global integer variable *errno* is set to indicate the error.

ERRORS

Close will fail if:

[EBADF]	*D* is not an active descriptor.

SEE ALSO

accept(2), flock(2), open(2), pipe(2), socket(2), socketpair(2), execve(2), fcntl(2), mmap(2), munmap(2)

NAME

connect – initiate a connection on a socket

SYNOPSIS

```
#include <sys/types.h>
#include <sys/socket.h>

connect(s, name, namelen)
int s;
struct sockaddr *name;
int namelen;
```

DESCRIPTION

The parameter *s* is a socket. If it is of type SOCK_DGRAM, then this call permanently specifies the peer to which datagrams are to be sent; if it is of type SOCK_STREAM, then this call attempts to make a connection to another socket. The other socket is specified by *name* which is an address in the communications space of the socket. Each communications space interprets the *name* parameter in its own way.

RETURN VALUE

If the connection or binding succeeds, then 0 is returned. Otherwise a –1 is returned, and a more specific error code is stored in *errno*.

ERRORS

The call fails if:

[EBADF]	*S* is not a valid descriptor.
[ENOTSOCK]	*S* is a descriptor for a file, not a socket.
[EADDRNOTAVAIL]	The specified address is not available on this machine.
[EAFNOSUPPORT]	Addresses in the specified address family cannot be used with this socket.
[EISCONN]	The socket is already connected.
[ETIMEDOUT]	Connection establishment timed out without establishing a connection.
[ECONNREFUSED]	The attempt to connect was forcefully rejected.
[ENETUNREACH]	The network isn't reachable from this host.
[EADDRINUSE]	The address is already in use.
[EFAULT]	The *name* parameter specifies an area outside the process address space.
[EWOULDBLOCK]	The socket is non-blocking and the and the connection cannot be completed immediately. It is possible to *select*(2) the socket while it is connecting by selecting it for writing.

SEE ALSO

accept(2), select(2), socket(2), getsockname(2)

NAME

creat – create a new file

SYNOPSIS

creat(name, mode)
char *name;

DESCRIPTION

This interface is obsoleted by open(2).

Creat creates a new file or prepares to rewrite an existing file called *name*, given as the address of a null-terminated string. If the file did not exist, it is given mode *mode*, as modified by the process's mode mask (see *umask*(2)). Also see *chmod*(2) for the construction of the *mode* argument.

If the file did exist, its mode and owner remain unchanged, but it is truncated to 0 length.

The file is also opened for writing, and its file descriptor is returned.

NOTES

The *mode* given is arbitrary; it need not allow writing. This feature has been used in the past by programs to construct a simple exclusive locking mechanism. It is replaced by the O_EXCL open mode, or *flock*(2) facility.

RETURN VALUE

The value –1 is returned if an error occurs. Otherwise, the call returns a non-negative descriptor which only permits writing.

ERRORS

Creat will fail and the file will not be created or truncated if one of the following occur:

[EPERM]	The argument contains a byte with the high-order bit set.
[ENOTDIR]	A component of the path prefix is not a directory.
[EACCES]	A needed directory does not have search permission.
[EACCES]	The file does not exist and the directory in which it is to be created is not writable.
[EACCES]	The file exists, but it is unwritable.
[EISDIR]	The file is a directory.
[EMFILE]	There are already too many files open.
[EROFS]	The named file resides, or would reside, on a read-only file system.
[ENXIO]	The file is a character special or block special file, and the associated device does not exist.
[ETXTBSY]	The file is a pure procedure (shared text) file that is being executed.
[EFAULT]	*Name* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EOPNOTSUPP]	The file was a socket (not currently implemented).
[ENOENT]	A required component of the pathname does not exist.
[ENAMETOOLONG]	The pathname was too long.
[ENFILE]	The system file table is full.
[ENOSPC]	The directory in which the entry for the new file is being placed cannot be extended because there is no space left on the file system containing the directory.
[ENOSPC]	There are no free inodes on the file system on which the file is being created.
[EDQUOT]	The directory in which the entry for the new file is being placed cannot be extended

because the user's quota of disk blocks on the file system containing the directory has been exhausted.

[EDQUOT]	The user's quota of inodes on the file system on which the file is being created has been exhausted.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

open(2), write(2), close(2), chmod(2), umask(2)

NAME

dup, dup2 – duplicate a descriptor

SYNOPSIS

newd = dup(oldd)
int newd, oldd;

dup2(oldd, newd)
int oldd, newd;

DESCRIPTION

Dup duplicates an existing object descriptor. The argument *oldd* is a small non-negative integer index in the per-process descriptor table. The value must be less than the size of the table, which is returned by *getdtablesize*(2). The new descriptor *newd* returned by the call is the lowest numbered descriptor which is not currently in use by the process.

The object referenced by the descriptor does not distinguish between references using *oldd* and *newd* in any way. Thus if *newd* and *oldd* are duplicate references to an open file, *read*(2), *write*(2) and *lseek*(2) calls all move a single pointer into the file. If a separate pointer into the file is desired, a different object reference to the file must be obtained by issuing an additional *open*(2) call.

In the second form of the call, the value of *newd* desired is specified. If this descriptor is already in use, the descriptor is first deallocated as if a *close*(2) call had been done first.

RETURN VALUE

The value −1 is returned if an error occurs in either call. The external variable *errno* indicates the cause of the error.

ERRORS

Dup and *dup2* fail if:

[EBADF]	*Oldd* or *newd* is not a valid active descriptor
[EMFILE]	Too many descriptors are active.

SEE ALSO

accept(2), open(2), close(2), pipe(2), socket(2), socketpair(2), getdtablesize(2)

NAME

execve – execute a file

SYNOPSIS

execve(name, argv, envp)
char *name, *argv[], *envp[];

DESCRIPTION

Execve transforms the calling process into a new process. The new process is constructed from an ordinary file called the *new process file*. This file is either an executable object file, or a file of data for an interpreter. An executable object file consists of an identifying header, followed by pages of data representing the initial program (text) and initialized data pages. Additional pages may be specified by the header to be initialize with zero data. See *a.out*(5).

An interpreter file begins with a line of the form "#! *interpreter* [arg]". When an interpreter file is *execve*'d, the system *execve*'s the specified *interpreter*. If the optional *arg* is specified, it becomes the first argument to the *interpreter*, and the name of the originally *execve*'d file becomes the second argument; otherwise, the name of the originally *execve*'d file becomes the first argument. The original argument are shifted over to become the subsequent arguments. The zeroth argument, normally the name of the *execve*'d file, is left unchanged.

There can be no return from a successful *execve* because the calling core image is lost. This is the mechanism whereby different process images become active.

The argument *argv* is an array of character pointers to null-terminated character strings. These strings constitute the argument list to be made available to the new process. By convention, at least one argument must be present in this array, and the first element of this array should be the name of the executed program (i.e. the last component of *name*).

The argument *envp* is also an array of character pointers to null-terminated strings. These strings pass information to the new process which are not directly arguments to the command, see *environ*(5).

Descriptors open in the calling process remain open in the new process, except for those for which the close-on-exec flag is set; see *close*(2). Descriptors which remain open are unaffected by *execve*.

Ignored signals remain ignored across an *execve*, but signals that are caught are reset to their default values. The signal stack is reset to be undefined; see *sigvec*(2) for more information.

Each process has a *real* user ID and group ID and an *effective* user ID and group ID. The *real* ID identifies the person using the system; the *effective* ID determines his access privileges. *Execve* changes the effective user and group ID to the owner of the executed file if the file has the "set-user-ID" or "set-group-ID" modes. The *real* user ID is not affected.

The new process also inherits the following attributes from the calling process:

process ID	see *getpid*(2)
parent process ID	see *getppid*(2)
process group ID	see *getpgrp*(2)
access groups	see *getgroups*(2)
working directory	see *chdir*(2)
root directory	see *chroot*(2)
control terminal	see *tty*(4)
resource usages	see *getrusage*(2)
interval timers	see *getitimer*(2)
resource limits	see *getrlimit*(2)
file mode mask	see *umask*(2)
signal mask	see *sigvec*(2)

When the executed program begins, it is called as follows:

```
main(argc, argv, envp)
int argc;
char **argv, **envp;
```

where *argc* is the number of elements in *argv* (the ''arg count'') and *argv* is the array of character pointers to the arguments themselves.

Envp is a pointer to an array of strings that constitute the *environment* of the process. A pointer to this array is also stored in the global variable ''environ''. Each string consists of a name, an ''='', and a null-terminated value. The array of pointers is terminated by a null pointer. The shell *sh*(1) passes an environment entry for each global shell variable defined when the program is called. See *environ*(5) for some conventionally used names.

RETURN VALUE

If *execve* returns to the calling process an error has occurred; the return value will be −1 and the global variable *errno* will contain an error code.

ERRORS

Execve will fail and return to the calling process if one or more of the following are true:

[ENOENT]	One or more components of the new process file's path name do not exist.
[ENOTDIR]	A component of the new process file is not a directory.
[EACCES]	Search permission is denied for a directory listed in the new process file's path prefix.
[EACCES]	The new process file is not an ordinary file.
[EACCES]	The new process file mode denies execute permission.
[ENOEXEC]	The new process file has the appropriate access permission, but has an invalid magic number in its header.
[ETXTBSY]	The new process file is a pure procedure (shared text) file that is currently open for writing or reading by some process.
[ENOMEM]	The new process requires more virtual memory than is allowed by the imposed maximum (*getrlimit*(2)).
[E2BIG]	The number of bytes in the new process's argument list is larger than the system-imposed limit of {ARG_MAX} bytes. The current value of ARG_MAX is 10240.
[EFAULT]	The new process file is not as long as indicated by the size values in its header.
[EFAULT]	*Name*, *argv*, or *envp* point to an illegal address.
[ENAMETOOLONG]	The pathname was too long.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

exit(2), fork(2), execl(3), environ(5)

NAME

_exit – terminate a process

SYNOPSIS

_exit(status)
int status;

DESCRIPTION

_exit terminates a process with the following consequences:

All of the descriptors open in the calling process are closed.

If the parent process of the calling process is executing a *wait* or is interested in the SIGCHLD signal, then it is notified of the calling process's termination and the low-order eight bits of *status* are made available to it; see *wait*(2). The low-order 8 bits of *status* are available to the parent process.

The parent process ID of all of the calling process's existing child processes are also set to 1. This means that the initialization process (see *intro*(2)) inherits each of these processes as well.

Most C programs will call the library routine *exit*(3) which performs cleanup actions in the standard i/o library before calling *_exit*.

RETURN VALUE

This call never returns.

SEE ALSO

fork(2), wait(2), exit(3)

NAME

fcntl – file control

SYNOPSIS

#include <fcntl.h>

res = fcntl(fd, cmd, arg)
int res;
int fd, cmd, arg;

DESCRIPTION

Fcntl provides for control over descriptors. The argument *fd* is a descriptor to be operated on by *cmd* as follows:

F_DUPFD	Return a new descriptor as follows: Lowest numbered available descriptor greater than or equal to *arg*. Same object references as the original descriptor. New descriptor shares the same file pointer if the object was a file. Same access mode (read, write or read/write). Same file status flags (i.e., both file descriptors share the same file status flags). The close-on-exec flag associated with the new file descriptor is set to remain open across *execve*(2) system calls.
F_GETFD	Get the close-on-exec flag associated with the file descriptor *fd*. If the low-order bit is 0, the file will remain open across *exec*, otherwise the file will be closed upon execution of *exec*.
F_SETFD	Set the close-on-exec flag associated with *fd* to the low order bit of *arg* (0 or 1 as above).
F_GETFL	Get descriptor status flags, see *fcntl*(5) for their definitions.
F_SETFL	Set descriptor status flags, see *fcntl*(5) for their definitions.
F_GETOWN	Get the process ID or process group currently receiving SIGIO and SIGURG signals; process groups are returned as negative values.
F_SETOWN	Set the process or process group to receive SIGIO and SIGURG signals; process groups are specified by supplying *arg* as negative, otherwise *arg* is interpreted as a process ID.

The SIGIO facilities are enabled by setting the FASYNC flag with F_SETFL.

RETURN VALUE

Upon successful completion, the value returned depends on *cmd* as follows:

F_DUPFD	A new file descriptor.
F_GETFD	Value of flag (only the low-order bit is defined).
F_GETFL	Value of flags.
F_GETOWN	Value of file descriptor owner.
other	Value other than –1.

Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

ERRORS

Fcntl will fail if one or more of the following are true:

[EBADF]	*Fildes* is not a valid open file descriptor.
[EMFILE]	*Cmd* is F_DUPFD and the maximum allowed number of file descriptors are currently open.
[EINVAL]	*Cmd* is F_DUPFD and *arg* is negative or greater the maximum allowable number (see *getdtablesize*(2)).

SEE ALSO

close(2), execve(2), getdtablesize(2), open(2), sigvec(2)

NAME

flock – apply or remove an advisory lock on an open file

SYNOPSIS

```
#include <sys/file.h>

#define LOCK_SH     1     /* shared lock */
#define LOCK_EX     2     /* exclusive lock */
#define LOCK_NB     4     /* don't block when locking */
#define LOCK_UN     8     /* unlock */

flock(fd, operation)
int fd, operation;
```

DESCRIPTION

Flock applies or removes an *advisory* lock on the file associated with the file descriptor *fd*. A lock is applied by specifying an *operation* parameter which is the inclusive or of LOCK_SH or LOCK_EX and, possibly, LOCK_NB. To unlock an existing lock *operation* should be LOCK_UN.

Advisory locks allow cooperating processes to perform consistent operations on files, but do not guarantee consistency (i.e. processes may still access files without using advisory locks possibly resulting in inconsistencies).

The locking mechanism allows two types of locks: *shared* locks and *exclusive* locks. At any time multiple shared locks may be applied to a file, but at no time are multiple exclusive, or both shared and exclusive, locks allowed simultaneously on a file.

A shared lock may be *upgraded* to an exclusive lock, and vice versa, simply by specifying the appropriate lock type; this results in the previous lock being released and the new lock applied (possibly after other processes have gained and released the lock).

Requesting a lock on an object which is already locked normally causes the caller to blocked until the lock may be acquired. If LOCK_NB is included in *operation*, then this will not happen; instead the call will fail and the error EWOULDBLOCK will be returned.

NOTES

Locks are on files, not file descriptors. That is, file descriptors duplicated through *dup*(2) or *fork*(2) do not result in multiple instances of a lock, but rather multiple references to a single lock. If a process holding a lock on a file forks and the child explicitly unlocks the file, the parent will lose its lock.

Processes blocked awaiting a lock may be awakened by signals.

RETURN VALUE

Zero is returned if the operation was successful; on an error a –1 is returned and an error code is left in the global location *errno*.

ERRORS

The *flock* call fails if:

[EWOULDBLOCK]	The file is locked and the LOCK_NB option was specified.
[EBADF]	The argument *fd* is an invalid descriptor.
[EINVAL]	The argument *fd* refers to an object other than a file.

SEE ALSO

open(2), close(2), dup(2), execve(2), fork(2)

NAME

fork – create a new process

SYNOPSIS

pid = fork()
int pid;

DESCRIPTION

Fork creates a new process. The new process (child process) is an exact copy of the calling process except for the following:

The child process has a unique process ID.

The child process has a different parent process ID (that is, the process ID of the parent process).

The child process has its own copy of the parent's descriptors. These descriptors reference the same underlying objects, so that, for instance, file pointers in file objects are shared between the child and the parent, so that a *lseek*(2) on a descriptor in the child process can affect a subsequent *read* or *write* by the parent. This descriptor copying is also used by the shell to establish standard input and output for newly created processes as well as to set up pipes.

The child processes resource utilizations are set to 0; see *setrlimit*(2).

RETURN VALUE

Upon successful completion, *fork* returns a value of 0 to the child process and returns the process ID of the child process to the parent process. Otherwise, a value of –1 is returned to the parent process, no child process is created, and the global variable *errno* is set to indicate the error.

ERRORS

Fork will fail and no child process will be created if one or more of the following are true:

[EAGAIN]	The system-imposed limit {PROC_MAX} on the total number of processes under execution would be exceeded. The size of PROC_MAX is determined when the system is generated.
[EAGAIN]	The system-imposed limit {KID_MAX} on the total number of processes under execution by a single user would be exceeded. The size of KID_MAX is determined when the system is generated.
[ENOMEM]	There is insufficient swap space for the new process.

SEE ALSO

execve(2), wait(2)

NAME

fsync – synchronize a file's in-core state with that on disk

SYNOPSIS

fsync(fd)
int fd;

DESCRIPTION

Fsync moves all modified data and attributes of *fd* to a permanent storage device: all in-core modified copies of buffers for the associated file have been written to a disk when the call returns. Note that this is different than *sync*(2) which schedules disk I/O for all files (as though an *fsync* had been done on all files) but returns before the I/O completes.

Fsync should be used by programs which require a file to be in a known state; for example in building a simple transaction facility.

RETURN VALUE

A 0 value is returned on success. A –1 value indicates an error.

ERRORS

The *fsync* fails if:

[EBADF]	*Fd* is not a valid descriptor.
[EINVAL]	*Fd* refers to a socket, not to a file.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

sync(2), sync(8), cron(8)

BUGS

The current implementation of this call is expensive for large files.

NAME

getdirentries – gets directory entries in a filesystem independent format

SYNOPSIS

```
#include <sys/dir.h>

cc = getdirentries(fd, buf, nbytes, basep)
int cc, fd;
char *buf;
int nbytes;
long *basep
```

DESCRIPTION

Getdirentries attempts to put directory entries from the directory referenced by the file descriptor *fd* into the buffer pointed to by *buf*, in a filesystem independent format. Up to *nbytes* of data will be transferred. *Nbytes* must be greater than or equal to the block size associated with the file, see *stat(2)*. Sizes less than this may cause errors on certain filesystems.

The data in the buffer is a series of *direct* structures each containing the following entries:

```
unsigned long   d_fileno;
unsigned short  d_reclen;
unsigned short  d_namlen;
char            d_name[MAXNAMELEN + 1]; /* see below */
```

The *d_fileno* entry is a number which is unique for each distinct file in the filesystem. Files that are linked by hard links (see *link(2)*) have the same *d_fileno*. The *d_reclen* entry is the length, in bytes, of the directory record. The *d_name* entry contains a null terminated file name. The *d_namlen* entry specifies the length of the file name. Thus the actual size of *d_name* may vary from 2 to `MAXNAMELEN + 1`.

The structures are not necessarily tightly packed. The *d_reclen* entry may be used as an offset from the beginning of a *direct* structure to the next structure, if any.

Upon return, the actual number of bytes transferred is returned. The current position pointer associated with *fd* is set to point to the next block of entries. The pointer is not necessarily incremented by the number of bytes returned by *getdirentries*. If the value returned is zero, the end of the directory has been reached. The current position pointer may be set and retrieved by *lseek(2)*. *Getdirentries* writes the position of the block read into the location pointed to by *basep*. It is not safe to set the current position pointer to any value other than a value previously returned by *lseek(2)* or a value previously returned in the location pointed to by *basep* or zero.

RETURN VALUE

If successful, the number of bytes actually transferred is returned. Otherwise, a –1 is returned and the global variable *errno* is set to indicate the error.

SEE ALSO

open(2), lseek(2)

ERRORS

Getdirentries will fail if one or more of the following are true:

[EBADF]	*fd* is not a valid file descriptor open for reading.
[EFAULT]	Either *buf* or *basep* point outside the allocated address space.
[EINTR]	A read from a slow device was interrupted before any data arrived by the delivery of a signal.
[EIO]	An I/O error occurred while reading from or writing to the file system.

NAME

getdomainname, setdomainname – get/set name of current domain

SYNOPSIS

getdomainname(name, namelen)
char *name;
int namelen;

setdomainname(name, namelen)
char *name;
int namelen;

DESCRIPTION

Getdomainname returns the name of the domain for the current processor, as previously set by *setdomainname*. The parameter *namelen* specifies the size of the *name* array. The returned name is null-terminated unless insufficient space is provided.

Setdomainname sets the domain of the host machine to be *name*, which has length *namelen*. This call is restricted to the super-user and is normally used only when the system is bootstrapped.

The purpose of domains is to enable two distinct networks that may have host names in common to merge. Each network would be distinguished by having a different domain name. At the current time, only the yellow pages service makes use of domains.

RETURN VALUE

If the call succeeds a value of 0 is returned. If the call fails, then a value of –1 is returned and an error code is placed in the global location *errno*.

ERRORS

The following errors may be returned by these calls:

[EFAULT]	The *name* parameter gave an invalid address.
[EPERM]	The caller was not the super-user. This error only applies to **setdomainname**.

BUGS

Domain names are limited to 255 characters.

NAME

getdtablesize – get descriptor table size

SYNOPSIS

nds = getdtablesize()
int nds;

DESCRIPTION

Each process has a fixed size descriptor table which is guaranteed to have at least 20 slots. The entries in the descriptor table are numbered with small integers starting at 0. The call *getdtablesize* returns the size of this table.

SEE ALSO

close(2), dup(2), open(2)

NAME

getgid, getegid – get group identity

SYNOPSIS

gid = getgid()
int gid;

egid = getegid()
int egid;

DESCRIPTION

Getgid returns the real group ID of the current process, *getegid* the effective group ID.

The real group ID is specified at login time.

The effective group ID is more transient, and determines additional access permission during execution of a "set-group-ID" process, and it is for such processes that *getgid* is most useful.

SEE ALSO

getuid(2), setregid(2), setgid(3C)

NAME

getgroups – get group access list

SYNOPSIS

#include <sys/param.h>

getgroups(n, gidset)
int n, *gidset;

DESCRIPTION

Getgroups gets the current group access list of the user process and stores it in the array *gidset*. The parameter *n* indicates the number of entries which may be placed in *gidset* and *getgroups* returns the actual number of entries placed in the *gidset* array. No more than NGROUPS, as defined in *<sys/param.h>*, will ever be returned.

RETURN VALUE

A return value of greater than zero indicates the number of entries placed in the *gidset* array. A return value of –1 indicates that an error occurred, and the error code is stored in the global variable *errno*.

ERRORS

The possible errors for *getgroup* are:

[EINVAL]	The argument *n* is smaller than the number of groups you are in.
[EFAULT]	The arguments *n* or *gidset* specify invalid addresses.

SEE ALSO

setgroups(2), initgroups(3)

NAME

gethostid – get unique identifier of current host

SYNOPSIS

hostid = gethostid()
int hostid;

DESCRIPTION

Gethostid returns the 32-bit identifier for the current host, which should be unique across all hosts. On the Sun, this number is taken from the CPU board's ID PROM.

SEE ALSO

hostid(1)

NAME

gethostname, sethostname – get/set name of current host

SYNOPSIS

gethostname(name, namelen)
char *name;
int namelen;

sethostname(name, namelen)
char *name;
int namelen;

DESCRIPTION

Gethostname returns the standard host name for the current processor, as previously set by *sethostname*. The parameter *namelen* specifies the size of the *name* array. The returned name is null-terminated unless insufficient space is provided.

Sethostname sets the name of the host machine to be *name*, which has length *namelen*. This call is restricted to the super-user and is normally used only when the system is bootstrapped.

RETURN VALUE

If the call succeeds a value of 0 is returned. If the call fails, then a value of –1 is returned and an error code is placed int the global location *errno*.

ERRORS

The following errors may be returned by these calls:

[EFAULT]	The *name* or *namelen* parameter gave an invalid address.
[EPERM]	The caller was not the super-user. Note that this error only applies to *sethostname*.

SEE ALSO

gethostid(2)

BUGS

Host names are limited to 31 characters.

NAME

getitimer, setitimer – get/set value of interval timer

SYNOPSIS

```
#include <sys/time.h>

#define ITIMER_REAL       0     /* real time intervals */
#define ITIMER_VIRTUAL    1     /* virtual time intervals */
#define ITIMER_PROF       2     /* user and system virtual time */

getitimer(which, value)
int which;
struct itimerval *value;

setitimer(which, value, ovalue)
int which;
struct itimerval *value, *ovalue;
```

DESCRIPTION

The system provides each process with three interval timers, defined in *<sys/time.h>*. The *getitimer* call returns the current value for the timer specified in *which*, while the *setitimer* call sets the value of a timer (optionally returning the previous value of the timer).

A timer value is defined by the *itimerval* structure:

```
struct itimerval {
        struct   timeval it_interval;      /* timer interval */
        struct   timeval it_value; /* current value */
};
```

If *it_value* is non-zero, it indicates the time to the next timer expiration. If *it_interval* is non-zero, it specifies a value to be used in reloading *it_value* when the timer expires. Setting *it_value* to 0 disables a timer. Setting *it_interval* to 0 causes a timer to be disabled after its next expiration (assuming *it_value* is non-zero).

Time values smaller than the resolution of the system clock are rounded up to this resolution.

The ITIMER_REAL timer decrements in real time. A SIGALRM signal is delivered when this timer expires.

The ITIMER_VIRTUAL timer decrements in process virtual time. It runs only when the process is executing. A SIGVTALRM signal is delivered when it expires.

The ITIMER_PROF timer decrements both in process virtual time and when the system is running on behalf of the process. It is designed to be used by interpreters in statistically profiling the execution of interpreted programs. Each time the ITIMER_PROF timer expires, the SIGPROF signal is delivered. Because this signal may interrupt in-progress system calls, programs using this timer must be prepared to restart interrupted system calls.

NOTES

Three macros for manipulating time values are defined in *<sys/time.h>*. *Timerclear* sets a time value to zero, *timerisset* tests if a time value is non-zero, and *timercmp* compares two time values (beware that >= and <= do not work with this macro).

RETURN VALUE

If the calls succeed, a value of 0 is returned. If an error occurs, the value –1 is returned, and a more precise error code is placed in the global variable *errno*.

ERRORS

The possible errors are:

[EFAULT]	The *value* or *ovalue* parameter specified a bad address.

[EINVAL] A *value* parameter specified a time which was too large to be handled.

SEE ALSO

sigvec(2), gettimeofday(2)

NAME

getpagesize – get system page size

SYNOPSIS

pagesize = getpagesize()
int pagesize;

DESCRIPTION

Getpagesize returns the number of bytes in a page. Page granularity is the granularity of many of the memory management calls.

The page size is a *system* page size and may not be the same as the underlying hardware page size.

SEE ALSO

sbrk(2), pagesize(1)

NAME

getpeername – get name of connected peer

SYNOPSIS

getpeername(s, name, namelen)
int s;
struct sockaddr *name;
int *namelen;

DESCRIPTION

Getpeername returns the name of the peer connected to socket *s*. The *namelen* parameter should be initialized to indicate the amount of space pointed to by *name*. On return it contains the actual size of the name returned (in bytes).

DIAGNOSTICS

A 0 is returned if the call succeeds, –1 if it fails.

ERRORS

The call succeeds unless:

[EBADF]	The argument *s* is not a valid descriptor.
[ENOTSOCK]	The argument *s* is a file, not a socket.
[ENOTCONN]	The socket is not connected.
[ENOBUFS]	Insufficient resources were available in the system to perform the operation.
[EFAULT]	The *name* parameter points to memory not in a valid part of the process address space.

SEE ALSO

bind(2), socket(2), getsockname(2)

BUGS

Names bound to sockets in the UNIX domain are inaccessible; *getpeername* returns a zero length name.

NAME

getpgrp – get process group

SYNOPSIS

pgrp = getpgrp(pid)
int pgrp;
int pid;

DESCRIPTION

The process group of the specified process is returned by *getpgrp*. If *pid* is zero, the call applies to the current process.

Process groups are used for distribution of signals, and by terminals to arbitrate requests for their input: processes which have the same process group as the terminal are foreground and may read, while others will block with a signal if they attempt to read.

This call is thus used by programs such as *csh*(1) to create process groups in implementing job control. The TIOCGPGRP and TIOCSPGRP calls described in *tty*(4) are used to get/set the process group of the control terminal.

SEE ALSO

setpgrp(2), getuid(2), tty(4)

NAME

getpid, getppid – get process identification

SYNOPSIS

pid = getpid()
int pid;

ppid = getppid()
int ppid;

DESCRIPTION

Getpid returns the process ID of the current process. Most often it is used with the host identifier *gethostid*(2) to generate uniquely-named temporary files.

Getppid returns the process ID of the parent of the current process.

SEE ALSO

gethostid(2)

NAME

getpriority, setpriority – get/set program scheduling priority

SYNOPSIS

```
#include <sys/resource.h>

#define  PRIO_PROCESS   0   /* process */
#define  PRIO_PGRP      1   /* process group */
#define  PRIO_USER      2   /* user id */

prio = getpriority(which, who)
int prio, which, who;

setpriority(which, who, prio)
int which, who, prio;
```

DESCRIPTION

The scheduling priority of the process, process group, or user, as indicated by *which* and *who* is obtained with the *getpriority* call and set with the *setpriority* call. *Which* is one of PRIO_PROCESS, PRIO_PGRP, or PRIO_USER, and *who* is interpreted relative to *which* (a process identifier for PRIO_PROCESS, process group identifier for PRIO_PGRP, and a user ID for PRIO_USER). *Prio* is a value in the range –20 to 20. The default priority is 0; lower priorities cause more favorable scheduling.

The *getpriority* call returns the highest priority (lowest numerical value) enjoyed by any of the specified processes. The *setpriority* call sets the priorities of all of the specified processes to the specified value. Only the super-user may lower priorities.

RETURN VALUE

Since *getpriority* can legitimately return the value –1, it is necessary to clear the external variable *errno* prior to the call, then check it afterward to determine if a –1 is an error or a legitimate value. The *setpriority* call returns 0 if there is no error, or –1 if there is.

ERRORS

Getpriority and *setpriority* may return one of the following errors:

[ESRCH]	No process(es) were located using the *which* and *who* values specified.
[EINVAL]	*Which* was not one of PRIO_PROCESS, PRIO_PGRP, or PRIO_USER.

In addition to the errors indicated above, *setpriority* may fail with one of the following errors returned:

[EACCES]	A process was located, but neither its effective nor real user ID matched the effective user ID of the caller.
[EACCES]	A non super-user attempted to change a process priority to a negative value.

SEE ALSO

nice(1), fork(2), renice(8)

BUGS

It is not possible for the process executing *setpriority ( )* to lower any other process down to its current priority, without requiring superuser privileges.

NAME

getrlimit, setrlimit – control maximum system resource consumption

SYNOPSIS

```
#include <sys/time.h>
#include <sys/resource.h>

getrlimit(resource, rlp)
int resource;
struct rlimit *rlp;

setrlimit(resource, rlp)
int resource;
struct rlimit *rlp;
```

DESCRIPTION

Limits on the consumption of system resources by the current process and each process it creates may be obtained with the *getrlimit* call, and set with the *setrlimit* call.

The *resource* parameter is one of the following:

RLIMIT_CPU	the maximum amount of cpu time (in milliseconds) to be used by each process.
RLIMIT_FSIZE	the largest size, in bytes, of any single file which may be created.
RLIMIT_DATA	the maximum size, in bytes, of the data segment for a process; this defines how far a program may extend its break with the *sbrk*(2) system call.
RLIMIT_STACK	the maximum size, in bytes, of the stack segment for a process; this defines how far a program's stack segment may be extended automatically by the system.
RLIMIT_CORE	the largest size, in bytes, of a *core* file which may be created.
RLIMIT_RSS	the maximum size, in bytes, a process's resident set size may grow to. This imposes a limit on the amount of physical memory to be given to a process; if memory is tight, the system will prefer to take memory from processes which are exceeding their declared resident set size.

A resource limit is specified as a soft limit and a hard limit. When a soft limit is exceeded a process may receive a signal (for example, if the cpu time is exceeded), but it will be allowed to continue execution until it reaches the hard limit (or modifies its resource limit). The *rlimit* structure is used to specify the hard and soft limits on a resource,

```
struct rlimit {
        int     rlim_cur;       /* current (soft) limit */
        int     rlim_max;       /* hard limit */
};
```

Only the super-user may raise the maximum limits. Other users may only alter *rlim_cur* within the range from 0 to *rlim_max* or (irreversibly) lower *rlim_max*.

An "infinite" value for a limit is defined as RLIM_INFINITY (0x7fffffff).

Because this information is stored in the per-process information, this system call must be executed directly by the shell if it is to affect all future processes created by the shell; *limit* is thus a built-in command to *csh*(1).

The system refuses to extend the data or stack space when the limits would be exceeded in the normal way: a *break* call fails if the data space limit is reached, or the process is killed when the stack limit is reached (since the stack cannot be extended, there is no way to send a signal!).

A file i/o operation which would create a file which is too large will cause a signal SIGXFSZ to be generated, this normally terminates the process, but may be caught. When the soft cpu time limit is exceeded, a signal SIGXCPU is sent to the offending process.

RETURN VALUE

A 0 return value indicates that the call succeeded, changing or returning the resource limit. A return value of −1 indicates that an error occurred, and an error code is stored in the global location *errno*.

ERRORS

The possible errors are:

[EFAULT]	The address specified for *rlp* is invalid.
[EPERM]	The limit specified to *setrlimit* would have raised the maximum limit value, and the caller is not the super-user.

SEE ALSO

csh(1), quota(2)

BUGS

There should be *limit* and *unlimit* commands in *sh*(1) as well as in *csh*.

NAME

getrusage – get information about resource utilization

SYNOPSIS

```
#include <sys/time.h>
#include <sys/resource.h>

#define RUSAGE_SELF         0      /* calling process */
#define RUSAGE_CHILDREN    –1      /* terminated child processes */

getrusage(who, rusage)
int who;
struct rusage *rusage;
```

DESCRIPTION

Getrusage returns information about the resources utilized by the current process, or all its terminated child processes. The *who* parameter is one of RUSAGE_SELF or RUSAGE_CHILDREN. If *rusage* is non-zero, the buffer it points to will be filled in with the following structure:

```
struct  rusage {
        struct timeval ru_utime;            /* user time used */
        struct timeval ru_stime;            /* system time used */
        int     ru_maxrss;
        int     ru_ixrss;          /* integral shared memory size */
        int     ru_idrss;          /* integral unshared data size */
        int     ru_isrss;                   /* integral unshared stack size */
        int     ru_minflt;                  /* page reclaims */
        int     ru_majflt;                  /* page faults */
        int     ru_nswap;                   /* swaps */
        int     ru_inblock;                 /* block input operations */
        int     ru_oublock;                 /* block output operations */
        int     ru_msgsnd;                  /* messages sent */
        int     ru_msgrcv;                  /* messages received */
        int     ru_nsignals;                /* signals received */
        int     ru_nvcsw;                   /* voluntary context switches */
        int     ru_nivcsw;                  /* involuntary context switches */
};
```

The fields are interpreted as follows:

ru_utime	the total amount of time spent executing in user mode. Time is given in seconds:microseconds.
ru_stime	the total amount of time spent in the system executing on behalf of the process(es). Time is given in seconds:microseconds.
ru_maxrss	the maximum resident set size utilized. Size is given in pages (1 page = 2Kbytes).
ru_ixrss	an "integral" value indicating the amount of memory used which was also shared among other processes. This value is expressed in units of pages * clock ticks (1 tick = 1/50 second). The value is calculated by summing the number of shared memory pages in use each time the internal system clock ticks, and then averaging over 1 second intervals.
ru_idrss	an integral value of the amount of unshared memory residing in the data segment of a process. The value is given in pages * clock ticks.
ru_isrss	an integral value of the amount of unshared memory residing in the stack segment of a process. The value is given in pages * clock ticks.
ru_minflt	the number of page faults serviced without any i/o activity; here i/o activity is avoided

	by "reclaiming" a page frame from the list of pages awaiting reallocation.
ru_majflt	the number of page faults serviced which required i/o activity.
ru_nswap	the number of times a process was "swapped" out of main memory.
ru_inblock	the number of times the file system had to perform input.
ru_outblock	the number of times the file system had to perform output.
ru_msgsnd	the number of ipc messages sent.
ru_msgrcv	the number of ipc messages received.
ru_nsignals	the number of signals delivered.
ru_nvcsw	the number of times a context switch resulted due to a process voluntarily giving up the processor before its time slice was completed (usually to await availability of a resource).
ru_nivcsw	the number of times a context switch resulted due to a higher priority process becoming runnable or because the current process exceeded its time slice.

NOTES

The numbers *ru_inblock* and *ru_outblock* account only for real I/O; data supplied by the caching mechanism is charged only to the first process to read or write the data.

ERRORS

getrusage will fail if:

[EFAULT]	The *rusage* argument is in an invalid portion of the process's allocated address space.

SEE ALSO

gettimeofday(2), wait(2)

BUGS

There is no way to obtain information about a child process which has not yet terminated.

NAME

getsockname – get socket name

SYNOPSIS

getsockname(s, name, namelen)
int s;
struct sockaddr *name;
int *namelen;

DESCRIPTION

Getsockname returns the current *name* for the specified socket. The *namelen* parameter should be initialized to indicate the amount of space pointed to by *name*. On return it contains the actual size of the name returned (in bytes).

DIAGNOSTICS

A 0 is returned if the call succeeds, –1 if it fails.

ERRORS

The call succeeds unless:

[EBADF]	The argument *s* is not a valid descriptor.
[ENOTSOCK]	The argument *s* is a file, not a socket.
[ENOBUFS]	Insufficient resources were available in the system to perform the operation.
[EFAULT]	The *name* parameter points to memory not in a valid part of the process address space.

SEE ALSO

bind(2), socket(2), getpeername(2)

BUGS

Names bound to sockets in the UNIX domain are inaccessible; *getsockname* returns a zero length name.

NAME

getsockopt, setsockopt – get and set options on sockets

SYNOPSIS

```
#include <sys/types.h>
#include <sys/socket.h>

getsockopt(s, level, optname, optval, optlen)
int s, level, optname;
char *optval;
int *optlen;

setsockopt(s, level, optname, optval, optlen)
int s, level, optname;
char *optval;
int optlen;
```

DESCRIPTION

Getsockopt and *setsockopt* manipulate *options* associated with a socket. Options may exist at multiple protocol levels; they are always present at the uppermost "socket" level.

When manipulating socket options the level at which the option resides and the name of the option must be specified. To manipulate options at the "socket" level, *level* is specified as SOL_SOCKET. To manipulate options at any other level the protocol number of the appropriate protocol controlling the option is supplied. For example, to indicate an option is to be interpreted by the TCP protocol, *level* should be set to the protocol number of TCP; see *getprotoent*(3N).

The parameters *optval* and *optlen* are used to access option values for *setsockopt*. For *getsockopt* they identify a buffer in which the value for the requested option(s) are to be returned. For *getsockopt*, *optlen* is a value-result parameter, initially containing the size of the buffer pointed to by *optval*, and modified on return to indicate the actual size of the value returned. If no option value is to be supplied or returned, *optval* may be supplied as 0.

Optname and any specified options are passed uninterpreted to the appropriate protocol module for interpretation. The include file *<sys/socket.h>* contains definitions for "socket" level options; see *socket*(2). Options at other protocol levels vary in format and name, consult the appropriate entries in (4P).

RETURN VALUE

A 0 is returned if the call succeeds, –1 if it fails.

ERRORS

The call succeeds unless:

[EBADF]	The argument *s* is not a valid descriptor.
[ENOTSOCK]	The argument *s* is a file, not a socket.
[ENOPROTOOPT]	The option is unknown.
[EFAULT]	*optval* or *optlen* is not in a valid part of the process address space.

SEE ALSO

socket(2), getprotoent(3N)

NAME

gettimeofday, settimeofday – get/set date and time

SYNOPSIS

#include <sys/time.h>

gettimeofday(tp, tzp)
struct timeval *tp;
struct timezone *tzp;

settimeofday(tp, tzp)
struct timeval *tp;
struct timezone *tzp;

DESCRIPTION

Gettimeofday returns the system's notion of the current Greenwich time and the current time zone. Time returned is expressed in seconds and microseconds since midnight January 1, 1970.

The structures pointed to by *tp* and *tzp* are defined in *<sys/time.h>* as:

```
struct timeval {
        u_long  tv_sec;         /* seconds since Jan. 1, 1970 */
        long    tv_usec;        /* and microseconds */
};

struct timezone {
        int     tz_minuteswest; /* of Greenwich */
        int     tz_dsttime;     /* type of dst correction to apply */
};
```

The *timezone* structure indicates the local time zone (measured in minutes of time westward from Greenwich), and a flag that, if nonzero, indicates that Daylight Saving time applies locally during the appropriate part of the year.

If *tzp* is a zero pointer, the timezone information is not returned or set.

Only the super-user may set the time of day.

RETURN

A 0 return value indicates that the call succeeded. A –1 return value indicates an error occurred, and in this case an error code is stored into the global variable *errno*.

ERRORS

The following error codes may be set in *errno*:

[EFAULT]	An argument address referenced invalid memory.
[EPERM]	A user other than the super-user attempted to set the time.

SEE ALSO

date(1), ctime(3)

BUGS

Time is never correct enough to believe the microsecond values. There should a mechanism by which, at least, local clusters of systems might synchronize their clocks to millisecond granularity.

NAME

getuid, geteuid – get user identity

SYNOPSIS

uid = getuid()
int uid;

euid = geteuid()
int euid;

DESCRIPTION

Getuid returns the real user ID of the current process, *geteuid* the effective user ID.

The real user ID identifies the person who is logged in. The effective user ID gives the process additional permissions during execution of "set-user-ID" mode processes, which use *getuid* to determine the real-user-id of the process which invoked them.

SEE ALSO

getgid(2), setreuid(2)

NAME

ioctl – control device

SYNOPSIS

#include <sys/ioctl.h>

ioctl(d, request, argp)
int d, request;
char *argp;

DESCRIPTION

Ioctl performs a variety of functions on open descriptors. In particular, many operating characteristics of character special files (e.g. terminals) may be controlled with *ioctl* requests. The writeups of various devices in section 4 discuss how *ioctl* applies to them.

An ioctl *request* has encoded in it whether the argument is an ''in'' parameter or ''out'' parameter, and the size of the argument *argp* in bytes. Macros and defines used in specifying an ioctl *request* are located in the file *<sys/ioctl.h>*.

RETURN VALUE

If an error has occurred, a value of –1 is returned and *errno* is set to indicate the error.

If no error has occurred (using a STANDARD device driver), a value of 0 is returned.

ERRORS

Ioctl will fail if one or more of the following are true:

[EBADF]	*D* is not a valid descriptor.
[ENOTTY]	*D* is not associated with a character special device.
[ENOTTY]	The specified request does not apply to the kind of object which the descriptor *d* references.
[EINVAL]	*Request* or *argp* is not valid.

SEE ALSO

execve(2), fcntl(2), mtio(4), tty(4)

NAME

kill – send signal to a process

SYNOPSIS

kill(pid, sig)
int pid, sig;

DESCRIPTION

Kill sends the signal *sig* to a process, specified by the process number *pid*. *Sig* may be one of the signals specified in *sigvec*(2), or it may be 0, in which case error checking is performed but no signal is actually sent. This can be used to check the validity of *pid*.

The sending and receiving processes must have the same effective user ID, otherwise this call is restricted to the super-user. A single exception is the signal SIGCONT which may always be sent to any child or grandchild of the current process.

If the process number is 0, the signal is sent to all other processes in the sender's process group; this is a variant of *killpg*(2).

If the process number is −1, and the user is the super-user, the signal is broadcast universally except to system processes and the process sending the signal.

Processes may send signals to themselves.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of −1 is returned and *errno* is set to indicate the error.

ERRORS

Kill will fail and no signal will be sent if any of the following occur:

[EINVAL]	*Sig* is not a valid signal number.
[ESRCH]	No process can be found corresponding to that specified by *pid*.
[EPERM]	The sending process is not the super-user and its effective user id does not match the effective user-id of the receiving process.

SEE ALSO

getpid(2), getpgrp(2), killpg(2), sigvec(2)

NAME

killpg – send signal to a process group

SYNOPSIS

killpg(pgrp, sig)
int pgrp, sig;

DESCRIPTION

Killpg sends the signal *sig* to the process group *pgrp*. See *sigvec*(2) for a list of signals.

The sending process and members of the process group must have the same effective user ID, otherwise this call is restricted to the super-user. As a single special case the continue signal SIGCONT may be sent to any process which is a descendant of the current process.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of –1 is returned and the global variable *errno* is set to indicate the error.

ERRORS

Killpg will fail and no signal will be sent if any of the following occur:

[EINVAL]	*Sig* is not a valid signal number.
[ESRCH]	No process were found in the specified process group.
[EPERM]	The sending process is not the super-user and one or more of the target processes has an effective user ID different from that of the sending process.

SEE ALSO

kill(2), getpgrp(2), sigvec(2)

NAME

link – make a hard link to a file

SYNOPSIS

link(name1, name2)
char *name1, *name2;

DESCRIPTION

A hard link to *name1* is created; the link has the name *name2*. *Name1* must exist.

With hard links, both *name1* and *name2* must be in the same file system. Unless the caller is the super-user, *name1* must not be a directory. Both the old and the new *link* share equal access and rights to the underlying object.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

ERRORS

Link will fail and no link will be created if one or more of the following are true:

[EPERM]	Either pathname contains a byte with the high-order bit set.
[ENAMETOOLONG]	Either pathname was too long.
[ENOTDIR]	A component of either path prefix is not a directory.
[ENOENT]	A component of either path prefix does not exist.
[EACCES]	A component of either path prefix denies search permission.
[ENOENT]	The file named by *name1* does not exist.
[EEXIST]	The link named by *name2* does exist.
[EPERM]	The file named by *name1* is a directory and the effective user ID is not super-user.
[EXDEV]	The link named by *name2* and the file named by *name1* are on different file systems.
[EACCES]	The requested link requires writing in a directory with a mode that denies write permission.
[EROFS]	The requested link requires writing in a directory on a read-only file system.
[EFAULT]	One of the pathnames specified is outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[ENOSPC]	The directory in which the entry for the new link is being placed cannot be extended because there is no space left on the file system containing the directory.
[EDQUOT]	The directory in which the entry for the new link is being placed cannot be extended because the user's quota of disk blocks on the file system containing the directory has been exhausted.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

symlink(2), unlink(2)

NAME

listen – listen for connections on a socket

SYNOPSIS

listen(s, backlog)
int s, backlog;

DESCRIPTION

To accept connections, a socket is first created with *socket*(2), a backlog for incoming connections is specified with *listen*(2) and then the connections are accepted with *accept*(2). The *listen* call applies only to sockets of type SOCK_STREAM or SOCK_SEQPACKET.

The *backlog* parameter defines the maximum length the queue of pending connections may grow to. If a connection request arrives with the queue full the client will receive an error with an indication of ECONNREFUSED.

RETURN VALUE

A 0 return value indicates success; –1 indicates an error.

ERRORS

The call fails if:

[EBADF]	The argument *s* is not a valid descriptor.
[ENOTSOCK]	The argument *s* is not a socket.
[EOPNOTSUPP]	The socket is not of a type that supports the operation *listen*.

SEE ALSO

accept(2), connect(2), socket(2)

BUGS

The *backlog* is currently limited (silently) to 5.

NAME

lseek, tell – move read/write pointer

SYNOPSIS

```
#define L_SET       0     /* set the seek pointer */
#define L_INCR      1     /* increment the seek pointer */
#define L_XTND      2     /* extend the file size */

pos = lseek(d, offset, whence)
int pos;
int d;
long offset;
int whence;
```

DESCRIPTION

The descriptor *d* refers to a file or device open for reading and/or writing. *Lseek* sets the file pointer of *d* as follows:

If *whence* is L_SET, the pointer is set to *offset* bytes.

If *whence* is L_INCR, the pointer is set to its current location plus *offset*.

If *whence* is L_XTND, the pointer is set to the size of the file plus *offset*.

Upon successful completion, the resulting pointer location as measured in bytes from beginning of the file is returned. Some devices are incapable of seeking. The value of the pointer associated with such a device is undefined.

The obsolete function *tell(fildes)* is identical to *lseek(fildes, 0L, L_INCR).*

NOTES

Seeking far beyond the end of a file, then writing, creates a gap or ''hole'', which occupies no physical space and reads as zeros.

RETURN VALUE

Upon successful completion, a non-negative integer, the current file pointer value, is returned. Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

ERRORS

Lseek will fail and the file pointer will remain unchanged if:

[EBADF]	*Fildes* is not an open file descriptor.
[ESPIPE]	*Fildes* is associated with a pipe or a socket.
[EINVAL]	*Whence* is not a proper value.
[EINVAL]	The resulting file pointer would be negative.

SEE ALSO

dup(2), open(2)

NAME

mkdir – make a directory file

SYNOPSIS

mkdir(path, mode)
char *path;
int mode;

DESCRIPTION

Mkdir creates a new directory file with name *path*. The mode of the new file is initialized from *mode*. The protection part of the mode is modified by the process's mode mask; see *umask*(2).

The directory's owner ID is set to the process's effective user ID. The directory's group ID is set to that of the parent directory in which it is created.

The low-order 9 bits of mode are modified by the process's file mode creation mask: all bits set in the process's file mode creation mask are cleared. See *umask*(2).

RETURN VALUE

A 0 return value indicates success. A –1 return value indicates an error, and an error code is stored in *errno*.

ERRORS

Mkdir will fail and no directory will be created if:

[EPERM]	The process's effective user ID is not super-user.
[EPERM]	The *path* argument contains a byte with the high-order bit set.
[ENOTDIR]	A component of the path prefix is not a directory.
[ENOENT]	A component of the path prefix does not exist.
[EROFS]	The named file resides on a read-only file system.
[EEXIST]	The named file exists.
[EFAULT]	*Path* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EIO]	An I/O error occurred while reading from or writing to the file system.
[ENAMETOOLONG]	The pathname was too long.
[EACCES]	A component of the path prefix denies search permission.
[ENOSPC]	The directory in which the entry for the new file is being placed cannot be extended because there is no space left on the file system containing the directory.
[ENOSPC]	The new directory cannot be created because there is no space left on the file system which will contain the directory.
[ENOSPC]	There are no free inodes on the file system on which the file is being created.
[EDQUOT]	The directory in which the entry for the new file is being placed cannot be extended because the user's quota of disk blocks on the file system containing the directory has been exhausted.
[EDQUOT]	The new directory cannot be created becaue the user's quota of disk blocks on the file system which will contain the directory has been exhausted.
[EDQUOT]	The user's quota of inodes on the file system on which the file is being created has been exhausted.

SEE ALSO

chmod(2), stat(2), umask(2)

NAME

mknod – make a special file

SYNOPSIS

mknod(path, mode, dev)
char *path;
int mode, dev;

DESCRIPTION

Mknod creates a new file whose name is *path.* The mode of the new file (including special file bits) is initialized from *mode*. The protection part of the mode is modified by the process's mode mask; see *umask*(2). The first block pointer of the i-node is initialized from *dev* and is used to specify which device the special file refers to.

If mode indicates a block or character special file, *dev* is a configuration dependent specification of a character or block I/O device. If *mode* does not indicate a block special or character special device, *dev* is ignored.

Mknod may be invoked only by the super-user.

RETURN VALUE

Upon successful completion a value of 0 is returned. Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

ERRORS

Mknod will fail and the file mode will be unchanged if:

[EPERM]	The process's effective user ID is not super-user.
[EISDIR]	The specified *mode* would have created a directory.
[EPERM]	The pathname contains a character with the high-order bit set.
[ENOTDIR]	A component of the path prefix is not a directory.
[ENOENT]	A component of the path prefix does not exist.
[EROFS]	The named file resides on a read-only file system.
[EEXIST]	The named file exists.
[EFAULT]	*Path* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[ENAMETOOLONG]	The pathname was too long.
[EACCES]	A component of the path prefix denies search permission.
[ENOSPC]	The directory in which the entry for the new file is being placed cannot be extended because there is no space left on the file system containing the directory.
[ENOSPC]	There are no free inodes on the file system on which the file is being created.
[EDQUOT]	The directory in which the entry for the new file is being placed cannot be extended because the user's quota of disk blocks on the file system containing the directory has been exhausted.
[EDQUOT]	The user's quota of inodes on the file system on which the file is being created has been exhausted.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

chmod(2), stat(2), umask(2)

NAME

mmap – map pages of memory

SYNOPSIS

```
#include <sys/mman.h>
#include <sys/types.h>

mmap(addr, len, prot, share, fd, off)
caddr_t addr; int len, prot, share, fd; off_t off;
```

DESCRIPTION

This call is not completely implemented in 4.2 BSD.

Mmap maps the pages starting at *addr* and continuing for *len* bytes from the object represented by the descriptor *fd*, at the current file position of offset *off*. The parameter *share* specifies whether modifications made to this mapped copy of the page are to be kept *private* or are to be *shared* with other references. The parameter *prot* specifies the accessibility of the mapped pages. The *addr* and *len* parameters and the sum of the current position in *fd* and the *off* parameters must be multiples of the page size (found using the *getpagesize*(2) call).

Pages are automatically unmapped at *close*.

When called to map an area of 128k or more, the kernel will RELEASE the swap area previously associated with the mapped area. When this area is unmapped (using munmap), pages within the area are marked invalid. When using *valloc* and *malloc* to allcoate such areas, do not *free* the area as you normally would. Instead, call *valloc* or *malloc.*

RETURN VALUE

The call returns 0 on success, −1 on failure.

ERRORS

The *mmap* call will fail if:

[EINVAL]	The argument address or length is not a multiple of the page size as returned by *getpagesize*(2),*or* the length is negative.
[EINVAL]	The entire range of pages specified in the call is not part of data space.
[EINVAL]	The specified *fd* does not refer to a character special device which supports mapping (e.g. a frame buffer).
[EINVAL]	The specified *fd* is not open for reading and read access is requested, or not open for writing when write access is requested.
[EINVAL]	The sharing mode was not specified as MAP_SHARED.

SEE ALSO

getpagesize(2), munmap(2), close(2)

BUGS

The kernel may panic when more than 128k of memory has been unmapped with munmap and mmap is subsequently called with an incorrect *length* value.

NAME

mount – mount file system

SYNOPSIS

```
#include <sys/mount.h>
mount(type, dir, flags, data)
int type;
char *dir;
int flags;
caddr_t data;
```

DESCRIPTION

mount attaches a file system to a directory. After a successful return, references to directory *dir* will refer to the root directory on the newly mounted file system. *Dir* is a pointer to a null-terminated string containing a path name. *Dir* must exist already, and must be a directory. Its old contents are inaccessible while the file system is mounted.

The *flags* argument determines whether the file system can be written on, and if set-uid execution is allowed. Physically write-protected and magnetic tape file systems must be mounted read-only or errors will occur when access times are updated, whether or not any explicit write is attempted.

Type indicates the type of the filesystem. It must be one of the types defined in *mount.h*. *Data* is a pointer to a structure which contains the type specific arguments to mount. Below is a list of the filesystem types supported and the type specific arguments to each:

MOUNT_UFS

```
struct ufs_args {
        char   *fspec;         /* Block special file to mount */
};
```

MOUNT_NFS

```
#include            <nfs/nfs.h>
#include            <netinet/in.h>
struct nfs_args {
        struct sockaddr_in  *addr; /* file server address */
        fhandle_t   *fh;       /* File handle to be mounted */
        int         flags;     /* flags */
        int         wsize;     /* write size in bytes */
        int         rsize;     /* read size in bytes */
        int         timeo;     /* initial timeout in .1 secs */
        int         retrans;   /* times to retry send */
};
```

RETURN VALUE

Mount returns 0 if the action occurred, and –1 if *special* is inaccessible or not an appropriate file, if *name* does not exist, if *special* is already mounted, if *name* is in use, or if there are already too many file systems mounted.

ERRORS

Mount will fail when one of the following occurs:

[EPERM]	The caller is not the super-user.
[ENOENT]	*Special* does not exist.
[ENOTBLK]	*Special* is not a block device.
[ENXIO]	The major device number of *special* is out of range (this indicates no device driver exists for the associated hardware).
[EPERM]	The pathname contains a character with the high-order bit set.

[ENOTDIR]	A component of the path prefix in *name* is not a directory.
[EBUSY]	*Dir* is not a directory, or another process currently holds a reference to it.
[EBUSY]	No space remains in the mount table.
[EBUSY]	The super block for the file system had a bad magic number or an out of range block size.
[EBUSY]	Not enough memory was available to read the cylinder group information for the file system.
[EIO]	An I/O error occurred while reading the super block or cylinder group information.
[ENOTDIR]	A component of the path prefix in *special* or *name* is not a directory.
[EPERM]	The pathname of *special* or *name* contains a character with the high-order bit set.
[ENAMETOOLONG]	The pathname of *special* or *name* was too long.
[ENOENT]	*Special* or *name* does not exist.
[EACCES]	Search permission is denied for a component of the path prefix of *special* or *name*.
[EFAULT]	*Special* or *name* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname of *special* or *name*.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

nfsmount(2), unmount(2), mount(8)

BUGS

The error codes are in a state of disarray; too many errors appear to the caller as one value.

NAME

munmap – unmap pages of memory

SYNOPSIS

#include <mman.h>

munmap(addr, len)
caddr_t addr; int len;

DESCRIPTION

This call is not completely implemented in 4.2 BSD.

Munmap causes the pages starting at *addr* and continuing for *len* bytes to refer to private pages which will be initialized to zero on reference.

RETURN VALUE

The call returns –1 on error, 0 on success.

ERRORS

The call fails if any of the following:

[EINVAL]	The argument address or length is not a multiple of the page size as returned by *getpagesize*(2),*or* the length is negative.
[EINVAL]	The entire range of pages specified in the call is not part of data space.

SEE ALSO

brk (2), mmap(2), close(2)

NAME

nfsmount – obsoleted by *mount* (2)

DESCRIPTION

nfsmount has been superceded by *mount*(2), see page 64 for a description of *mount* and its use in mounting NFS file systems.

NAME

nfssvc, async_daemon – NFS daemons

SYNOPSIS

nfssvc(sock)
int sock;

async_daemon()

DESCRIPTION

Nfssvc starts an NFS daemon listening on socket *sock*. The socket must be AF_INET, and SOCK_DGRAM (protocol UDP/IP). The system call will return only if the process is killed.

Async_daemon implements the NFS daemon that handles asynchronous I/O for an NFS client. The system call never returns.

BUGS

These two system calls allow kernel processes to have user context.

SEE ALSO

nfs(4), mountd(8)

NAME

open – open or create a file for reading or writing

SYNOPSIS

#include <sys/file.h>

open(path, flags, mode)
char *path;
int flags, mode;

DESCRIPTION

Open opens the file *path* for reading and/or writing, as specified by the *flags* argument and returns a descriptor for that file. The *flags* argument may indicate the file is to be created if it does not already exist (by specifying the O_CREAT flag), in which case the file is created with mode *mode* as described in *chmod*(2) and modified by the process' umask value (see *umask*(2)).

path is the address of a string of ASCII characters representing a pathname, terminated by a null character. If the path is a null string, the kernel maps this null pathname to '.', the current directory.

The flags specified are formed by *or*'ing the following values

O_RDONLY	open for reading only
O_WRONLY	open for writing only
O_RDWR	open for reading and writing
O_NDELAY	do not block on open
O_APPEND	append on each write
O_CREAT	create file if it does not exist
O_TRUNC	truncate size to 0
O_EXCL	error if create and file exists

Opening a file with O_APPEND set causes each write on the file to be appended to the end. If O_TRUNC is specified and the file exists, the file is truncated to zero length. If O_EXCL is set with O_CREAT, then if the file already exists, the open returns an error. This can be used to implement a simple exclusive access locking mechanism. If the O_NDELAY flag is specified and the open call would result in the process being blocked for some reason (e.g. waiting for carrier on a dialup line), the open returns immediately. The first time the process attempts to perform i/o on the open file it will block (not currently implemented).

Upon successful completion a non-negative integer termed a file descriptor is returned. The file pointer used to mark the current position within the file is set to the beginning of the file.

The new descriptor is set to remain open across *execve* system calls; see *close*(2).

There is a system enforced limit on the number of open file descriptors per process, whose value is returned by the *getdtablesize*(2) call.

RETURN VALUE

The value –1 is returned if an error occurs, and external variable *errno* is set to indicate the cause of the error. Otherwise a non-negative numbered file descriptor for the new open file is returned.

ERRORS

Open fails if:

[EPERM]	The pathname contains a character with the high-order bit set.
[ENOTDIR]	A component of the path prefix is not a directory.
[ENOENT]	O_CREAT is not set and the named file does not exist.
[EACCES]	A component of the path prefix denies search permission.
[EACCES]	The required permissions (for reading and/or writing) are denied for the named file.
[EISDIR]	The named file is a directory, and the arguments specify it is to be opened for writing.
[EROFS]	The named file resides on a read-only file system, and the file is to be opened for writing.

[EMFILE]	{OPEN_MAX} file descriptors are currently open.
[ETXTBSY]	The file is a pure procedure (shared text) file that is being executed and the *open* call requests write access.
[EFAULT]	*Path* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EEXIST]	O_EXCL and O_CREAT were both specified and the file does not exist.
[ENXIO]	The O_NDELAY flag is given, and the file is a communications device on which there is no carrier present.
[EOPNOTSUPP]	An attempt was made to open a socket (not currently implemented).
[ENOENT]	A component of the path name which must exist does not exist.
[ENAMETOOLONG]	The pathname was too long.
[EACCES]	O_CREAT is specified, the file does not exist, and the directory in which it is to be created does not permit writing.
[ENXIO]	The named file is a character special or block special file, and the device associated with this special file does not exist.
[ENFILE]	The system file table is full.
[ENOSPC]	The directory in which the entry for the new file is being placed cannot be extended because there is no space left on the file system containing the directory, the file does not exist, and O_CREAT is specified.
[ENOSPC]	There are no free inodes on the file system on which the file is being created, the file does not exist, and O_CREAT is specified.
[EDQUOT]	The directory in which the entry for the new file is being placed cannot be extended because the user's quota of disk blocks on the file system containing the directory has been exhausted, the file does not exist, and O_CREAT is specified.
[EDQUOT]	The user's quota of inodes on the file system on which the file is being created has been exhausted, the file does not exist, and O_CREAT is specified.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

chmod(2), close(2), dup(2), lseek(2), read(2), write(2), umask(2)

NAME

pipe – create an interprocess communication channel

SYNOPSIS

pipe(fildes)
int fildes[2];

DESCRIPTION

The *pipe* system call creates an I/O mechanism called a pipe. The file descriptors returned can be used in read and write operations. When the pipe is written using the descriptor *fildes*[1] up to 4096 bytes of data are buffered before the writing process is suspended. A read using the descriptor *fildes*[0] will pick up the data.

It is assumed that after the pipe has been set up, two (or more) cooperating processes (created by subsequent *fork* calls) will pass data through the pipe with *read* and *write* calls.

The shell has a syntax to set up a linear array of processes connected by pipes.

Read calls on an empty pipe (no buffered data) with only one end (all write file descriptors closed) returns an end-of-file.

Pipes are really a special case of the *socketpair*(2) call and, in fact, are implemented as such in the system.

A signal is generated if a write on a pipe with only one end is attempted.

RETURN VALUE

The function value zero is returned if the pipe was created; –1 if an error occurred.

ERRORS

The *pipe* call will fail if:

[EMFILE]	Too many descriptors are active.
[EFAULT]	The *fildes* buffer is in an invalid area of the process's address space.
[ENFILE]	The system file table is full.

SEE ALSO

sh(1), read(2), write(2), fork(2), socketpair(2)

BUGS

Should more than 4096 bytes be necessary in any pipe among a loop of processes, deadlock will occur.

NAME

profil – execution time profile

SYNOPSIS

profil(buff, bufsiz, offset, scale)
char *buff;
int bufsiz, offset, scale;

DESCRIPTION

Buff points to an area of core whose length (in bytes) is given by *bufsiz*. After this call, the user's program counter (pc) is examined each clock tick (20 milliseconds); *offset* is subtracted from it, and the result multiplied by *scale*. If the resulting number corresponds to a word inside *buff*, that word is incremented.

The scale is interpreted as an unsigned, fixed-point fraction with binary point at the left: 0x10000 gives a 1-1 mapping of pc's to words in *buff;* 0x8000 maps each pair of instruction words together. 0x2 maps all instructions onto the beginning of *buff* (producing a non-interrupting core clock).

Profiling is turned off by giving a *scale* of 0 or 1. It is rendered ineffective by giving a *bufsiz* of 0. Profiling is turned off when an *execve* is executed, but remains on in child and parent both after a *fork*. Profiling is turned off if an update in *buff* would cause a memory fault.

RETURN VALUE

A 0, indicating success, is always returned.

SEE ALSO

gprof(1), setitimer(2), monitor(3)

NAME

ptrace – process trace

SYNOPSIS

```
#include <signal.h>
#include <sys/ptrace.h>
#include <sys/wait.h>

ptrace(request, pid, addr, data, addr2)
enum ptracereq request;
int pid;
char *addr;
int data;
char *addr2;
```

DESCRIPTION

Ptrace provides a means by which a process may control the execution of another process, and examine and change its core image. Its primary use is for the implementation of breakpoint debugging. There are five arguments whose interpretation depends on the *request* argument. Generally, *pid* is the process ID of the traced process. A process being traced behaves normally until it encounters some signal whether internally generated like 'illegal instruction' or externally generated like 'interrupt'. See *sigvec*(2) for the list. Then the traced process enters a stopped state and the tracing process is notified via *wait*(2). When the traced process is in the stopped state, its core image can be examined and modified using *ptrace*. If desired, another *ptrace* request can then cause the traced process either to terminate or to continue, possibly ignoring the signal.

Note that several different values of the *request* argument can make *ptrace* return data values — since –1 is a possibly legitimate value, to differentiate between –1 as a legitimate value and –1 as an error code, you should clear the *errno* global error code before doing a *ptrace* call, and then check the value of *errno* afterwards.

The value of the *request* argument determines the precise action of the call:

PTRACE_TRACEME
: This request is the only one used by the traced process; it declares that the process is to be traced by its parent. All the other arguments are ignored. Peculiar results will ensue if the parent does not expect to trace the child.

PTRACE_PEEKTEXT, PTRACE_PEEKDATA
: The word in the traced process's address space at *addr* is returned. If the instruction and data spaces are separate (for example, historically on a PDP-11), request PTRACE_PEEKTEXT indicates instruction space while PTRACE_PEEKDATA indicates data space. *Addr* must be even, the child must be stopped and the input *data* and *addr2* are ignored.

PTRACE_PEEKUSER
: The word of the system's per-process data area corresponding to *addr* is returned. *Addr* must be a valid offset within the kernel's per-process data pages. This space contains the registers and other information about the process; its layout corresponds to the *user* structure in the system.

PTRACE_POKETEXT, PTRACE_POKEDATA
: The given *data* is written at the word in the process's address space corresponding to *addr*, which must be even. No useful value is returned. If the instruction and data spaces are separate request PTRACE_PEEKTEXT indicates instruction space while PTRACE_PEEKDATA indicates data space. The PTRACE_POKETEXT request must be used to write into a process's text space even if the instruction and data spaces are not separate. Attempts to write in a pure text space fail if another process is executing the same file.

PTRACE_POKEUSER
: The process's system data is written, as it is read with request PTRACE_PEEKUSER. Only a few locations can be written in this way: the general registers, the floating point status and registers, and

certain bits of the processor status word.

PTRACE_CONT
: The *data* argument is taken as a signal number and the child's execution continues at location *addr* as if it had incurred that signal. Normally the signal number will be either 0 to indicate that the signal that caused the stop should be ignored, or that value fetched out of the process's image indicating which signal caused the stop. If *addr* is (int *)1 then execution continues from where it stopped.

PTRACE_KILL
: The traced process terminates.

PTRACE_SINGLESTEP
: Execution continues as in request PTRACE_CONT; however, as soon as possible after execution of at least one instruction, execution stops again. The signal number from the stop is SIGTRAP. On the Sun and VAX-11 the T-bit is used and just one instruction is executed. This is part of the mechanism for implementing breakpoints.

PTRACE_ATTACH
: Attach to the process identified by the *pid* argument and begin tracing it. Process *pid* does not have to be a child of the requestor, but the requestor must have permission to send process *pid* a signal and the effective userids of the requesting process and process *pid* must match.

PTRACE_DETACH
: Detach the process being traced. Process *pid* is no longer being traced and continues its execution. The *data* argument is taken as a signal number and the process continues at location *addr* as if it had incurred that signal.

PTRACE_GETREGS
: The traced process's registers are returned in a structure pointed to by the *addr* argument. The registers include the general purpose registers, the program counter and the program status word. The 'regs' structure defined in *<machine/reg.h>* describes the data that is returned.

PTRACE_SETREGS
: The traced process's registers are written from a structure pointed to by the *addr* argument. The registers include the general purpose registers, the program counter and the program status word. The 'regs' structure defined in *<machine/reg.h>* describes the data that is set.

PTRACE_READTEXT, PTRACE_READDATA
: Read data from the address space of the traced process. If the instruction and data spaces are separate, request PTRACE_READTEXT indicates instruction space while PTRACE_READDATA indicates data space. The *addr* argument is the address within the traced process from where the data is read, the *data* argument is the number of bytes to read, and the *addr2* argument is the address within the requesting process where the data is written.

PTRACE_WRITETEXT, PTRACE_WRITEDATA
: Write data into the address space of the traced process. If the instruction and data spaces are separate, request PTRACE_READTEXT indicates instruction space while PTRACE_READDATA indicates data space. The *addr* argument is the address within the traced process where the data is written, the *data* argument is the number of bytes to write, and the *addr2* argument is the address within the requesting process from where the data is read.

As indicated, these calls (except for requests PTRACE_TRACEME and PTRACE_ATTACH) can be used only when the subject process has stopped. The *wait* call is used to determine when a process stops; in such a case the 'termination' status returned by *wait* has the value WSTOPPED to indicate a stop rather than genuine termination.

To forestall possible fraud, *ptrace* inhibits the set-user-id and set-group-id facilities on subsequent *execve*(2) calls. If a traced process calls *execve*, it will stop before executing the first instruction of the new image showing signal SIGTRAP.

On the Sun and VAX-11, 'word' also means a 32-bit integer; the 'even' restriction does not apply on the VAX-11.

RETURN VALUE

In general, a 0 value is returned if the call succeeds. Note that this is not always true because requests such as PTRACE_PEEKTEXT and PTRACE_PEEKDATA return legitimate values. If the call fails then a −1 is returned and the global variable *errno* is set to indicate the error.

ERRORS

[EINVAL]	The request code is invalid.
[EINVAL]	The specified process does not exist.
[EINVAL]	The given signal number is invalid.
[EFAULT]	The specified address is out of bounds.
[EPERM]	The specified process cannot be traced.

SEE ALSO

wait(2), sigvec(2), adb(1S)

BUGS

Ptrace is unique and arcane; it should be replaced with a special file which can be opened and read and written. The control functions could then be implemented with *ioctl*(2) calls on this file. This would be simpler to understand and have much higher performance.

The requests PTRACE_TRACEME thru PTRACE_SINGLESTEP are standard UNIX *ptrace* requests. The requests PTRACE_ATTACH thru PTRACE_READDATA and the fifth argument, *addr2*, are unique to Sun UNIX.

The request PTRACE_TRACEME should be able to specify signals which are to be treated normally and not cause a stop. In this way, for example, programs with simulated floating point (which use 'illegal instruction' signals at a very high rate) could be efficiently debugged.

The error indication, −1, is a legitimate function value; *errno*, see *intro*(2), can be used to clarify.

It should be possible to stop a process on occurrence of a system call; in this way a completely controlled environment could be provided.

NAME

quota – manipulate disk quotas

SYNOPSIS

#include <sys/quota.h>

quota(cmd, uid, arg, addr)
int cmd, uid, arg;
caddr_t addr;

DESCRIPTION

N.B.: This call is not implemented in the current version of the system.

The *quota* call manipulates disk quotas for file systems which have had quotas enabled with *setquota*(2). The *cmd* parameter indicates a command to be applied to the user ID *uid*. *Arg* is a command specific argument and *addr* is the address of an optional, command specific, data structure which is copied in or out of the system. The interpretation of *arg* and *addr* is given with each command below.

Q_SETDLIM
: Set disc quota limits and current usage for the user with ID *uid*. *Arg* is a major-minor device indicating a particular file system. *Addr* is a pointer to a struct dqblk structure (defined in <*sys/quota.h*>). This call is restricted to the super-user.

Q_GETDLIM
: Get disc quota limits and current usage for the user with ID *uid*. The remaining parameters are as for Q_SETDLIM.

Q_SETDUSE
: Set disc usage limits for the user with ID *uid*. *Arg* is a major-minor device indicating a particular file system. *Addr* is a pointer to a struct dqusage structure (defined in <*sys/quota.h*>). This call is restricted to the super-user.

Q_SYNC
: Update the on-disc copy of quota usages. The *uid*, *arg*, and *addr* parameters are ignored.

Q_SETUID
: Change the calling process's quota limits to those of the user with ID *uid*. The *arg* and *addr* parameters are ignored. This call is restricted to the super-user.

Q_SETWARN
: Alter the disc usage warning limits for the user with ID *uid*. *Arg* is a major-minor device indicating a particular file system. *Addr* is a pointer to a struct dqwarn structure (defined in <*sys/quota.h*>). This call is restricted to the super-user.

Q_DOWARN
: Warn the user with user ID *uid* about excessive disc usage. This call causes the system to check its current disc usage information and print a message on the terminal of the caller for each file system on which the user is over quota. If the *arg* parameter is specified as NODEV, all file systems which have disc quotas will be checked. Otherwise, *arg* indicates a specific major-minor device to be checked. This call is restricted to the super-user.

RETURN VALUE

A successful call returns 0 and, possibly, more information specific to the *cmd* performed; when an error occurs, the value –1 is returned and *errno* is set to indicate the reason.

ERRORS

A *quota* call will fail when one of the following occurs:

[EINVAL]	*Cmd* is invalid.
[ESRCH]	No disc quota is found for the indicated user.
[EPERM]	The call is priviledged and the caller was not the super-user.

[EINVAL]	The *arg* parameter is being interpreted as a major-minor device and it indicates an unmounted file system.
[EFAULT]	An invalid *addr* is supplied; the associated structure could not be copied in or out of the kernel.
[EUSERS]	The quota table is full.

SEE ALSO

setquota(2), quotaon(8), quotacheck(8)

BUGS

There should be someway to integrate this call with the resource limit interface provided by *setrlimit*(2) and *getrlimit*(2).

The Australian spelling of *disk* is used throughout the quota facilities in honor of the implementors.

NAME

quotactl – manipulate disk quotas

SYNOPSIS

#include <ufs/quota.h>

quotactl(cmd, special, uid, addr)
int cmd;
char *special;
int uid;
caddr_t addr;

DESCRIPTION

The *quotactl* call manipulates disk quotas. The *cmd* parameter indicates a command to be applied to the user ID *uid*. *Special* is a pointer to a null-terminated string containing the path name of the block special device for the file system being manipulated. The block special device must be mounted. *Addr* is the address of an optional, command specific, data structure which is copied in or out of the system. The interpretation of *addr* is given with each command below.

Q_QUOTAON
: Turn on quotas for a file system. *Addr* is a pointer to a null terminated string containing the path name of file containing the quotas for the file system. The quota file must exist; it is normally created with the *quotacheck*(8) program. This call is restricted to the super-user.

Q_QUOTAOFF
: Turn off quotas for a file system. This call is restricted to the super-user.

Q_GETQUOTA
: Get disk quota limits and current usage for user *uid*. *Addr* is a pointer to a struct dqblk structure (defined in <*ufs/quota.h*>). Only the super-user may get the quotas of a user other than himself.

Q_SETQUOTA
: Set disk quota limits and current usage for user *uid*. *Addr* is a pointer to a struct dqblk structure (defined in <*ufs/quota.h*>). This call is restricted to the super-user.

Q_SETQLIM
: Set disk quota limits for user *uid*. *Addr* is a pointer to a struct dqblk structure (defined in <*ufs/quota.h*>). This call is restricted to the super-user.

Q_SYNC
: Update the on-disk copy of quota usages. This call is restricted to the super-user.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

ERRORS

A *quotactl* call will fail when one of the following occurs:

[EINVAL]	*Cmd* is invalid.
[EPERM]	The call is privileged and the caller was not the super-user.
[EINVAL]	The *special* parameter is not a mounted file system or is a mounted file system without quotas enabled.
[ENOTBLK]	The *special* parameter is not a block device.
[EFAULT]	An invalid *addr* is supplied; the associated structure could not be copied in or out of the kernel.
[EINVAL]	The *addr* parameter is being interpreted as the path of a quota file which exists but is either not a regular file or is not on the file system pointed to by the *special* parameter.

[EUSERS]	The quota table is full.

SEE ALSO

quotaon(8), quotacheck(8)

BUGS

There should be some way to integrate this call with the resource limit interface provided by *setrlimit*(2) and *getrlimit*(2). Incompatible with Melbourne quotas.

NAME

read, readv – read input

SYNOPSIS

```
cc = read(d, buf, nbytes)
int cc, d;
char *buf;
int nbytes;

#include <sys/types.h>
#include <sys/uio.h>

cc = readv(d, iov, iovcnt)
int cc, d;
struct iovec *iov;
int iovcnt;
```

DESCRIPTION

Read attempts to read *nbytes* of data from the object referenced by the descriptor *d* into the buffer pointed to by *buf*. *Readv* performs the same action, but scatters the input data into the *iovcnt* buffers specified by the members of the *iovec* array: iov[0], iov[1], ..., iov[iovcnt – 1].

For *readv*, the *iovec* structure is defined as

```
struct iovec {
        caddr_t  iov_base;
        int      iov_len;
};
```

Each *iovec* entry specifies the base address and length of an area in memory where data should be placed. *Readv* will always fill an area completely before proceeding to the next.

On objects capable of seeking, the *read* starts at a position given by the pointer associated with *d*, see *lseek*(2). Upon return from *read*, the pointer is incremented by the number of bytes actually read.

Objects that are not capable of seeking always read from the current position. The value of the pointer associated with such a object is undefined.

Upon successful completion, *read* and *readv* return the number of bytes actually read and placed in the buffer. The system guarantees to read the number of bytes requested if the descriptor references a file which has that many bytes left before the end-of-file, but in no other cases.

If the returned value is 0, then end-of-file has been reached.

RETURN VALUE

If successful, the number of bytes actually read is returned. Otherwise, a –1 is returned and the global variable *errno* is set to indicate the error.

ERRORS

Read and *readv* will fail if one or more of the following are true:

[EBADF]	*Fildes* is not a valid file descriptor open for reading.
[EFAULT]	*Buf* points outside the allocated address space.
[EINTR]	A read from a slow device was interrupted before any data arrived by the delivery of a signal.
[EIO]	An I/O error occurred while reading from or writing to the file system.

In addition, *readv* may return one of the following errors:

[EINVAL]	*Iovcnt* was less than or equal to 0, or greater than 16.
[EINVAL]	One of the *iov_len* values in the *iov* array was negative.

[EINVAL]	The sum of the *iov_len* values in the *iov* array overflowed a 32-bit integer.
[EFAULT]	Part of *iov* points outside the process's allocated address space.

SEE ALSO

dup(2), open(2), pipe(2), socket(2), socketpair(2)

NAME

readlink – read value of a symbolic link

SYNOPSIS

```
cc = readlink(path, buf, bufsiz)
int cc;
char *path, *buf;
int bufsiz;
```

DESCRIPTION

Readlink places the contents of the symbolic link *name* in the buffer *buf* which has size *bufsiz*. The contents of the link are not null terminated when returned.

RETURN VALUE

The call returns the count of characters placed in the buffer if it succeeds, or a –1 if an error occurs, placing the error code in the global variable *errno*.

ERRORS

Readlink will fail and the file mode will be unchanged if:

[EPERM]	The *path* argument contained a byte with the high-order bit set.
[ENAMETOOLONG]	The pathname was too long.
[ENOTDIR]	A component of the path prefix is not a directory.
[ENOENT]	The named file does not exist.
[ENXIO]	The named file is not a symbolic link.
[EACCES]	Search permission is denied on a component of the path prefix.
[EINVAL]	The named file is not a symbolic link.
[EFAULT]	*Buf* extends outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

stat(2), lstat(2), symlink(2)

NAME

reboot – reboot system or halt processor

SYNOPSIS

#include <sys/reboot.h>

reboot(howto)
int howto;

DESCRIPTION

Reboot reboots the system, and is invoked automatically in the event of unrecoverable system failures. *Howto* is a mask of options passed to the bootstrap program. The system call interface permits only RB_HALT or RB_AUTOBOOT to be passed to the reboot program; the other flags are used in scripts stored on the console storage media, or used in manual bootstrap procedures. When none of these options (e.g. RB_AUTOBOOT) is given, the system is rebooted from file "vmunix" in the root file system of unit 0 of a disk chosen in a processor specific way. An automatic consistency check of the disks is then normally performed.

The bits of *howto* are:

RB_HALT
: the processor is simply halted; no reboot takes place. RB_HALT should be used with caution.

RB_ASKNAME
: Interpreted by the bootstrap program itself, causing it to inquire as to what file should be booted. Normally, the system is booted from the file "vmunix" without asking.

RB_SINGLE
: Normally, the reboot procedure involves an automatic disk consistency check and then multi-user operations. RB_SINGLE prevents the consistency check, rather simply booting the system with a single-user shell on the console. RB_SINGLE is interpreted by the *init*(8) program in the newly booted system.

Only the super-user may *reboot* a machine.

RETURN VALUES

If successful, this call never returns. Otherwise, a –1 is returned and an error is returned in the global variable *errno*.

ERRORS

[EPERM]	The caller is not the super-user.

SEE ALSO

crash(8S), halt(8), init(8), reboot(8)

NAME

recv, recvfrom, recvmsg – receive a message from a socket

SYNOPSIS

```
#include <sys/types.h>
#include <sys/socket.h>

cc = recv(s, buf, len, flags)
int cc, s;
char *buf;
int len, flags;

cc = recvfrom(s, buf, len, flags, from, fromlen)
int cc, s;
char *buf;
int len, flags;
struct sockaddr *from;
int *fromlen;

cc = recvmsg(s, msg, flags)
int cc, s;
struct msghdr msg[];
int flags;
```

DESCRIPTION

Recv, *recvfrom*, and *recvmsg* are used to receive messages from a socket.

The *recv* call may be used only on a *connected* socket (see *connect*(2)), while *recvfrom* and *recvmsg* may be used to receive data on a socket whether it is in a connected state or not.

If *from* is non-zero, the source address of the message is filled in. *Fromlen* is a value-result parameter, initialized to the size of the buffer associated with *from*, and modified on return to indicate the actual size of the address stored there. The length of the message is returned in *cc*. If a message is too long to fit in the supplied buffer, excess bytes may be discarded depending on the type of socket the message is received from; see *socket*(2).

If no messages are available at the socket, the receive call waits for a message to arrive, unless the socket is nonblocking (see *ioctl*(2)) in which case a *cc* of –1 is returned with the external variable errno set to EWOULDBLOCK.

The *select*(2) call may be used to determine when more data arrives.

The *flags* argument to a send call is formed by *or*'ing one or more of the values,

```
#define  MSG_PEEK      0x1     /* peek at incoming message */
#define  MSG_OOB       0x2     /* process out-of-band data */
```

The *recvmsg* call uses a *msghdr* structure to minimize the number of directly supplied parameters. This structure has the following form, as defined in *<sys/socket.h>*:

```
struct msghdr {
        caddr_t  msg_name;               /* optional address */
        int      msg_namelen;            /* size of address */
        struct   iovec *msg_iov;         /* scatter/gather array */
        int      msg_iovlen;             /* # elements in msg_iov */
        caddr_t  msg_accrights;          /* access rights sent/received */
        int      msg_accrightslen;
};
```

Here *msg_name* and *msg_namelen* specify the destination address if the socket is unconnected; *msg_name* may be given as a null pointer if no names are desired or required. The *msg_iov* and *msg_iovlen* describe the scatter gather locations, as described in *read*(2). Access rights to be sent along with the message are specified in *msg_accrights*, which has length *msg_accrightslen*.

RETURN VALUE

These calls return the number of bytes received, or –1 if an error occurred.

ERRORS

The calls fail if:

[EBADF]	The argument *s* is an invalid descriptor.
[ENOTSOCK]	The argument *s* is not a socket.
[EWOULDBLOCK]	The socket is marked non-blocking and the receive operation would block.
[EINTR]	The receive was interrupted by delivery of a signal before any data was available for the receive.
[EFAULT]	The data was specified to be received into a non-existent or protected part of the process address space.

SEE ALSO

read(2), send(2), socket(2)

NAME

rename – change the name of a file

SYNOPSIS

rename(from, to)
char *from, *to;

DESCRIPTION

Rename renames the link named *from* as *to*. If *to* exists, then it is first removed. Both *from* and *to* must be of the same type (that is, both directories or both non-directories), and must reside on the same file system.

Rename guarantees that an instance of *to* will always exist, even if the system should crash in the middle of the operation.

CAVEAT

The system can deadlock if a loop in the file system graph is present. This loop takes the form of an entry in directory "a", say "a/foo", being a hard link to directory "b", and an entry in directory "b", say "b/bar", being a hard link to directory "a". When such a loop exists and two separate processes attempt to perform "rename a/foo b/bar" and "rename b/bar a/foo", respectively, the system may deadlock attempting to lock both directories for modification. Hard links to directories should be replaced by symbolic links by the system administrator.

RETURN VALUE

A 0 value is returned if the operation succeeds, otherwise *rename* returns –1 and the global variable *errno* indicates the reason for the failure.

ERRORS

Rename will fail and neither of the argument files will be affected if any of the following are true:

[ENOTDIR]	A component of either path prefix is not a directory.
[ENOENT]	A component of either path prefix does not exist.
[EACCES]	A component of either path prefix denies search permission.
[ENOENT]	The file named by *from* does not exist.
[EXDEV]	The link named by *to* and the file named by *from* are on different logical devices (file systems).
[EACCES]	The requested rename requires writing in a directory with a mode that denies write permission.
[EROFS]	The requested rename requires writing in a directory on a read-only file system.
[EFAULT]	Either or both of *from* or *to* point outside the process's allocated address space.
[EINVAL]	*From* is a parent directory of *to*.
[ENAMETOOLONG]	The pathname was too long.
[ENOSPC]	The directory in which the entry for the new name is being placed cannot be extended because there is no space left on the file system containing the directory.
[EDQUOT]	The directory in which the entry for the new name is being placed cannot be extended because the user's quota of disk blocks on the file system containing the directory has been exhausted.
[EIO]	An I/O error occurred while reading from or writing to the file system.
[EPERM]	One of the two pathnames contains a character with the high-order bit set (that is to say, a non-ASCII character.)
[ENOTEMPTY]	The directory *to* is not empty.
[ELOOP]	Too many symbolic links were encountered while translating one of the pathnames.

[EBUSY] *to* exists, is a directory, and is the mountpoint for a mounted file system.

SEE ALSO

open(2)

NAME

rmdir – remove a directory file

SYNOPSIS

```
rmdir(path)
char *path;
```

DESCRIPTION

Rmdir removes a directory file whose name is given by *path*. The directory must not have any entries other than "." and "..".

RETURN VALUE

A 0 is returned if the remove succeeds; otherwise a –1 is returned and an error code is stored in the global location *errno*.

ERRORS

The named file is removed unless one or more of the following are true:

[ENOTEMPTY]	The named directory contains files other than "." and ".." in it.
[EPERM]	The pathname contains a character with the high-order bit set.
[ENAMETOOLONG]	The pathname was too long.
[ENOTDIR]	A component of the path prefix is not a directory.
[ENOENT]	The named file does not exist.
[EACCES]	A component of the path prefix denies search permission.
[EACCES]	Write permission is denied on the directory containing the link to be removed.
[EBUSY]	The directory to be removed is the mount point for a mounted file system.
[EROFS]	The directory entry to be removed resides on a read-only file system.
[EFAULT]	*Path* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

mkdir(2), unlink(2)

NAME

select – synchronous I/O multiplexing

SYNOPSIS

#include <sys/time.h>

nfds = select(width, readfds, writefds, execptfds, timeout)
int width, *readfds, *writefds, *execptfds;
struct timeval *timeout;

DESCRIPTION

Select examines the I/O descriptors specified by the bit masks *readfds*, *writefds*, and *execptfds* to see if they are ready for reading, writing, or have an exceptional condition pending, respectively. *Width* is the number of significant bits in each bit mask that represent a file descriptor. Typically *width* has the value returned by *getdtablesize*(2) for the maximum number of file descriptors or is the constant 32 (number of bits in an int). File descriptor *f* is represented by the bit "1<<f" in the mask. *Select* returns, in place, a mask of those descriptors which are ready. The total number of ready descriptors is returned in *nfds*.

If *timeout* is a non-zero pointer, it specifies a maximum interval to wait for the selection to complete. If *timeout* is a zero pointer, the select blocks indefinitely. To effect a poll, the *timeout* argument should be non-zero, pointing to a zero valued timeval structure.

Any of *readfds*, *writefds*, and *execptfds* may be given as 0 if no descriptors are of interest.

RETURN VALUE

Select returns the number of descriptors which are contained in the bit masks, or –1 if an error occurred. If the time limit expires then *select* returns 0.

ERRORS

An error return from *select* indicates:

[EBADF]	One of the bit masks specified an invalid descriptor.
[EINTR]	A signal was delivered before any of the selected events occurred or the time limit expired.

SEE ALSO

accept(2), connect(2), gettimeofday(2), read(2), write(2), recv(2), send(2), getdtablesize(2)

BUGS

The descriptor masks are always modified on return, even if the call returns as the result of the timeout.

NAME

send, sendto, sendmsg – send a message from a socket

SYNOPSIS

```
#include <sys/types.h>
#include <sys/socket.h>

cc = send(s, msg, len, flags)
int cc, s;
char *msg;
int len, flags;

cc = sendto(s, msg, len, flags, to, tolen)
int cc, s;
char *msg;
int len, flags;
struct sockaddr *to;
int tolen;

cc = sendmsg(s, msg, flags)
int cc, s;
struct msghdr msg[];
int flags;
```

DESCRIPTION

S is a socket created with *socket*(2). *Send*, *sendto*, and *sendmsg* are used to transmit a message to another socket. *Send* may be used only when the socket is in a *connected* state, while *sendto* and *sendmsg* may be used at any time.

The address of the target is given by *to* with *tolen* specifying its size. The length of the message is given by *len*. If the message is too long to pass atomically through the underlying protocol, then the error EMSGSIZE is returned, and the message is not transmitted.

No indication of failure to deliver is implicit in a *send*. Return values of –1 indicate some locally detected errors.

If no messages space is available at the socket to hold the message to be transmitted, then *send* normally blocks, unless the socket has been placed in non-blocking i/o mode. The *select*(2) call may be used to determine when it is possible to send more data.

The *flags* parameter may be set to SOF_OOB to send ‘‘out-of-band’’ data on sockets which support this notion (e.g. SOCK_STREAM).

See *recv*(2) for a description of the *msghdr* structure.

RETURN VALUE

The call returns the number of characters sent, or –1 if an error occurred.

ERRORS

[EBADF]	An invalid descriptor was specified.
[ENOTSOCK]	The argument *s* is not a socket.
[EFAULT]	An invalid user space address was specified for a parameter.
[EMSGSIZE]	The socket requires that message be sent atomically, and the size of the message to be sent made this impossible.
[EWOULDBLOCK]	The socket is marked non-blocking and the requested operation would block.

SEE ALSO

recv(2), socket(2)

NAME

setgroups – set group access list

SYNOPSIS

#include <sys/param.h>

setgroups(ngroups, gidset)
int ngroups, *gidset;

DESCRIPTION

Setgroups sets the group access list of the current user process according to the array *gidset*. The parameter *ngroups* indicates the number of entries in the array and must be no more than NGRPS, as defined in *<sys/param.h>*.

Only the super-user may set new groups.

RETURN VALUE

A 0 value is returned on success, –1 on error, with a error code stored in *errno*.

ERRORS

The *setgroups* call will fail if:

[EPERM]	The caller is not the super-user.
[EFAULT]	The address specified for *gidset* is outside the process address space.

SEE ALSO

getgroups(2), initgroups(3)

NAME

setpgrp – set process group

SYNOPSIS

setpgrp(pid, pgrp)
int pid, pgrp;

DESCRIPTION

Setpgrp sets the process group of the specified process *pid* to the specified *pgrp*. If *pid* is zero, then the call applies to the current process.

If the invoker is not the super-user, then the affected process must have the same effective user-id as the invoker or be a descendant of the invoking process.

RETURN VALUE

Setpgrp returns when the operation was successful. If the request failed, –1 is returned and the global variable *errno* indicates the reason.

ERRORS

Setpgrp will fail and the process group will not be altered if one of the following occur:

[ESRCH]	The requested process does not exist.
[EPERM]	The effective user ID of the requested process is different from that of the caller and the process is not a descendent of the calling process.

SEE ALSO

getpgrp(2)

NAME

setquota – enable/disable quotas on a file system

SYNOPSIS

setquota(special, file)
char *special, *file;

DESCRIPTION

Disc quotas are enabled or disabled with the *setquota* call. *Special* indicates a block special device on which a mounted file system exists. If *file* is nonzero, it specifies a file in that file system from which to take the quotas. If *file* is 0, then quotas are disabled on the file system. The quota file must exist; it is normally created with the *quotacheck*(8) program.

Only the super-user may turn quotas on or off.

SEE ALSO

quota(2), quotacheck(8), quotaon(8)

RETURN VALUE

A 0 return value indicates a successful call. A value of –1 is returned when an error occurs and *errno* is set to indicate the reason for failure.

ERRORS

Setquota will fail when one of the following occurs:

[EPERM]	The caller is not the super-user.
[ENOENT]	*Special* does not exist.
[ENOTBLK]	*Special* is not a block device.
[ENXIO]	The major device number of *special* is out of range (this indicates no device driver exists for the associated hardware).
[EPERM]	The pathname contains a character with the high-order bit set.
[ENOTDIR]	A component of the path prefix in *file* is not a directory.
[EACCES]	*File* resides on a file system different from *special*.
[EACCES]	*File* is not a plain file.
[ENAMETOOLONG]	The pathname was too long.
[EFAULT]	*Special* or *file* points outside the process's allocated address space.
[EIO]	An I/O error occurred while reading from or writing to the file system.

BUGS

The error codes are in a state of disarray; too many errors appear to the caller as one value.

NAME

setregid – set real and effective group ID

SYNOPSIS

setregid(rgid, egid)
int rgid, egid;

DESCRIPTION

The real and effective group ID's of the current process are set to the arguments. Only the super-user may change the real group ID of a process. Unpriviledged users may change the effective group ID to the real group ID, but to no other.

Supplying a value of –1 for either the real or effective group ID forces the system to substitute the current ID in place of the –1 parameter.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

ERRORS

[EPERM]	The current process is not the super-user and a change other than changing the effective group-id to the real group-id was specified.

SEE ALSO

getgid(2), setreuid(2), setgid(3C)

NAME

setreuid – set real and effective user ID's

SYNOPSIS

setreuid(ruid, euid)
int ruid, euid;

DESCRIPTION

The real and effective user ID's of the current process are set according to the arguments. If *ruid* or *euid* is −1, the current uid is filled in by the system. Only the super-user may modify the real uid of a process. Users other than the super-user may change the effective uid of a process only to the real uid.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of −1 is returned and *errno* is set to indicate the error.

ERRORS

[EPERM]	The current process is not the super-user and a change other than changing the effective user-id to the real user-id was specified.

SEE ALSO

getuid(2), setregid(2), setuid(3)

NAME

shutdown – shut down part of a full-duplex connection

SYNOPSIS

shutdown(s, how)
int s, how;

DESCRIPTION

The *shutdown* call causes all or part of a full-duplex connection on the socket associated with *s* to be shut down. If *how* is 0, then further receives will be disallowed. If *how* is 1, then further sends will be disallowed. If *how* is 2, then further sends and receives will be disallowed.

DIAGNOSTICS

A 0 is returned if the call succeeds, –1 if it fails.

ERRORS

The call succeeds unless:

[EBADF]	*S* is not a valid descriptor.
[ENOTSOCK]	*S* is a file, not a socket.
[ENOTCONN]	The specified socket is not connected.

SEE ALSO

connect(2), socket(2)

BUGS

The *how* values should be defined constants.

NAME

sigblock – block signals

SYNOPSIS

oldmask = sigblock(mask);
int mask;

DESCRIPTION

Sigblock adds the signals specified in *mask* to the set of signals currently being blocked from delivery. Signal *i* is blocked if the *i*–1'th bit in *mask* is a 1. That is, to block SIGINT use sigblock((1<<(SIGINT-1)). The previous mask is returned, and may be restored using *sigsetmask*(2).

It is not possible to block SIGKILL, SIGSTOP, or SIGCONT; this restriction is silently imposed by the system.

RETURN VALUE

The previous set of masked signals is returned.

SEE ALSO

kill(2), sigvec(2), sigsetmask(2), signal(3)

NAME

sigpause – atomically release blocked signals and wait for interrupt

SYNOPSIS

sigpause(sigmask)
int sigmask;

DESCRIPTION

Sigpause assigns *sigmask* to the set of masked signals and then waits for a signal to arrive; on return the set of masked signals is restored. *Sigmask* is usually 0 to indicate that no signals are now to be blocked. *Sigpause* always terminates by being interrupted, returning EINTR.

In normal usage, a signal is blocked using *sigblock*(2), to begin a critical section, variables modified on the occurance of the signal are examined to determine that there is no work to be done, and the process pauses awaiting work by using *sigpause* with the mask returned by *sigblock*.

SEE ALSO

sigblock(2), sigvec(2), signal(3)

NAME

sigsetmask – set current signal mask

SYNOPSIS

sigsetmask(mask);
int mask;

DESCRIPTION

Sigsetmask sets the current signal mask (those signals which are blocked from delivery). Signal *i* is blocked if the *i*–1'th bit in *mask* is a 1.

The system quietly disallows SIGKILL, SIGSTOP, or SIGCONT to be blocked.

RETURN VALUE

The previous set of masked signals is returned.

SEE ALSO

kill(2), sigvec(2), sigblock(2), sigpause(2), signal(3)

NAME

sigstack – set and/or get signal stack context

SYNOPSIS

```
#include <signal.h>

struct sigstack {
        caddr_t    ss_sp;
        int        ss_onstack;
};

sigstack(ss, oss)
struct sigstack *ss, *oss;
```

DESCRIPTION

Sigstack allows users to define an alternate stack on which signals are to be processed. If *ss* is non-zero, it specifies a *signal stack* on which to deliver signals and tells the system if the process is currently executing on that stack. When a signal's action indicates its handler should execute on the signal stack (specified with a *sigvec*(2) call), the system checks to see if the process is currently executing on that stack. If the process is not currently executing on the signal stack, the system arranges a switch to the signal stack for the duration of the signal handler's execution. If *oss* is non-zero, the current signal stack state is returned.

NOTES

Signal stacks are not "grown" automatically, as is done for the normal stack. If the stack overflows unpredictable results may occur.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

ERRORS

Sigstack will fail and the signal stack context will remain unchanged if one of the following occurs.

[EFAULT]	Either *ss* or *oss* points to memory which is not a valid part of the process address space.

SEE ALSO

sigvec(2), setjmp(3), signal(3)

NAME

sigvec – software signal facilities

SYNOPSIS

```
#include <signal.h>

struct sigvec {
        int     (*sv_handler)();
        int     sv_mask;
        int     sv_onstack;
};

sigvec(sig, vec, ovec)
int sig;
struct sigvec *vec, *ovec;
```

DESCRIPTION

The system defines a set of signals that may be delivered to a process. Signal delivery resembles the occurrence of a hardware interrupt: the signal is blocked from further occurrence, the current process context is saved, and a new one is built. A process may specify a *handler* to which a signal is delivered, or specify that a signal is to be *blocked* or *ignored*. A process may also specify that a default action is to be taken by the system when a signal occurs. Normally, signal handlers execute on the current stack of the process. This may be changed, on a per-handler basis, so that signals are taken on a special *signal stack*.

All signals have the same *priority*. Signal routines execute with the signal that caused their invocation *blocked*, but other signals may yet occur. A global *signal mask* defines the set of signals currently blocked from delivery to a process. The signal mask for a process is initialized from that of its parent (normally 0). It may be changed with a *sigblock*(2) or *sigsetmask*(2) call, or when a signal is delivered to the process.

When a signal condition arises for a process, the signal is added to a set of signals pending for the process. If the signal is not currently *blocked* by the process then it is delivered to the process. When a signal is delivered, the current state of the process is saved, a new signal mask is calculated (as described below), and the signal handler is invoked. The call to the handler is arranged so that if the signal handling routine returns normally the process will resume execution in the context from before the signal's delivery. If the process wishes to resume in a different context, then it must arrange to restore the previous context itself.

When a signal is delivered to a process a new signal mask is installed for the duration of the process' signal handler (or until a *sigblock* or *sigsetmask* call is made). This mask is formed by taking the current signal mask, adding the signal to be delivered, and *or*'ing in the signal mask associated with the handler to be invoked.

Sigvec assigns a handler for a specific signal. If *vec* is non-zero, it specifies a handler routine and mask to be used when delivering the specified signal. Further, if *sv_onstack* is 1, the system will deliver the signal to the process on a *signal stack*, specified with *sigstack*(2). If *ovec* is non-zero, the previous handling information for the signal is returned to the user.

The mask specified in *vec* is not allowed to block SIGKILL, SIGSTOP, or SIGCONT. The system enforces this restriction silently.

The following is a list of all signals with names as in the include file *<signal.h>*:

SIGHUP	1	hangup
SIGINT	2	interrupt
SIGQUIT	3*	quit
SIGILL	4*	illegal instruction (other than A-line or F-line op code)
SIGTRAP	5*	trace trap
SIGIOT	6*	IOT instruction (not generated on Suns)
SIGEMT	7*	EMT instruction (A-line or F-line op code)
SIGFPE	8*	floating point exception
SIGKILL	9	kill (cannot be caught, blocked, or ignored)

SIGBUS	10*	bus error
SIGSEGV	11*	segmentation violation
SIGSYS	12*	bad argument to system call
SIGPIPE	13	write on a pipe with no one to read it
SIGALRM	14	alarm clock
SIGTERM	15	software termination signal
SIGURG	16	urgent condition present on socket
SIGSTOP	17†	stop (cannot be caught, blocked, or ignored)
SIGTSTP	18†	stop signal generated from keyboard
SIGCONT	19•	continue after stop (cannot be blocked)
SIGCHLD	20•	child status has changed
SIGTTIN	21†	background read attempted from control terminal
SIGTTOU	22†	background write attempted to control terminal
SIGIO	23	i/o is possible on a descriptor (see *fcntl*(2))
SIGXCPU	24	cpu time limit exceeded (see *setrlimit*(2))
SIGXFSZ	25	file size limit exceeded (see *setrlimit*(2))
SIGVTALRM	26	virtual time alarm (see *setitimer*(2))
SIGPROF	27	profiling timer alarm (see *setitimer*(2))
SIGWINCH	28•	window changed (see *win*(4S))

The starred signals in the list above cause a core image if not caught or ignored.

Once a signal handler is installed, it remains installed until another *sigvec* call is made, or an *execve*(2) is performed. The default action for a signal may be reinstated by setting *sv_handler* to SIG_DFL; this default is termination (with a core image for starred signals) except for signals marked with • or †. Signals marked with • are discarded if the action is SIG_DFL; signals marked with † cause the process to stop. If *sv_handler* is SIG_IGN the signal is subsequently ignored, and pending instances of the signal are discarded.

If a caught signal occurs during certain system calls, causing the call to terminate prematurely, the call is automatically restarted. In particular this can occur during a *read* or *write*(2) on a slow device (such as a terminal; but not a file) and during a *wait*(2).

After a *fork*(2) or *vfork*(2) the child inherits all signals, the signal mask, and the signal stack.

The *execve*(2) call resets all caught signals to default action; ignored signals remain ignored; the signal mask remains the same; the signal stack state is reset.

NOTES

The handler routine can be declared:

```
handler(sig, code, scp)
int sig, code;
struct sigcontext *scp;
```

Here *sig* is the signal number. *Code* is a parameter of certain signals that provides additional detail. *Scp* is a pointer to the *sigcontext* structure (defined in <*signal.h*>), used to restore the context from before the signal.

Programs that must be portable to UNIX systems other than 4.2 BSD should use the *signal*(3) interface instead.

CODES

The following defines the codes for signals which produce them. All of these symbols are defined in <*signal.h*>:

Hardware condition	Signal	Code
Illegal instruction	SIGILL	ILL_INSTR_FAULT
Privilege violation	SIGILL	ILL_PRIVVIO_FAULT

Coprocessor protocol error	SIGILL	ILL_INSTR_FAULT
Trap #n (1 <= n <= 14)	SIGILL	ILL_TRAPn_FAULT
^ ^ *n's above should be italicized*		^
A-line op code	SIGEMT	EMT_EMU1010
F-line op code	SIGEMT	EMT_EMU1111
Integer division by zero	SIGFPE	FPE_INTDIV_TRAP
CHK or CHK2 instruction	SIGFPE	FPE_CHKINST_TRAP
TRAPV or TRAPcc or cpTRAPcc	SIGFPE	FPE_TRAPV_TRAP
IEEE floating point compare unordered	SIGFPE	FPE_FLTBSUN_TRAP
IEEE floating point inexact	SIGFPE	FPE_FLTINEX_TRAP
IEEE floating point division by zero	SIGFPE	FPE_FLTDIV_TRAP
IEEE floating point underflow	SIGFPE	FPE_FLTUND_TRAP
IEEE floating point operand error	SIGFPE	FPE_FLTOPERR_TRAP
IEEE floating point overflow	SIGFPE	FPE_FLTOVF_FAULT
IEEE floating point signaling NaN	SIGFPE	FPE_FLTNAN_TRAP

RETURN VALUE

A 0 value indicated that the call succeeded. A −1 return value indicates an error occurred and *errno* is set to indicate the reason.

ERRORS

Sigvec will fail and no new signal handler will be installed if one of the following occurs:

[EFAULT]	Either *vec* or *ovec* points to memory which is not a valid part of the process address space.
[EINVAL]	*Sig* is not a valid signal number.
[EINVAL]	An attempt is made to ignore or supply a handler for SIGKILL or SIGSTOP.
[EINVAL]	An attempt is made to ignore SIGCONT (by default SIGCONT is ignored).

SEE ALSO

kill(1), ptrace(2), kill(2), sigblock(2), sigsetmask(2), sigpause(2) sigstack(2), sigvec(2), setjmp(3), signal(3), tty(4)

NAME

socket – create an endpoint for communication

SYNOPSIS

#include <sys/types.h>
#include <sys/socket.h>

s = socket(af, type, protocol)
int s, af, type, protocol;

DESCRIPTION

Socket creates an endpoint for communication and returns a descriptor.

The *af* parameter specifies an address format with which addresses specified in later operations using the socket should be interpreted. These formats are defined in the include file *<sys/socket.h>*. The currently understood formats are

AF_UNIX	(UNIX path names),
AF_INET	(ARPA Internet addresses),
AF_PUP	(Xerox PUP-I Internet addresses), and
AF_IMPLINK	(IMP "host at IMP" addresses).

The socket has the indicated *type* which specifies the semantics of communication. Currently defined types are:

SOCK_STREAM
SOCK_DGRAM
SOCK_RAW
SOCK_SEQPACKET
SOCK_RDM

A SOCK_STREAM type provides sequenced, reliable, two-way connection based byte streams with an out-of-band data transmission mechanism. A SOCK_DGRAM socket supports datagrams (connectionless, unreliable messages of a fixed (typically small) maximum length). SOCK_RAW sockets provide access to internal network interfaces. The types SOCK_RAW, which is available only to the super-user, and SOCK_SEQPACKET and SOCK_RDM, which are planned, but not yet implemented, are not described here.

The *protocol* specifies a particular protocol to be used with the socket. Normally only a single protocol exists to support a particular socket type using a given address format. However, it is possible that many protocols may exist in which case a particular protocol must be specified in this manner. The protocol number to use is particular to the "communication domain" in which communication is to take place; see *services*(5) and *protocols*(5).

Sockets of type SOCK_STREAM are full-duplex byte streams, similar to pipes. A stream socket must be in a *connected* state before any data may be sent or received on it. A connection to another socket is created with a *connect*(2) call. Once connected, data may be transferred using *read*(2) and *write*(2) calls or some variant of the *send*(2) and *recv*(2) calls. When a session has been completed a *close*(2) may be performed. Out-of-band data may also be transmitted as described in *send*(2) and received as described in *recv*(2).

The communications protocols used to implement a SOCK_STREAM insure that data is not lost or duplicated. If a piece of data for which the peer protocol has buffer space cannot be successfully transmitted within a reasonable length of time, then the connection is considered broken and calls will indicate an error with −1 returns and with ETIMEDOUT as the specific code in the global variable errno. The protocols optionally keep sockets "warm" by forcing transmissions roughly every minute in the absence of other activity. An error is then indicated if no response can be elicited on an otherwise idle connection for a extended period (e.g. 5 minutes). A SIGPIPE signal is raised if a process sends on a broken stream; this causes naive processes, which do not handle the signal, to exit.

SOCK_DGRAM and SOCK_RAW sockets allow sending of datagrams to correspondents named in *send*(2) calls. It is also possible to receive datagrams at such a socket with *recv*(2).

An *fcntl*(2) call can be used to specify a process group to receive a SIGURG signal when the out-of-band data arrives.

The operation of sockets is controlled by socket level *options*. These options are defined in the file <*sys/socket.h*> and explained below. *Setsockopt* and *getsockopt*(2) are used to set and get options, respectively.

SO_DEBUG	turn on recording of debugging information
SO_REUSEADDR	allow local address reuse
SO_KEEPALIVE	keep connections alive
SO_DONTROUTE	do no apply routing on outgoing messages
SO_LINGER	linger on close if data present
SO_DONTLINGER	do not linger on close

SO_DEBUG enables debugging in the underlying protocol modules. SO_REUSEADDR indicates the rules used in validating addresses supplied in a *bind*(2) call should allow reuse of local addresses. SO_KEEPALIVE enables the periodic transmission of messages on a connected socket. Should the connected party fail to respond to these messages, the connection is considered broken and processes using the socket are notified via a SIGPIPE signal. SO_DONTROUTE indicates that outgoing messages should bypass the standard routing facilities. Instead, messages are directed to the appropriate network interface according to the network portion of the destination address. SO_LINGER and SO_DONTLINGER control the actions taken when unsent messags are queued on socket and a *close*(2) is performed. If the socket promises reliable delivery of data and SO_LINGER is set, the system will block the process on the *close* attempt until it is able to transmit the data or until it decides it is unable to deliver the information (a timeout period, termed the linger interval, is specified in the *setsockopt* call when SO_LINGER is requested). If SO_DONTLINGER is specified and a *close* is issued, the system will process the close in a manner which allows the process to continue as quickly as possible.

RETURN VALUE

A −1 is returned if an error occurs, otherwise the return value is a descriptor referencing the socket.

ERRORS

The *socket* call fails if:

[EAFNOSUPPORT]	The specified address family is not supported in this version of the system.
[ESOCKTNOSUPPORT]	The specified socket type is not supported in this address family.
[EPROTONOSUPPORT]	The specified protocol is not supported.
[EMFILE]	The per-process descriptor table is full.
[ENOBUFS]	No buffer space is available. The socket cannot be created.

SEE ALSO

accept(2), bind(2), connect(2), getsockname(2), getsockopt(2), ioctl(2), listen(2), recv(2), select(2), send(2), shutdown(2), socketpair(2)
"A 4.2BSD Interprocess Communication Primer".

BUGS

The use of keepalives is a questionable feature for this layer.

NAME

socketpair – create a pair of connected sockets

SYNOPSIS

#include <sys/types.h>
#include <sys/socket.h>

socketpair(d, type, protocol, sv)
int d, type, protocol;
int sv[2];

DESCRIPTION

The *socketpair* system call creates an unnamed pair of connected sockets in the specified domain *d*, of the specified *type* and using the optionally specified *protocol*. The descriptors used in referencing the new sockets are returned in *sv* [0] and *sv* [1]. The two sockets are indistinguishable.

DIAGNOSTICS

A 0 is returned if the call succeeds, –1 if it fails.

ERRORS

The call succeeds unless:

[EMFILE]	Too many descriptors are in use by this process.
[EAFNOSUPPORT]	The specified address family is not supported on this machine.
[EPROTONOSUPPORT]	The specified protocol is not supported on this machine.
[EOPNOSUPPORT]	The specified protocol does not support creation of socket pairs.
[EFAULT]	The address *sv* does not specify a valid part of the process address space.

SEE ALSO

read(2), write(2), pipe(2)

BUGS

This call is currently implemented only for the UNIX domain.

NAME

stat, lstat, fstat – get file status

SYNOPSIS

#include <sys/types.h>
#include <sys/stat.h>

stat(path, buf)
char *path;
struct stat *buf;

lstat(path, buf)
char *path;
struct stat *buf;

fstat(fd, buf)
int fd;
struct stat *buf;

DESCRIPTION

Stat obtains information about the file *path*. Read, write or execute permission of the named file is not required, but all directories listed in the path name leading to the file must be reachable.

Lstat is like *stat* except in the case where the named file is a symbolic link, in which case *lstat* returns information about the link, while *stat* returns information about the file the link references.

Fstat obtains the same information about an open file referenced by the argument descriptor, such as would be obtained by an *open* call.

Buf is a pointer to a *stat* structure into which information is placed concerning the file. The contents of the structure pointed to by *buf* contains the following members:

```
dev_t     st_dev;      /* device inode resides on */
ino_t     st_ino;      /* this inode's number */
u_short   st_mode;     /* protection */
short     st_nlink;    /* number or hard links to the file */
short     st_uid;      /* user-id of owner */
short     st_gid;      /* group-id of owner */
dev_t     st_rdev;     /* the device type, for inode that is device */
off_t     st_size;     /* total size of file */
time_t    st_atime;    /* file last access time */
time_t    st_mtime;    /* file last modify time */
time_t    st_ctime;    /* file last status change time */
long      st_blksize;  /* optimal blocksize for file system i/o ops */
long      st_blocks;   /* actual number of blocks allocated */
```

st_atime — Time when file data was last read or modified. Changed by the following system calls: *mknod*(2), *utimes*(2), *read*(2), *write*(2), and *truncate*(2). For reasons of efficiency, st_atime is not set when a directory is searched, although this would be more logical.

st_mtime — Time when data was last modified. It is not set by changes of owner, group, link count, or mode. Changed by the following system calls: *mknod*(2), *utimes*(2), *write*(2).

st_ctime — Time when file status was last changed. It is set both both by writing and changing the i-node. Changed by the following system calls: *chmod*(2) *chown*(2), *link*(2), *mknod*(2), *unlink*(2), *utimes*(2), *write*(2), *truncate*(2).

The status information word *st_mode* has bits:

```
#define S_IFMT      0170000    /* type of file */
#define  S_IFDIR    0040000    /* directory */
#define  S_IFCHR    0020000    /* character special */
```

```
        #define  S_IFBLK     0060000     /* block special */
        #define  S_IFREG     0100000     /* regular */
        #define  S_IFLNK     0120000     /* symbolic link */
        #define  S_IFSOCK    0140000     /* socket */
        #define S_ISUID      0004000     /* set user id on execution */
        #define S_ISGID      0002000     /* set group id on execution */
        #define S_ISVTX      0001000     /* save swapped text even after use */
        #define S_IREAD      0000400     /* read permission, owner */
        #define S_IWRITE     0000200     /* write permission, owner */
        #define S_IEXEC      0000100     /* execute/search permission, owner */
```

The mode bits 0000070 and 0000007 encode group and others permissions (see *chmod*(2)).

When *fd* is associated with a pipe, *fstat* reports an ordinary file with an i-node number, restricted permissions, and a not necessarily meaningful length.

RETURN VALUE

Upon successful completion a value of 0 is returned. Otherwise, a value of −1 is returned and *errno* is set to indicate the error.

ERRORS

Stat and *lstat* will fail if one or more of the following are true:

[ENOTDIR]	A component of the path prefix is not a directory.
[EPERM]	The pathname contains a character with the high-order bit set.
[ENAMETOOLONG]	The pathname was too long.
[ENOENT]	The named file does not exist.
[EACCES]	Search permission is denied for a component of the path prefix.
[EFAULT]	*Buf* or *name* points to an invalid address.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EIO]	An I/O error occurred while reading from or writing to the file system.

Fstat will fail if one or both of the following are true:

[EBADF]	*Fildes* is not a valid open file descriptor.
[EFAULT]	*Buf* points to an invalid address.
[EIO]	An I/O error occurred while reading from or writing to the file system.

CAVEAT

The fields in the stat structure currently marked *st_spare1*, *st_spare2*, and *st_spare3* are present in preparation for inode time stamps expanding to 64 bits. This, however, can break certain programs which depend on the time stamps being contiguous (in calls to *utimes*(2)).

SEE ALSO

chmod(2), chown(2), utimes(2)

BUGS

Applying *fstat* to a socket returns a zero'd buffer.

NAME

statfs – get file system statistics

SYNOPSIS

#include <sys/vfs.h>

statfs(path, buf)
char *path;
struct statfs *buf;

fstatfs(fd, buf)
int fd;
struct statfs *buf;

DESCRIPTION

Statfs returns information about a mounted file system. *Path* is the pathname of any file within the mounted filesystem. *Buf* is a pointer to a *statfs* structure defined as follows:

```
typedef struct {
        long    val[2];
} fsid_t;

struct statfs {
        long    f_type;      /* type of info, zero for now */
        long    f_bsize;     /* fundamental file system block size */
        long    f_blocks;    /* total blocks in file system */
        long    f_bfree;     /* free blocks */
        long    f_bavail;    /* free blocks available to non-superuser */
        long    f_files;     /* total file nodes in file system */
        long    f_ffree;     /* free file nodes in fs */
        fsid_t  f_fsid;      /* file system id */
        long    f_spare[7];  /* spare for later */
};
```

Fields that are undefined for a particular file system are set to –1. *Fstatfs* returns the same information about an open file referenced by descriptor *fd*.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, –1 is returned and the global variable *errno* is set to indicate the error.

ERRORS

Statfs fails if one or more of the following are true:

[ENOTDIR]	A component of the path prefix is not a directory.
[EPERM]	The pathname contains a character with the high-order bit set.
[ENAMETOOLONG]	The pathname was too long.
[ENOENT]	The named file does not exist.
[EACCES]	Search permission is denied for a component of the path prefix.
[EFAULT]	*Buf* or *name* points to an invalid address.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EIO]	An I/O error occurred while reading from or writing to the file system.

Fstatfs fails if one or both of the following are true:

[EBADF]	*Fildes* is not a valid open file descriptor.
[EFAULT]	*Buf* points to an invalid address.
[EIO]	An I/O error occurred while reading from or writing to the file system.

NAME

swapon – add a swap device for interleaved paging/swapping

SYNOPSIS

swapon(special)
char *special;

DESCRIPTION

Swapon makes the block device *special* available to the system for allocation for paging and swapping. The names of potentially available devices are known to the system and defined at system configuration time. The size of the swap area on *special* is calculated at the time the device is first made available for swapping.

SEE ALSO

swapon(8), config(8)

ERRORS

[ENOTDIR]	A component of the path prefix is not a directory.
[EPERM]	The pathname contains a character with the high-order bit set.
[ENAMETOOLONG]	The pathname was too long.
[ENOENT]	*Special* does not exist.
[EACCES]	Search permission is denied for a component of the path prefix.
[EFAULT]	*Special* points to an invalid address.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[ENOTBLK]	*Special* is not a block device.
[ENXIO]	The major device number of *special* is out of range (this indicates no device driver exists for the associated hardware).
[EBUSY]	The device specified by *special* has already been made available for swapping.
[ENODEV]	The device specified by *special* was not configured into the system as a swap device.
[EIO]	An I/O error occurred while reading from or writing to the file system.

BUGS

There is no way to stop swapping on a disk so that the pack may be dismounted.

This call will be upgraded in future versions of the system.

NAME

symlink – make symbolic link to a file

SYNOPSIS

symlink(name1, name2)
char *name1, *name2;

DESCRIPTION

A symbolic link *name2* is created to *name1* (*name2* is the name of the file created, *name1* is the string used in creating the symbolic link). Either name may be an arbitrary path name; the files need not be on the same file system.

RETURN VALUE

Upon successful completion, a zero value is returned. If an error occurs, the error code is stored in *errno* and a –1 value is returned.

ERRORS

The symbolic link is made unless on or more of the following are true:

[EPERM]	*name2* contains a character with the high-order bit set.
[EINVAL]	invalid argument.
[ENAMETOOLONG]	One of the pathnames specified was too long.
[ENOTDIR]	A component of the *name2* prefix is not a directory.
[EEXIST]	*Name2* already exists.
[EACCES]	A component of the *name2* path prefix denies search permission.
[EROFS]	The file *name2* would reside on a read-only file system.
[EFAULT]	*Name1* or *name2* points outside the process's allocated address space.
[ELOOP]	Too may symbolic links were encountered in translating the pathname.
[ENOSPC]	The directory in which the entry for the new symbolic link is being placed cannot be extended because there is no space left on the file system containing the directory.
[ENOSPC]	The new symbolic link cannot be created because there is no space left on the file system which will contain the link.
[ENOSPC]	There are no free inodes on the file system on which the file is being created.
[EDQUOT]	The directory in which the entry for the new symbolic link is being placed cannot be extended because the user's quota of disk blocks on the file system containing the directory has been exhausted.
[EDQUOT]	The new symbolic link cannot be created becaue the user's quota of disk blocks on the file system which will contain the link has been exhausted.
[EDQUOT]	The user's quota of inodes on the file system on which the file is being created has been exhausted.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

link(2), ln(1), unlink(2)

NAME

sync – update super-block

SYNOPSIS

sync()

DESCRIPTION

Sync causes all information in core memory that should be on disk to be written out. This includes modified super blocks, modified i-nodes, and delayed block I/O.

Sync should be used by programs which examine a file system, for example *fsck, df,* etc. *Sync* is mandatory before a boot. .

SEE ALSO

fsync(2), sync(8), cron(8)

BUGS

The writing, although scheduled, is not necessarily complete upon return from *sync*.

NAME

syscall – indirect system call

SYNOPSIS

syscall(number, arg, ...)

DESCRIPTION

Syscall performs the system call whose assembly language interface has the specified *number*, and arguments *arg* ....

The register d0 value of the system call is returned.

DIAGNOSTICS

When the C-bit is set, *syscall* returns –1 and sets the external variable *errno* (see *intro*(2)).

BUGS

There is no way to simulate system calls such as *pipe*(2), which return values in register d1.

NAME

truncate, ftruncate – truncate a file to a specified length

SYNOPSIS

truncate(path, length)
char *path;
unsigned long length;

ftruncate(fd, length)
int fd;
unsigned long length;

DESCRIPTION

Truncate causes the file named by *path* or referenced by *fd* to be truncated to at most *length* bytes in size. If the file previously was larger than this size, the extra data is lost. With *ftruncate*, the file must be open for writing.

RETURN VALUES

A value of 0 is returned if the call succeeds. If the call fails a −1 is returned, and the global variable *errno* specifies the error.

ERRORS

Truncate succeeds unless:

[EPERM]	The pathname contains a character with the high-order bit set.
[ENAMETOOLONG]	The pathname was too long.
[ENOTDIR]	A component of the path prefix of *path* is not a directory.
[ENOENT]	The named file does not exist.
[EACCES]	Either search permission is denied by a component of the path or the file exists, but is unwritable.
[EISDIR]	The named file is a directory.
[EROFS]	The named file resides on a read-only file system.
[ETXTBSY]	The file is a pure procedure (shared text) file that is being executed.
[EFAULT]	*Path* points outside the process's allocated address space.
[EIO]	An I/O error occurred while reading from or writing to the file system.

Ftruncate succeeds unless:

[EBADF]	The *fd* is not a valid descriptor of a file open for writing.
[EINVAL]	The *fd* references a socket, not a file.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

open(2)

BUGS

Partial blocks discarded as the result of truncation are not zero filled; this can result in holes in files which do not read as zero.

These calls should be generalized to allow ranges of bytes in a file to be discarded.

NAME

umask – set file creation mode mask

SYNOPSIS

oumask = umask(numask)
int oumask, numask;

DESCRIPTION

Umask sets the process's file mode creation mask to *numask* and returns the previous value of the mask. The low-order 9 bits of *numask* are used whenever a file is created, clearing corresponding bits in the file mode (see *chmod*(2)). This clearing allows each user to restrict the default access to his files.

The value is initially 022 (write access for owner only). The mask is inherited by child processes.

RETURN VALUE

The previous value of the file mode mask is returned by the call.

SEE ALSO

chmod(2), mknod(2), open(2)

NAME

unlink – remove directory entry

SYNOPSIS

unlink(path)
char *path;

DESCRIPTION

Unlink removes the entry for the file *path* from its directory. If this entry was the last link to the file, and no process has the file open, then all resources associated with the file are reclaimed. If, however, the file was open in any process, the actual resource reclamation is delayed until it is closed, even though the directory entry has disappeared.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

ERRORS

The *unlink* succeeds unless:

[EPERM]	The path contains a character with the high-order bit set.
[ENAMETOOLONG]	The path name is too long.
[ENOTDIR]	A component of the path prefix is not a directory.
[ENOENT]	The named file does not exist.
[EACCES]	Search permission is denied for a component of the path prefix.
[EACCES]	Write permission is denied on the directory containing the link to be removed.
[EPERM]	The named file is a directory and the effective user ID of the process is not the super-user.
[EBUSY]	The entry to be unlinked is the mount point for a mounted file system.
[EROFS]	The named file resides on a read-only file system.
[EFAULT]	*Path* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

close(2), link(2), rmdir(2)

NAME

unmount – remove a file system

SYNOPSIS

unmount(name)
char *name;

DESCRIPTION

Unmount announces to the system that the directory *name* is no longer to refer to the root of a mounted file system. The directory *name* reverts to its ordinary interpretation.

RETURN VALUE

Unmount returns 0 if the action occurred; –1 if if the directory is inaccessible or does not have a mounted file system, or if there are active files in the mounted file system.

ERRORS

Unmount may fail with one of the following errors:

[EPERM]	The caller is not the super-user.
[EINVAL]	*Name* is not the root of a mounted file system.
[EBUSY]	A process is holding a reference to a file located on the file system.
[ENOTDIR]	A component of the path prefix is not a directory.
[EPERM]	The pathname contains a character with the high-order bit set.
[ENAMETOOLONG]	The pathname was too long.
[ENOENT]	*name* does not exist.
[EACCES]	Search permission is denied for a component of the path prefix.
[EFAULT]	*name* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

mount(2), mount(8), umount(8)

BUGS

The error codes are in a state of disarray; too many errors appear to the caller as one value.

NAME

utimes – set file times

SYNOPSIS

```
#include <sys/types.h>

utimes(file, tvp)
char *file;
struct timeval *tvp[2];
```

DESCRIPTION

The *utimes* call uses the "accessed" and "updated" times in that order from the *tvp* vector to set the corresponding recorded times for *file*.

The caller must be the owner of the file or the super-user. The "inode-changed" time of the file is set to the current time.

RETURN VALUE

Upon successful completion, a value of 0 is returned. Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

ERRORS

Utime will fail if one or more of the following are true:

[EPERM]	The pathname contained a character with the high-order bit set.
[ENAMETOOLONG]	The pathname was too long.
[ENOENT]	The named file does not exist.
[ENOTDIR]	A component of the path prefix is not a directory.
[EACCES]	A component of the path prefix denies search permission.
[EPERM]	The process is not super-user and not the owner of the file.
[EROFS]	The file system containing the file is mounted read-only.
[EFAULT]	*File* or *tvp* points outside the process's allocated address space.
[ELOOP]	Too many symbolic links were encountered in translating the pathname.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

stat(2)

NAME

vadvise – give advice to paging system

SYNOPSIS

#include <sys/vadvise.h>

vadvise(param)
int param;

DESCRIPTION

Vadvise is used to inform the system that process paging behavior merits special consideration. Parameters to *vadvise* are defined in the file <vadvise.h>. Currently, two calls t *vadvise* are implemented.

The call

vadvise(VA_ANOM);

advises that the paging behavior is not likely to be well handled by the system's default algorithm, since reference information is collected over macroscopic intervals (e.g. 10-20 seconds) will not serve to indicate future page references. The system in this case will choose to replace pages with little emphasis placed on recent usage, and more emphasis on referenceless circular behavior. It is *essential* that processes which have very random paging behavior (such as LISP during garbage collection of very large address spaces) call *vadvise*, as otherwise the system has great difficulty dealing with their page-consumptive demands.

The call

vadvise(VA_NORM);

restores default paging replacement behavior after a call to

vadvise(VA_ANOM);

BUGS

Will go away soon, being replaced by a per-page *madvise* facility.

NAME

vfork – spawn new process in a virtual memory efficient way

SYNOPSIS

pid = vfork()
int pid;

DESCRIPTION

Vfork can be used to create new processes without fully copying the address space of the old process, which is horrendously inefficient in a paged environment. It is useful when the purpose of *fork*(2) would have been to create a new system context for an *execve*. *Vfork* differs from *fork* in that the child borrows the parent's memory and thread of control until a call to *execve*(2) or an exit (either by a call to *exit*(2) or abnormally.) The parent process is suspended while the child is using its resources.

Vfork returns 0 in the child's context and (later) the pid of the child in the parent's context.

Vfork can normally be used just like *fork*. It does not work, however, to return while running in the childs context from the procedure which called *vfork* since the eventual return from *vfork* would then return to a no longer existent stack frame. Be careful, also, to call *_exit* rather than *exit* if you can't *execve*, since *exit* will flush and close standard I/O channels, and thereby mess up the parent processes standard I/O data structures. (Even with *fork* it is wrong to call *exit* since buffered data would then be flushed twice.)

SEE ALSO

fork(2), execve(2), sigvec(2), wait(2),

DIAGNOSTICS

Same as for *fork*.

BUGS

This system call will be eliminated when proper system sharing mechanisms are implemented. Users should not depend on the memory sharing semantics of *vfork* as it will, in that case, be made synonymous to *fork*.

To avoid a possible deadlock situation, processes which are children in the middle of a *vfork* are never sent SIGTTOU or SIGTTIN signals; rather, output or *ioctl*s are allowed and input attempts result in an end-of-file indication.

NAME

vhangup – virtually "hangup" the current control terminal

SYNOPSIS

vhangup()

DESCRIPTION

Vhangup is used by the initialization process *init*(8) (among others) to arrange that users are given "clean"' terminals at login, by revoking access of the previous users' processes to the terminal. To effect this, *vhangup* searches the system tables for references to the control terminal of the invoking process, revoking access permissions on each instance of the terminal which it finds. Further attempts to access the terminal by the affected processes will yield i/o errors (EBADF). Finally, a hangup signal (SIGHUP) is sent to the process group of the control terminal.

SEE ALSO

init (8)

BUGS

Access to the control terminal via **/dev/tty** is still possible.

This call should be replaced by an automatic mechanism which takes place on process exit.

NAME

wait, wait3 – wait for process to terminate or stop

SYNOPSIS

```
#include <sys/wait.h>

pid = wait(status)
int pid;
union wait *status;

pid = wait(0)
int pid;

#include <sys/time.h>
#include <sys/resource.h>

pid = wait3(status, options, rusage)
int pid;
union wait *status;
int options;
struct rusage *rusage;
```

DESCRIPTION

Wait causes its caller to delay until a signal is received or one of its child processes terminates or stops due to tracing. If any child has died or stopped due to tracing and this has not been reported via *wait*, return is immediate, returning the process id and exit status of one of those children. If that child had died, it is discarded. If there are no children, return is immediate with the value –1 returned. If there are only running or stopped but reported children, the calling processes is suspended.

On return from a successful *wait* call, *status* is nonzero, and the high byte of *status* contains the low byte of the argument to *exit* supplied by the child process; the low byte of *status* contains the termination status of the process. A more precise definition of the *status* word is given in <*sys/wait.h*>.

Wait3 is an alternate interface which allows both non-blocking status collection and the status of children stopped by any means. The *status* parameter is defined as above. The *options* parameter is used to indicate the call should not block if there are no processes which have status to report (WNOHANG), and/or that children of the current process which are stopped due to a SIGTTIN, SIGTTOU, SIGTSTP, or SIGSTOP signal are eligible to have their status reported as well (WUNTRACED). A terminated child is discarded after it reports status, and a stopped process will not report its status more than once. If *rusage* is non-zero, a summary of the resources used by the terminated process and all its children is returned. (This information is currently not available for stopped processes.)

When the WNOHANG option is specified and no processes have status to report, *wait3* returns a *pid* of 0. The WNOHANG and WUNTRACED options may be combined by *or*'ing the two values.

NOTES

See *sigvec*(2) for a list of termination statuses (signals); 0 status indicates normal termination. A special status (0177) is returned for a stopped process which has not terminated and can be restarted; see *ptrace*(2) and *sigvec*(2). If the 0200 bit of the termination status is set, a core image of the process was produced by the system.

If the parent process terminates without waiting on its children, the initialization process (process ID = 1) inherits the children.

Wait and *wait3* are automatically restarted when a process receives a signal while awaiting termination of a child process.

RETURN VALUE

If *wait* returns due to a stopped due to tracing or terminated child process, the process ID of the child is returned to the calling process. Otherwise, a value of –1 is returned and *errno* is set to indicate the error.

Wait3 returns −1 if there are no children not previously waited for; 0 is returned if WNOHANG is specified and there are no stopped or exited children.

ERRORS

Wait will fail and return immediately if one or more of the following are true:

[ECHILD]	The calling process has no existing unwaited-for child processes.
[EFAULT]	The *status* or *rusage* arguments point to an illegal address.

SEE ALSO

exit(2)

NAME

write, writev – write on a file

SYNOPSIS

```
write(d, buf, nbytes)
int d;
char *buf;
int nbytes;

#include <sys/types.h>
#include <sys/uio.h>

writev(d, iov, ioveclen)
int d;
struct iovec *iov;
int ioveclen;
```

DESCRIPTION

Write attempts to write *nbytes* of data to the object referenced by the descriptor *d* from the buffer pointed to by *buf*. *Writev* performs the same action, but gathers the output data from the *iovlen* buffers specified by the members of the *iov* array: iov[0], iov[1], etc.

On objects capable of seeking, the *write* starts at a position given by the pointer associated with *d*, see *lseek*(2). Upon return from *write*, the pointer is incremented by the number of bytes actually written.

Objects that are not capable of seeking always write from the current position. The value of the pointer associated with such an object is undefined.

If the real user is not the super-user, then *write* clears the set-user-id bit on a file. This prevents penetration of system security by a user who ''captures'' a writable set-user-id file owned by the super-user.

RETURN VALUE

Upon successful completion the number of bytes actually writen is returned. Otherwise a –1 is returned and *errno* is set to indicate the error.

ERRORS

Write will fail and the file pointer will remain unchanged if one or more of the following are true:

[EBADF]	*D* is not a valid descriptor open for writing.
[EPIPE]	An attempt is made to write to a pipe that is not open for reading by any process (or to a socket of type SOCK_STREAM that is connected to a peer socket.) Note: an attempted write of this kind will also cause you to recieve a SIGPIPE signal from the kernal. If you've not made a special provision to catch or ignore this signal, you will die.
[EFBIG]	An attempt was made to write a file that exceeds the process's file size limit or the maximum file size.
[EFAULT]	Part of *iov* or data to be written to the file points outside the process's allocated address space.
[ENOSPC]	There is no free space remaining on the file system containing the file.
[EDQUOT]	The user's quota of disk blocks on the file system containing the file has been exhausted.
[EIO]	An I/O error occurred while reading from or writing to the file system.

SEE ALSO

lseek(2), open(2), pipe(2)

NAME

intro – introduction to library functions

DESCRIPTION

Section 3 describes library routines. The main C library is */lib/libc.a*, which contains all system call entry points described in section 2, as well as functions described in several subsections here. The primary functions are described in the main section 3. Functions associated with the "standard I/O library" used by many C programs are found in section 3S. The main C library also includes Internet network functions, described in section 3N, and routines providing compatibility with other UNIX systems, described in section 3C.

Other sections are:

(3F) All functions callable from FORTRAN. These manual pages are reproduced in the FORTRAN manual. These functions perform the same jobs as the straight "3" functions do for C programmers. There are in fact three FORTRAN libraries, namely **–lU77** which contains the system interface routines, **–lI77** which is the I/O interface library, and **–lF77** which is everything not contained in the other two. These libraries are searched automatically by the loader when loading FORTRAN programs.

(3M) The math library. C declarations for the types of functions may be obtained from the include file <*math.h*>. To use these functions with C programs use a **–lm** option with *cc*(1). They are automatically loaded as needed by the Fortran and Pascal compilers *f77*(1) and *pc*(1).

(3X) Various specialized libraries have not been given distinctive captions. Files in which such libraries are found are named on appropriate pages if they don't appear in the *libc* library.

FILES

/lib/libc.a	C Library ((2), (3), (3N) and (3C) routines)
/usr/lib/libc_p.a	Profiling C library (for *gprof*(1))
/usr/lib/libm.a	Math Library **–lm** (see section 3M)
/usr/lib/libm_p.a	Profiling version of **–lm**
/usr/lib/libU77.a	FORTRAN system interface (see section 3F)
/usr/lib/libI77.a	FORTRAN I/O (see section 3F)
/usr/lib/libF77.a	FORTRAN everything else (see section 3F)
/usr/lib/libcurses.a	screen management routines (see *curses*(3X)
/usr/lib/libdbm.a	data base management routines (see *dbm*(3X))
/usr/lib/libmp.a	multiple precision math library (see *mp*(3X))
/usr/lib/libtermcap.a	terminal handling routines (see *termcap*(3X))
/usr/lib/libtermcap_p.a	"
/usr/lib/libtermlib	"
/usr/lib/libtermlib_p.a	"
/usr/lib/libplot.a	plot routines (see *plot*(3X))
/usr/lib/lib300.a	"
/usr/lib/lib300s.a	"
/usr/lib/lib4014.a	"
/usr/lib/lib450.a	"

SEE ALSO

intro(3C), intro(3S), intro(3F), intro(3M), intro(3N), nm(1), ld(1), cc(1), f77(1), intro(2)

DIAGNOSTICS

Functions in the math library (section 3M) may return conventional values when the function is undefined for the given arguments or when the value is not representable. In these cases the external variable *errno* (see *intro*(2)) is set to the value EDOM (domain error) or ERANGE (range error). The values of EDOM and ERANGE are defined in the include file <*errno.h*>.

LIST OF FUNCTIONS

Name	*Appears on Page*	*Description*
abort	abort.3	generate a fault
abs	abs.3	integer absolute value
addmntent	getmntent.3	get file system descriptor file entry
alarm	alarm.3c	schedule signal after specified time
alphasort	scandir.3	scan a directory
asctime	ctime.3	convert date and time to ASCII
assert	assert.3	program verification
atof	atof.3	convert ASCII to numbers
atoi	atof.3	convert ASCII to numbers
atol	atof.3	convert ASCII to numbers
bcmp	bstring.3	bit and byte string operations
bcopy	bstring.3	bit and byte string operations
bzero	bstring.3	bit and byte string operations
clearerr	ferror.3s	stream status inquiries
closedir	directory.3	directory operations
closelog	syslog.3	control system log
crypt	crypt.3	DES encryption
ctime	ctime.3	convert date and time to ASCII
dysize	ctime.3	convert date and time to ASCII
ecvt	ecvt.3	output conversion
edata	end.3	last locations in program
encrypt	crypt.3	DES encryption
end	end.3	last locations in program
endfsent	getfsent.3	get file system descriptor file entry
endgrent	getgrent.3	get group file entry
endhostent	gethostent.3n	get network host entry
endmntent	getmntent.3	get file system descriptor file entry
endnetent	getnetent.3n	get network entry
endprotoent	getprotoent.3n	get protocol entry
endpwent	getpwent.3	get password file entry
endservent	getservent.3n	get service entry
environ	execl.3	execute a file
errno	perror.3	system error messages
etext	end.3	last locations in program
execl	execl.3	execute a file
execle	execl.3	execute a file
execlp	execl.3	execute a file
execv	execl.3	execute a file
execvp	execl.3	execute a file
exit	exit.3	terminate a process after performing cleanup
fclose	fclose.3s	close or flush a stream
fcvt	ecvt.3	output conversion
fdopen	fopen.3s	open a stream
feof	ferror.3s	stream status inquiries
ferror	ferror.3s	stream status inquiries
fflush	fclose.3s	close or flush a stream
ffs	bstring.3	bit and byte string operations
fgetc	getc.3s	get character or integer from stream
fgets	gets.3s	get a string from a stream
fileno	ferror.3s	stream status inquiries
fopen	fopen.3s	open a stream

fprintf	printf.3s	formatted output conversion
fputc	putc.3s	put character or word on a stream
fputs	puts.3s	put a string on a stream
fread	fread.3s	buffered binary input/output
freopen	fopen.3s	open a stream
frexp	frexp.3	split into mantissa and exponent
fscanf	scanf.3s	formatted input conversion
fseek	fseek.3s	reposition a stream
ftell	fseek.3s	reposition a stream
ftime	time.3c	get date and time
fwrite	fread.3s	buffered binary input/output
gcvt	ecvt.3	output conversion
getc	getc.3s	get character or integer from stream
getchar	getc.3s	get character or integer from stream
getenv	getenv.3	value for environment name
getfsent	getfsent.3	get file system descriptor file entry
getfsfile	getfsent.3	get file system descriptor file entry
getfsspec	getfsent.3	get file system descriptor file entry
getfstype	getfsent.3	get file system descriptor file entry
getgrent	getgrent.3	get group file entry
getgrgid	getgrent.3	get group file entry
getgrnam	getgrent.3	get group file entry
gethostbyaddr	gethostent.3n	get network host entry
gethostbyname	gethostent.3n	get network host entry
gethostent	gethostent.3n	get network host entry
getlogin	getlogin.3	get login name
getmntent	getmntent.3	get file system descriptor file entry
getnetbyaddr	getnetent.3n	get network entry
getnetbyname	getnetent.3n	get network entry
getnetent	getnetent.3n	get network entry
getopt	getopt.3c	get option letter from argv
getpass	getpass.3	read a password
getprotobyname	getprotoent.3n	get protocol entry
getprotobynumber	getprotoent.3n	get protocol entry
getprotoent	getprotoent.3n	get protocol entry
getpw	getpw.3	get name from uid
getpwent	getpwent.3	get password file entry
getpwnam	getpwent.3	get password file entry
getpwuid	getpwent.3	get password file entry
gets	gets.3s	get a string from a stream
getservbyname	getservent.3n	get service entry
getservbyport	getservent.3n	get service entry
getservent	getservent.3n	get service entry
getw	getc.3s	get character or integer from stream
getwd	getwd.3	get current working directory pathname
gmtime	ctime.3	convert date and time to ASCII
gtty	stty.3c	set and get terminal state
hasmntopt	getmntent.3	get file system descriptor file entry
htonl	byteorder.3n	convert values between host and network byte order
htons	byteorder.3n	convert values between host and network byte order
index	string.3	string operations
inet_addr	inet.3n	Internet address manipulation
inet_lnaof	inet.3n	Internet address manipulation

inet_makeaddr	inet.3n	Internet address manipulation
inet_netof	inet.3n	Internet address manipulation
inet_network	inet.3n	Internet address manipulation
inet_ntoa	inet.3n	Internet address manipulation
initgroups	initgroups.3	initialize group access list
initstate	random.3	better random number generator; routines for changing generators
insque	insque.3	insert/remove element from a queue
isalnum	ctype.3	character classification and conversion macros
isalpha	ctype.3	character classification and conversion macros
isascii	ctype.3	character classification and conversion macros
isatty	ttyname.3	find name of a terminal
iscntrl	ctype.3	character classification and conversion macros
isdigit	ctype.3	character classification and conversion macros
isgraph	ctype.3	character classification and conversion macros
isinf	isinf.3	test for indeterminate floating point values
islower	ctype.3	character classification and conversion macros
isnan	isinf.3	test for indeterminate floating point values
isprint	ctype.3	character classification and conversion macros
ispunct	ctype.3	character classification and conversion macros
isspace	ctype.3	character classification and conversion macros
isupper	ctype.3	character classification and conversion macros
isxdigit	ctype.3	character classification and conversion macros
ldexp	frexp.3	split into mantissa and exponent
localtime	ctime.3	convert date and time to ASCII
longjmp	setjmp.3	non-local goto
mktemp	mktemp.3	make a unique file name
modf	frexp.3	split into mantissa and exponent
moncontrol	monitor.3	prepare execution profile
monitor	monitor.3	prepare execution profile
monstartup	monitor.3	prepare execution profile
nice	nice.3c	set program priority
nlist	nlist.3	get entries from name list
ntohl	byteorder.3n	convert values between host and network byte order
ntohs	byteorder.3n	convert values between host and network byte order
on_exit	onexit.3	name termination handler
opendir	directory.3	directory operations
openlog	syslog.3	control system log
optarg	getopt.3c	get option letter from argv
optind	getopt.3c	get option letter from argv
pause	pause.3c	stop until signal
pclose	popen.3s	initiate I/O to/from a process
perror	perror.3	system error messages
popen	popen.3s	initiate I/O to/from a process
printf	printf.3s	formatted output conversion
psignal	psignal.3	system signal messages
putc	putc.3s	put character or word on a stream
putchar	putc.3s	put character or word on a stream
puts	puts.3s	put a string on a stream
putw	putc.3s	put character or word on a stream
qsort	qsort.3	quicker sort
rand	rand.3c	random number generator
random	random.3	better random number generator; routines for changing generators
rcmd	rcmd.3n	routines for returning a stream to a remote command

re_comp	regex.3	regular expression handler
re_exec	regex.3	regular expression handler
readdir	directory.3	directory operations
remque	insque.3	insert/remove element from a queue
rewind	fseek.3s	reposition a stream
rewinddir	directory.3	directory operations
rexec	rexec.3n	return stream to a remote command
rindex	string.3	string operations
rresvport	rcmd.3n	routines for returning a stream to a remote command
ruserok	rcmd.3n	routines for returning a stream to a remote command
scandir	scandir.3	scan a directory
scanf	scanf.3s	formatted input conversion
seekdir	directory.3	directory operations
setbuf	setbuf.3s	assign buffering to a stream
setbuffer	setbuf.3s	assign buffering to a stream
setegid	setuid.3	set user and group ID
seteuid	setuid.3	set user and group ID
setfsent	getfsent.3	get file system descriptor file entry
setgid	setuid.3	set user and group ID
setgrent	getgrent.3	get group file entry
sethostent	gethostent.3n	get network host entry
setjmp	setjmp.3	non-local goto
setkey	crypt.3	DES encryption
setlinebuf	setbuf.3s	assign buffering to a stream
setmntent	getmntent.3	get file system descriptor file entry
setnetent	getnetent.3n	get network entry
setprotoent	getprotoent.3n	get protocol entry
setpwent	getpwent.3	get password file entry
setrgid	setuid.3	set user and group ID
setruid	setuid.3	set user and group ID
setservent	getservent.3n	get service entry
setstate	random.3	better random number generator; routines for changing generators
setuid	setuid.3	set user and group ID
signal	signal.3	simplified software signal facilities
sleep	sleep.3	suspend execution for interval
sprintf	printf.3s	formatted output conversion
srand	rand.3c	random number generator
srandom	random.3	better random number generator; routines for changing generators
sscanf	scanf.3s	formatted input conversion
stdio	intro.3s	standard buffered input/output package
strcat	string.3	string operations
strcmp	string.3	string operations
strcpy	string.3	string operations
strlen	string.3	string operations
strncat	string.3	string operations
strncmp	string.3	string operations
strncpy	string.3	string operations
stty	stty.3c	set and get terminal state
swab	swab.3	swap bytes
sys_errlist	perror.3	system error messages
sys_nerr	perror.3	system error messages
sys_siglist	psignal.3	system signal messages
syslog	syslog.3	control system log

system	system.3	issue a shell command
telldir	directory.3	directory operations
time	time.3c	get date and time
times	times.3c	get process times
timezone	ctime.3	convert date and time to ASCII
tmpnam	tmpnam.3c	create a name for a temporary file
toascii	ctype.3	character classification and conversion macros
tolower	ctype.3	character classification and conversion macros
toupper	ctype.3	character classification and conversion macros
ttyname	ttyname.3	find name of a terminal
ttyslot	ttyname.3	find name of a terminal
ulimit	ulimit.3c	get and set user limits
ungetc	ungetc.3s	push character back into input stream
utime	utime.3c	set file times
valloc	valloc.3	aligned memory allocator
varargs	varargs.3	variable argument list
vlimit	vlimit.3c	control maximum system resource consumption
vtimes	vtimes.3c	get information about resource utilization

NAME

abort – generate a fault

SYNOPSIS

abort()

DESCRIPTION

Abort executes an instruction which is illegal in user mode. This causes a signal that normally terminates the process with a core dump, which may be used for debugging.

SEE ALSO

adb(1S), signal(3), exit(2)

DIAGNOSTICS

Usually "Illegal instruction (core dumped)" from the shell.

BUGS

The *abort* function does not flush standard I/O buffers. Use *fflush* as described in *fclose*(3S).

NAME

abs – integer absolute value

SYNOPSIS

```
abs(i)
int i;
```

DESCRIPTION

Abs returns the absolute value of its integer operand.

SEE ALSO

floor(3M) for *fabs*

BUGS

Applying the *abs* function to the most negative integer generates a result which is the most negative integer. That is, abs(0x80000000) returns 0x80000000 as a result.

NAME

assert – program verification

SYNOPSIS

#include <assert.h>

assert(expression)

DESCRIPTION

Assert is a macro that indicates *expression* is expected to be true at this point in the program. It causes an *exit*(2) with a diagnostic comment on the standard output when *expression* is false (0). Compiling with the *cc*(1) option **–DNDEBUG** effectively deletes *assert* from the program.

DIAGNOSTICS

'Assertion failed: file *f* line *n*.' *F* is the source file and *n* the source line number of the *assert* statement.

NAME

atof, atoi, atol – convert ASCII to numbers

SYNOPSIS

double atof(nptr)
char *nptr;

atoi(nptr)
char *nptr;

long atol(nptr)
char *nptr;

DESCRIPTION

These functions convert a string pointed to by *nptr* to floating, integer, and long integer representation respectively. The first unrecognized character ends the string.

Atof recognizes an optional string of spaces, then an optional sign, then a string of digits optionally containing a decimal point, then an optional 'e' or 'E' followed by an optionally signed integer.

Atoi and *atol* recognize an optional string of spaces, then an optional sign, then a string of digits.

SEE ALSO

scanf(3S)

BUGS

There are no provisions for overflow.

Currently, *atof* performs highly inaccurate conversions of very large or very small numbers — on the order of 10**32 or its reciprocal.

NAME

bcopy, bcmp, bzero, ffs – bit and byte string operations

SYNOPSIS

```
bcopy(b1, b2, length)
char *b1, *b2;
int length;

bcmp(b1, b2, length)
char *b1, *b2;
int length;

bzero(b, length)
char *b;
int length;

ffs(i)
int i;
```

DESCRIPTION

The functions *bcopy*, *bcmp*, and *bzero* operate on variable length strings of bytes. They do not check for null bytes as the routines in *string*(3) do.

Bcopy copies *length* bytes from string *b1* to the string *b2*. Overlapping strings are handled correctly.

Bcmp compares byte string *b1* against byte string *b2*, returning zero if they are identical, non-zero otherwise. Both strings are assumed to be *length* bytes long.

Bzero places *length* 0 bytes in the string *b*.

Ffs finds the first bit set in the argument passed it and returns the index of that bit. Bits are numbered starting at 1 from the right. A return value of –1 indicates the value passed is zero.

CAVEAT

The *bcmp* and *bcopy* routines take parameters backwards from *strcmp* and *strcpy*.

NAME

crypt, setkey, encrypt – DES encryption

SYNOPSIS

```
char *crypt(key, salt)
char *key, *salt;

setkey(key)
char *key;

encrypt(block, edflag)
char *block;
```

DESCRIPTION

Crypt is the password encryption routine. It is based on the NBS Data Encryption Standard, with variations intended (among other things) to frustrate use of hardware implementations of the DES for key search.

The first argument to *crypt* is normally a user's typed password. The second is a 2-character string chosen from the set [a-zA-Z0-9./]. The *salt* string is used to perturb the DES algorithm in one of 4096 different ways, after which the password is used as the key to encrypt repeatedly a constant string. The returned value points to the encrypted password, in the same alphabet as the salt. The first two characters are the salt itself.

The other entries provide (rather primitive) access to the actual DES algorithm. The argument of *setkey* is a character array of length 64 containing only the characters with numerical value 0 and 1. If this string is divided into groups of 8, the low-order bit in each group is ignored, leading to a 56-bit key which is set into the machine.

The argument to the *encrypt* entry is likewise a character array of length 64 containing 0's and 1's. The argument array is modified in place to a similar array representing the bits of the argument after having been subjected to the DES algorithm using the key set by *setkey*. If *edflag* is 0, the argument is encrypted; if non-zero, it is decrypted.

SEE ALSO

passwd(1), passwd(5), login(1), getpass(3)

BUGS

The return value points to static data whose content is overwritten by each call.

NAME

ctime, localtime, gmtime, asctime, timezone, dysize – convert date and time to ASCII

SYNOPSIS

```
char *ctime(clock)
long *clock;

#include <sys/time.h>

struct tm *localtime(clock)
long *clock;

struct tm *gmtime(clock)
long *clock;

char *asctime(tm)
struct tm *tm;

char *timezone(zone, dst)

int dysize(y)
int y;
```

DESCRIPTION

ctime retrieves a time pointed to by *clock* such as returned by *time*(3C) or the tv_sec element of the struct timeval (filled in by *gettimeofday*(2)), that is, the number of seconds since Jan. 1, 1970, 00:00, Greenwich Mean Time. It converts this value into ASCII, and returns a pointer to a 26-character string of the form:

```
Sun Sep 16 01:03:52 1973\n\0
```

Each field has a constant width. *Localtime* and *gmtime* return pointers to structures containing the broken-down time. *Localtime* corrects for the time zone and possible daylight savings time; *gmtime* converts directly to GMT, which is the time UNIX uses. *Asctime* converts a broken-down time to ASCII and returns a pointer to a 26-character string.

The structure declaration from the include file is:

```
struct tm {
        int     tm_sec;
        int     tm_min;
        int     tm_hour;
        int     tm_mday;
        int     tm_mon;
        int     tm_year;
        int     tm_wday;
        int     tm_yday;
        int     tm_isdst;
};
```

These quantities give the time on a 24-hour clock, day of month (1-31), month of year (0-11), day of week (Sunday = 0), year – 1900, day of year (0-365), and a flag that is nonzero if daylight saving time is in effect.

When local time is called for, the program consults the system to determine the time zone and whether the U.S.A., Australian, Eastern European, Middle European, or Western European daylight saving time adjustment is appropriate. The program knows about various peculiarities in time conversion over the past 10-20 years.

Timezone returns the name of the time zone associated with its first argument, which is measured in minutes westward from Greenwich. If the second argument is 0, the standard name is used, otherwise the Daylight Saving version. If the required name does not appear in a table built into the routine, the difference from GMT is produced; e.g. in Afghanistan *timezone(-(60*4+30), 0)* is appropriate because it is 4:30 ahead of GMT and the string GMT+4:30 is produced.

Dysize returns the number of days in the argument year, either 365 or 366.

SEE ALSO

gettimeofday(2), time(3C)

BUGS

The return values point to static data. The contents are overwritten by each call.

NAME

ctype isalpha, isupper, islower, isdigit, isxdigit, isalnum, isspace, ispunct, isprint, iscntrl, isascii, isgraph, toupper, tolower, toascii – character classification and conversion macros

SYNOPSIS

#include <ctype.h>

isalpha(c)

. . .

CHARACTER CLASSIFICATION MACROS

These macros classify ASCII-coded integer values by table lookup. Each is a predicate returning nonzero for true, zero for false. *Isascii* is defined on all integer values; the rest are defined only where isascii(*c*) is true and on the single non-ASCII value EOF (see *stdio*(3S)).

isalpha(*c*)	*c* is a letter
isupper(*c*)	*c* is an upper case letter
islower(*c*)	*c* is a lower case letter
isdigit(*c*)	*c* is a digit
isxdigit(*c*)	*c* is a hexadecimal digit
isalnum(*c*)	*c* is an alphanumeric character, that is, *c* is a letter or a digit
isspace(*c*)	*c* is a space, tab, carriage return, newline, or formfeed
ispunct(*c*)	*c* is a punctuation character (neither control nor alphanumeric)
isprint(*c*)	*c* is a printing character, code 040(8) (space) through 0176 (tilde)
iscntrl(*c*)	*c* is a delete character (0177) or ordinary control character (less than 040).
isascii(*c*)	*c* is an ASCII character, code less than 0200
isgraph(*c*)	*c* is a visible graphic character, code 041 (exclamation mark) through 0176 (tilde).

CHARACTER CONVERSION MACROS

These macros perform simple conversions on single characters.

toupper(*c*)	converts *c* to its upper-case equivalent. Note that this *only* works where *c* is known to be a lower-case character to start with (presumably checked via *islower*).
tolower(*c*)	converts *c* to its lower-case equivalent. Note that this *only* works where *c* is known to be a upper-case character to start with (presumably checked via *isupper*).
toascii(*c*)	masks *c* with the correct value so that *c* is guaranteed to be an ASCII character in the range 0 thru 0x7f.

SEE ALSO

ascii(7)

NAME

opendir, readdir, telldir, seekdir, rewinddir, closedir – directory operations

SYNOPSIS

```
#include <sys/dir.h>

DIR *opendir(filename)
char *filename;

struct direct *readdir(dirp)
DIR *dirp;

long telldir(dirp)
DIR *dirp;

seekdir(dirp, loc)
DIR *dirp;
long loc;

rewinddir(dirp)
DIR *dirp;

closedir(dirp)
DIR *dirp;
```

DESCRIPTION

Opendir opens the directory named by *filename* and associates a *directory stream* with it. *Opendir* returns a pointer to be used to identify the *directory stream* in subsequent operations. The pointer NULL is returned if *filename* cannot be accessed or is not a directory, or if it cannot *malloc*(3) enough memory to hold the whole thing.

Readdir returns a pointer to the next directory entry. It returns **NULL** upon reaching the end of the directory or detecting an invalid *seekdir* operation.

Telldir returns the current location associated with the named *directory stream.*

Seekdir sets the position of the next *readdir* operation on the *directory stream.* The new position reverts to the one associated with the *directory stream* when the *telldir* operation was performed. Values returned by *telldir* are good only for the lifetime of the DIR pointer from which they are derived. If the directory is closed and then reopened, the *telldir* value may be invalidated due to undetected directory compaction. It is safe to use a previous *telldir* value immediately after a call to *opendir* and before any calls to *readdir.*

Rewinddir resets the position of the named *directory stream* to the beginning of the directory.

Closedir closes the named *directory stream* and frees the structure associated with the DIR pointer.

Sample code which searchs a directory for entry ‘‘name’’ is:

```
len = strlen(name);
dirp = opendir(".");
for (dp = readdir(dirp); dp != NULL; dp = readdir(dirp))
        if (dp->d_namlen == len && !strcmp(dp->d_name, name)) {
                closedir(dirp);
                return FOUND;
        }
closedir(dirp);
return NOT_FOUND;
```

SEE ALSO

open(2), close(2), read(2), lseek(2), getwd(3), dir(5)

BUGS

Old UNIX programs which examine directories should be converted to use this package, as the new directory format is non-obvious.

NAME

ecvt, fcvt, gcvt – output conversion

SYNOPSIS

char *ecvt(value, ndigit, decpt, sign)
double value;
int ndigit, *decpt, *sign;

char *fcvt(value, ndigit, decpt, sign)
double value;
int ndigit, *decpt, *sign;

char *gcvt(value, ndigit, buf)
double value;
char *buf;

DESCRIPTION

Ecvt converts the *value* to a null-terminated string of *ndigit* ASCII digits and returns a pointer thereto. The position of the decimal point relative to the beginning of the string is stored indirectly through *decpt* (negative means to the left of the returned digits). If the sign of the result is negative, the word pointed to by *sign* is non-zero, otherwise it is zero. The low-order digit is rounded.

Fcvt is identical to *ecvt*, except that the correct digit has been rounded for Fortran F-format output of the number of digits specified by *ndigits*.

Gcvt converts the *value* to a null-terminated ASCII string in *buf* and returns a pointer to *buf*. It attempts to produce *ndigit* significant digits in Fortran F format if possible, otherwise E format, ready for printing. Trailing zeros may be suppressed.

SEE ALSO

isinf(3), printf(3S)

BUGS

The return values point to static data whose content is overwritten by each call.

NAME

end, etext, edata – last locations in program

SYNOPSIS

extern end;
extern etext;
extern edata;

DESCRIPTION

These names refer neither to routines nor to locations with interesting contents. The address of *etext* is the first address above the program text, *edata* above the initialized data region, and *end* above the uninitialized data region.

When execution begins, the program break coincides with *end*, but it is reset by the routines *brk*(2), *malloc*(3), standard input/output (*stdio*(3S)), the profile (**–p**) option of *cc*(1), etc. The current value of the program break is reliably returned by 'sbrk(0)', see *brk*(2).

SEE ALSO

brk(2), malloc(3)

NAME

execl, execv, execle, execlp, execvp, environ – execute a file

SYNOPSIS

execl(name, arg0, arg1, ..., argn, 0)
char *name, *arg0, *arg1, ..., *argn;

execv(name, argv)
char *name, *argv[ ];

execle(name, arg0, arg1, ..., argn, 0, envp)
char *name, *arg0, *arg1, ..., *argn, *envp[ ];

execlp(name, arg0, arg1, ..., argn, 0)
char *name, *arg0, *arg1, ..., *argn;

execvp(name, argv)
char *name, *argv[ ];

extern char **environ;

DESCRIPTION

These routines provide various interfaces to the *execve* system call. Refer to *execve*(2) for a description of their properties; only brief descriptions are provided here.

Exec in all its forms overlays the calling process with the named file, then transfers to the entry point of the core image of the file. There can be no return from a successful exec; the calling core image is lost.

The *name* argument is a pointer to the name of the file to be executed. The pointers *arg*[*0*], *arg*[*1*] ... address null-terminated strings. Conventionally *arg*[*0*] is the name of the file.

Two interfaces are available. *execl* is useful when a known file with known arguments is being called; the arguments to *execl* are the character strings constituting the file and the arguments; the first argument is conventionally the same as the file name (or its last component). A 0 argument must end the argument list.

The *execv* version is useful when the number of arguments is unknown in advance; the arguments to *execv* are the name of the file to be executed and a vector of strings containing the arguments. The last argument string must be followed by a 0 pointer.

When a C program is executed, it is called as follows:

```
main(argc, argv, envp)
int argc;
char **argv, **envp;
```

where *argc* is the argument count and *argv* is an array of character pointers to the arguments themselves. As indicated, *argc* is conventionally at least one and the first member of the array points to a string containing the name of the file.

Argv is directly usable in another *execv* because *argv*[*argc*] is 0.

Envp is a pointer to an array of strings that constitute the *environment* of the process. Each string consists of a name, an "=", and a null-terminated value. The array of pointers is terminated by a null pointer. The shell *sh*(1) passes an environment entry for each global shell variable defined when the program is called. See *environ*(5) for some conventionally used names. The C run-time start-off routine places a copy of *envp* in the global cell *environ*, which is used by *execv* and *execl* to pass the environment to any subprograms executed by the current program.

Execlp and *execvp* are called with the same arguments as *execl* and *execv*, but duplicate the shell's actions in searching for an executable file in a list of directories. The directory list is obtained from the environment.

FILES

/bin/sh shell, invoked if command file found by *execlp* or *execvp*

SEE ALSO

execve(2), fork(2), environ(5), csh(1), sh(1)
"UNIX Programming" in *Programming Tools for the Sun Workstation*, pp. 1-3.

DIAGNOSTICS

If the file cannot be found, if it is not executable, if it does not start with a valid magic number (see *a.out*(5)), if maximum memory is exceeded, or if the arguments require too much space, a return constitutes the diagnostic; the return value is −1. Even for the super-user, at least one of the execute-permission bits must be set for a file to be executed.

NAME

exit – terminate a process after performing cleanup

SYNOPSIS

exit(status)
int status;

DESCRIPTION

Exit terminates a process by calling *exit*(2) after calling any termination handlers named by calls to *on_exit*. Normally, this is just the Standard I/O library function *_cleanup*. *Exit* never returns.

SEE ALSO

exit(2), intro(3S), on_exit(3)

NAME

frexp, ldexp, modf – floating point analysis and synthesis

SYNOPSIS

```
double frexp(value, eptr)
double value;
int *eptr;

double ldexp(value, exp)
double value;
int exp;

double modf(value, iptr)
double value, *iptr;
```

DESCRIPTION

Frexp returns the significand of a double *value* as a double quantity, *x*, of magnitude less than 1 and stores an integer *n*, indirectly through *eptr*, such that $value = x * 2^n$.

The results are not defined when *value* is an IEEE infinity or NaN.

ldexp returns the quantity:

$$value * 2^{exp}.$$

modf returns the positive fractional part of *value* and stores the integer part indirectly through *iptr*. Thus the argument *value* and the returned values *modf* and **iptr* would satisfy, in the absence of rounding error,

$$(*iptr + modf) == value$$

and

$$0 <= modf < abs(value).$$

The results are not defined when *value* is an IEEE infinity or NaN.

Note that the definition of *modf* varies among Unix implementations; avoid *modf* in portable code.

SEE ALSO

isinf(3)

NAME

getenv – value for environment name

SYNOPSIS

char *getenv(name)
char *name;

DESCRIPTION

Getenv searches the environment list (see *environ*(5)) for a string of the form *name=value* and returns a pointer to the string *value* if such a string is present, otherwise *getenv* returns the value 0 (NULL).

SEE ALSO

environ(5), execve(2)

NAME

getfsent, getfsspec, getfsfile, getfstype, setfsent, endfsent – get file system descriptor file entry

SYNOPSIS

```
#include <fstab.h>

struct fstab *getfsent()

struct fstab *getfsspec(spec)
char *spec;

struct fstab *getfsfile(file)
char *file;

struct fstab *getfstype(type)
char *type;

int setfsent()

int endfsent()
```

DESCRIPTION

These routines are included for compatibility with 4.2 BSD; they have been superseded by the *getmntent*(3) library routines.

Getfsent, *getfsspec*, *getfstype*, and *getfsfile* each return a pointer to an object with the following structure containing the broken-out fields of a line in the file system description file, < fstab.h>.

```
          struct fstab{
                    char      *fs_spec;
                    char      *fs_file;
                    char      *fs_type;
                    int       fs_freq;
                    int       fs_passno;
          };
```

The fields have meanings described in *fstab*(5).

Getfsent reads the next line of the file, opening the file if necessary.

Setfsent opens and rewinds the file.

Endfsent closes the file.

Getfsspec and *getfsfile* sequentially search from the beginning of the file until a matching special file name or file system file name is found, or until EOF is encountered. *Getfstype* does likewise, matching on the file system type field.

FILES

/etc/fstab

SEE ALSO

fstab(5)

DIAGNOSTICS

Null pointer (0) returned on EOF or error.

BUGS

The return value points to static information which is overwritten in each call.

NAME

getgrent, getgrgid, getgrnam, setgrent, endgrent – get group file entry

SYNOPSIS

#include <grp.h>

struct group *getgrent()

struct group *getgrgid(gid)
int gid;

struct group *getgrnam(name)
char *name;

setgrent()

endgrent()

DESCRIPTION

Getgrent, getgrgid and *getgrnam* each return pointers to an object with the following structure containing the broken-out fields of a line in the group file:

```
struct  group {
        char    *gr_name;
        char    *gr_passwd;
        int     gr_gid;
        char    **gr_mem;
};
```

The members of this structure are:

gr_name	The name of the group.
gr_passwd	The encrypted password of the group.
gr_gid	The numerical group-ID.
gr_mem	Null-terminated vector of pointers to the individual member names.

Getgrent simply reads the next line while *getgrgid* and *getgrnam* search until a matching *gid* or *name* is found (or until EOF is encountered). Each routine picks up where the others leave off so successive calls may be used to search the entire file.

A call to *setgrent* has the effect of rewinding the group file to allow repeated searches. *Endgrent* may be called to close the group file when processing is complete.

FILES

/etc/group
/etc/yp/*domainname*/group.byname
/etc/yp/*domainname*/group.bygid

SEE ALSO

getlogin(3), getpwent(3), group(5), ypserv(8)

DIAGNOSTICS

A null pointer (0) is returned on EOF or error.

BUGS

The return value points to static information which is overwritten on each call.

NAME

getlogin – get login name

SYNOPSIS

char *getlogin()

DESCRIPTION

Getlogin returns a pointer to the login name as found in */etc/utmp*. It may be used in conjunction with *getpwnam* to locate the correct password file entry when the same userid is shared by several login names.

If *getlogin* is called within a process that is not attached to a typewriter, it returns NULL. The correct procedure for determining the login name is to first call *getlogin* and if it fails, to call *getpwuid*(*getuid*()).

FILES

/etc/utmp

SEE ALSO

getpwent(3), getgrent(3), utmp(5)

DIAGNOSTICS

Returns NULL (0) if name not found.

BUGS

The return values point to static data whose content is overwritten by each call.

Getlogin does not work for processes running under a *pty* (for example, emacs shell buffers, or shell tools) unless the program ''fakes'' the login name in the */etc/utmp* file.

NAME

setmntent, getmntent, addmntent, endmntent, hasmntopt – get file system descriptor file entry

SYNOPSIS

```
#include <stdio.h>
#include <mntent.h>

FILE *setmntent(filep, type)
char *filep;
char *type;

struct mntent *getmntent(filep)
FILE *filep;

int addmntent(filep, mnt)
FILE *filep;
struct mntent *mnt;

char *hasmntopt(mnt, opt)
struct mntent *mnt;
char *opt;

int endmntent(filep)
FILE *filep;
```

DESCRIPTION

These routines replace the *getfsent* routines for accessing the file system description file */etc/fstab*. They are also used to access the mounted file system description file */etc/mtab*.

Setmntent opens a file system description file and returns a file pointer which can then be used with *getmntent*, *addmntent*, or *endmntent*. The *type* argument is the same as in *fopen*(3). *Getmntent* reads the next line from *filep* and returns a pointer to an object with the following structure containing the broken-out fields of a line in the filesystem description file, *<mntent.h>*. The fields have meanings described in *fstab*(5).

```
struct mntent {
        char    *mnt_fsname;   /* file system name */
        char    *mnt_dir;      /* file system path prefix */
        char    *mnt_type;     /* 4.2, nfs, swap, or xx */
        char    *mnt_opts;     /* ro, quota, etc. */
        int     mnt_freq;      /* dump frequency, in days */
        int     mnt_passno;    /* pass number on parallel fsck */
};
```

Addmntent adds the *mntent* structure *mnt* to the end of the open file *filep*. Note that *filep* has to be opened for writing if this is to work. *Hasmntopt* scans the *mnt_opts* field of the *mntent* structure *mnt* for a substring that matches *opt*. It returns the address of the substring if a match is found, 0 otherwise. *Endmntent* closes the file.

FILES

/etc/fstab
/etc/mtab

SEE ALSO

fstab(5), getfsent(3)

DIAGNOSTICS

Null pointer (0) returned on EOF or error.

BUGS

The returned *mntent* structure points to static information that is overwritten in each call.

NAME

getpass – read a password

SYNOPSIS

char *getpass(prompt)
char *prompt;

DESCRIPTION

Getpass reads a password from the file */dev/tty*, or if that cannot be opened, from the standard input, after prompting with the null-terminated string *prompt* and disabling echoing. A pointer is returned to a null-terminated string of at most 8 characters.

FILES

/dev/tty

SEE ALSO

crypt(3)

BUGS

The return value points to static data whose content is overwritten by each call.

NAME

getpw – get name from uid

SYNOPSIS

getpw(uid, buf)
char *buf;

DESCRIPTION

Getpw is obsoleted by getpwent(3).

Getpw searches the password file for the (numerical) *uid*, and fills in *buf* with the corresponding line; it returns non-zero if *uid* could not be found. The line is null-terminated.

FILES

/etc/passwd

SEE ALSO

getpwent(3), passwd(5)

DIAGNOSTICS

Non-zero return on error.

NAME

getpwent, getpwuid, getpwnam, setpwent, endpwent – get password file entry

SYNOPSIS

```
#include <pwd.h>

struct passwd *getpwent()

struct passwd *getpwuid(uid)
int uid;

struct passwd *getpwnam(name)
char *name;

int setpwent()

int endpwent()
```

DESCRIPTION

Getpwent, *getpwuid* and *getpwnam* each return a pointer to an object with the following structure containing the broken-out fields of a line in the password file.

```
/*      @(#)pwd.h 1.2 84/12/22 SMI; from UCB 4.1 83/05/03       */

struct  passwd { /* see getpwent(3) */
        char    *pw_name;
        char    *pw_passwd;
        int     pw_uid;
        int     pw_gid;
        int     pw_quota;
        char    *pw_comment;
        char    *pw_gecos;
        char    *pw_dir;
        char    *pw_shell;
};

struct passwd *getpwent(), *getpwuid(), *getpwnam();
```

The fields *pw_quota* and *pw_comment* are unused; the others have meanings described in *passwd*(5).

Getpwent reads the next line (opening the file if necessary); *setpwent* rewinds the file; *endpwent* closes it.

Getpwuid and *getpwnam* search from the beginning until a matching *uid* or *name* is found (or until EOF is encountered).

FILES

/etc/passwd
/etc/yp/*domainname*/passwd.byname
/etc/yp/*domainname*/passwd.byuid

SEE ALSO

getlogin(3), getgrent(3), passwd(5), ypserv(8)

DIAGNOSTICS

Null pointer (0) returned on EOF or error.

BUGS

The return value points to static information which is overwritten on each call.

NAME

getwd – get current working directory pathname

SYNOPSIS

```
#include <sys/param.h>

char *getwd(pathname)
char pathname[MAXPATHLEN];
```

DESCRIPTION

Getwd copies the absolute pathname of the current working directory to *pathname* and returns a pointer to the result.

DIAGNOSTICS

Getwd returns zero and places a message in *pathname* if an error occurs.

BUGS

Getwd may fail to return to the current directory if an error occurs.

NAME

initgroups – initialize group access list

SYNOPSIS

initgroups(name, basegid)
char *name;
int basegid;

DESCRIPTION

Initgroups reads through the group file and sets up, using the *setgroups*(2) call, the group access list for the user specified in *name*. The *basegid* is automatically included in the groups list. Typically this value is given as the group number from the password file.

FILES

/etc/group

SEE ALSO

setgroups(2)

DIAGNOSTICS

Initgroups returns –1 if it was not invoked by the super-user.

BUGS

Initgroups uses the routines based on *getgrent*(3). If the invoking program uses any of these routines, the group structure will be overwritten in the call to *initgroups*.

NAME

insque, remque – insert/remove element from a queue

SYNOPSIS

```
struct qelem {
        struct   qelem *q_forw;
        struct   qelem *q_back;
        char     q_data[];
};

insque(elem, pred)
struct qelem *elem, *pred;

remque(elem)
struct qelem *elem;
```

DESCRIPTION

Insque and *remque* manipulate queues built from doubly linked lists. Each element in the queue must be in the form of "struct qelem". *Insque* inserts *elem* in a queue imediately after *pred*; *remque* removes an entry *elem* from a queue.

SEE ALSO

"VAX Architecture Handbook", pp. 228-235. It does work on Suns.

NAME

isinf, isnan – test for indeterminate floating point values

SYNOPSIS

int isinf(value)
double value;

int isnan(value)
double value;

DESCRIPTION

Isinf returns a value of 1 if its *value* is an IEEE format infinity (two words 0x7ff00000 0x00000000) or an IEEE negative infinity, and returns a zero otherwise.

Isnan returns a value of 1 if its *value* is an IEEE format 'not-a-number' (two words 0x7ff *nnnnn* 0x *nnnnnnnn*) where *n* is not zero) or its negative, and returns a zero otherwise.

Some library routines such as *ecvt*(3) do not handle indeterminate floating point values gracefully. Prospective arguments to such routines should be checked with *isinf* or *isnan* before calling these routines.

The *FORTRAN Programmer's Guide for the Sun Workstation* describes in detail the format of IEEE standard floating point.

NAME

malloc, free, realloc, calloc, cfree, memalign, valloc, alloca, malloc_debug, malloc_verify – memory allocator

SYNOPSIS

char *malloc(size)
unsigned size;

free(ptr)
char *ptr;

char *realloc(ptr, size)
char *ptr;
unsigned size;

char *calloc(nelem, elsize)
unsigned nelem, elsize;

cfree(ptr)
char *ptr;

char *memalign(alignment, size)
unsigned alignment;
unsigned size;

char *valloc(size)
unsigned size;

char *alloca(size)
int size;

DESCRIPTION

These routines provide a general-purpose memory allocation package. They maintain a table of free blocks for efficient allocation and coalescing of free storage. When there is no suitable space already free, the allocation routines call *sbrk* (see *brk*(2)) to get more memory from the system.

Each of the allocation routines returns a pointer to space suitably aligned for storage of any type of object. They return a null pointer if the request cannot be completed (see DIAGNOSTICS).

Malloc returns a pointer to a block of at least *size* bytes beginning on a word boundary. A null (0) pointer is returned if *size* bytes of memory cannot be allocated.

Free releases a previously allocated block. Its argument is a pointer to a block previously allocated by *malloc, calloc, realloc, valloc,* or *memalign.*

malloc, calloc, realloc, valloc, or *memalign.*

Realloc changes the size of the block referenced by *ptr* to *size* bytes and returns a pointer to the (possibly moved) block. The contents will be unchanged up to the lesser of the new and old sizes. For backwards compatibility, *realloc* accepts a pointer to a block freed since the most recent call to *malloc, calloc, realloc, valloc,* or *memalign.* Note that using *realloc* with a block freed *before* the most recent call to *malloc, calloc, realloc, valloc,* or *memalign* is an error.

Calloc uses *malloc* to allocate space for an array of *nelem* elements of size *elsize,* initializes the space to zeros, and returns a pointer to the initialized block. The block can be freed with *free* or *cfree.*

Memalign allocates *size* bytes on a specified alignment boundary, and returns a pointer to the allocated block. The value of the returned address is guaranteed to be an even multiple of *alignment.* Note that the value of *alignment* must be a power of two, and must be greater than or equal to the size of a word.

Valloc(size) is equivalent to *memalign(getpagesize(), size).*

Alloca allocates *size* bytes of space in the stack frame of the caller, and returns a pointer to the allocated block. This temporary space is automatically freed when the caller returns.

SEE ALSO

"Fast Fits" by C. J. Stephenson, in Proceedings of the ACM 9th Symposium on Operating Systems, *SIGOPS Operating Systems Review*, vol. 17, no. 5, October 1983.

Core Wars, in *Scientific American*, May 1984.

DIAGNOSTICS

Malloc, *calloc*, *realloc*, *valloc*, and *memalign* return a null pointer (0) and set *errno* if arguments are invalid, or if there is insufficient available memory, or if the heap has been detectably corrupted, e.g. by storing outside the bounds of a block.

More detailed diagnostics can be made available to programs using *malloc*, *calloc*, *realloc*, *valloc*, *memalign*, *cfree*, and *free*, by including a special relocatable object file at link time (see FILES). This file also provides routines for control of error handling and diagnosis, as defined below. Note that these routines are *not* defined in the standard library.

int malloc_debug(level)
int level;

int malloc_verify()

Malloc_debug sets the level of error diagnosis and reporting during subsequent calls to *malloc*, *calloc*, *realloc*, *valloc*, *memalign*, *cfree*, and *free*. The value of *level* is interpreted as follows:

[Level 0]	*Malloc*, *calloc*, *realloc*, *valloc*, *memalign*, *cfree*, and *free* behave the same as in the standard library.
[Level 1]	*Malloc*, *calloc*, *realloc*, *valloc*, *memalign*, *cfree*, and *free* abort with a message to *stderr* if errors are detected in arguments or in the heap. If a bad block is encountered, its address and size are included in the message.
[Level 2]	Same as level 1, except that the entire heap is examined on every call to *malloc*, *calloc*, *realloc*, *valloc*, *memalign*, *cfree*, and *free*.

Malloc_debug returns the previous error diagnostic level. The default level is 1.

Malloc_verify attempts to determine if the heap has been corrupted. It scans all blocks in the heap (both free and allocated) looking for strange addresses or absurd sizes, and also checks for inconsistencies in the free space table. *Malloc_verify* returns 1 if all checks pass without error, and otherwise returns 0. The checks can take a significant amount of time, so it should not be used indiscriminately.

ERRORS

Malloc, *calloc*, *realloc*, *valloc*, *memalign*, *cfree*, and *free* will set *errno* if:

[EINVAL]	An invalid argument was given. The value of *ptr* given to *free*, *cfree*, or *realloc* must be a pointer to a block previously allocated by *malloc*, *calloc*, *realloc*, *valloc*, or *memalign*. The EINVAL condition also occurs if the heap is found to have been corrupted. More detailed information may be obtained by enabling range checks using *malloc_debug*.
[ENOMEM]	*size* bytes of memory could not be allocated.

FILES

/usr/lib/debug/malloc.o	diagnostic versions of *malloc*, *free*, etc.

BUGS

Alloca is both machine- and compiler-dependent; its use is discouraged.

Since *realloc* accepts a pointer to a block freed since the last call to *malloc*, *calloc*, *realloc*, *valloc*, or *memalign*, a degradation of performance results. The semantics of *free* should be changed so that the contents of a previously freed block are undefined.

NAME

mktemp – make a unique file name

SYNOPSIS

char *mktemp(template)
char *template;

DESCRIPTION

Mktemp replaces *template* by a unique file name, and returns the address of the template. The template should look like a file name with six trailing X's, which will be replaced with the current process id and a unique letter.

Notes:

- *Mktemp* actually *changes* the template string which you pass, this means that you cannot use the same template string more than once — you need a fresh template for every unique file you want to open.
- When *mktemp* is creating a new unique filename it checks for the prior existence of a file with that name. This means that if you are creating more than one unique filename, it is bad practice to use the same root template for multiple invocations of *mktemp*.

SEE ALSO

getpid(2)

NAME

monitor, monstartup, moncontrol – prepare execution profile

SYNOPSIS

monitor(lowpc, highpc, buffer, bufsize, nfunc)
int (*lowpc)(), (*highpc)();
short buffer[];

monstartup(lowpc, highpc)
int (*lowpc)(), (*highpc)();

moncontrol(mode)

DESCRIPTION

There are two different forms of monitoring available: An executable program created by:

```
cc –p . . .
```

automatically includes calls for the *prof*(1) monitor and includes an initial call to its start-up routine *monstartup* with default parameters; *monitor* need not be called explicitly except to gain fine control over profil buffer allocation. An executable program created by:

```
cc –pg . . .
```

automatically includes calls for the *gprof*(1) monitor.

Monstartup is a high level interface to *profil*(2). *Lowpc* and *highpc* specify the address range that is to be sampled; the lowest address sampled is that of *lowpc* and the highest is just below *highpc*. *Monstartup* allocates space using *sbrk*(2) and passes it to *monitor* (see below) to record a histogram of periodically sampled values of the program counter, and of counts of calls of certain functions, in the buffer. Only calls of functions compiled with the profiling option –p of *cc*(1) are recorded.

To profile the entire program, it is sufficient to use

```
extern etext();
. . .
monstartup(0x8000, etext);
```

Etext lies just above all the program text, see *end*(3).

To stop execution monitoring and write the results on the file *mon.out*, use

```
monitor(0);
```

then *prof*(1) can be used to examine the results.

Moncontrol is used to selectively control profiling within a program. This works with either *prof*(1) or *gprof*(1) type profiling. When the program starts, profiling begins. To stop the collection of histogram ticks and call counts use *moncontrol*(0); to resume the collection of histogram ticks and call counts use *moncontrol*(1). This allows the cost of particular operations to be measured. Note that an output file will be produced upon program exit irregardless of the state of *moncontrol*.

Monitor is a low level interface to *profil*(2). *Lowpc* and *highpc* are the addresses of two functions; *buffer* is the address of a (user supplied) array of *bufsize* short integers. At most *nfunc* call counts can be kept. For the results to be significant, especially where there are small, heavily used routines, it is suggested that the buffer be no more than a few times smaller than the range of locations sampled. *Monitor* divides the buffer into space to record the histogram of program counter samples over the range *lowpc* to *highpc*, and space to record call counts of functions compiled with the –p option to *cc*(1).

To profile the entire program, it is sufficient to use

```
extern etext();
. . .
monitor(0x8000, etext, buf, bufsize, nfunc);
```

FILES

mon.out

SEE ALSO

cc(1), prof(1), gprof(1), profil(2), sbrk(2)

NAME

nlist – get entries from name list

SYNOPSIS

#include <nlist.h>

nlist(filename, nl)
char *filename;
struct nlist nl[ ];

DESCRIPTION

Nlist examines the name list in the given executable output file and selectively extracts a list of values. The name list consists of an array of structures containing names, types and values. The list is terminated with a null name. Each name is looked up in the name list of the file. If the name is found, the type and value of the name are inserted in the next two fields. If the name is not found, both entries are set to 0. See *a.out*(5) for the structure declaration.

This subroutine is useful for examining the system name list kept in the file **/vmunix**. In this way programs can obtain system addresses that are up to date.

SEE ALSO

a.out(5)

DIAGNOSTICS

All type entries are set to 0 if the file cannot be found or if it is not a valid namelist.

NAME

on_exit – name termination handler

SYNOPSIS

int on_exit(procp, arg)
void (*procp)();
caddr_t arg;

DESCRIPTION

On_exit names a routine to be called after a program calls *exit*(3) or returns normally, and before its process terminates. The routine named is called as

(*procp)(status, arg);

where *status* is the argument with which *exit* was called, or zero if *main* returns. Typically, *arg* is the address of an argument vector to *(*procp)*, but may be an integer value. Several calls may be made to *on_exit*, specifying several termination handlers. The order in which they are called is the reverse of that in which they were given to *on_exit*.

SEE ALSO

exit(3)

DIAGNOSTICS

On_exit returns zero normally, or nonzero if the procedure name could not be stored.

BUGS

Currently there is a limit of 20 termination handlers, including any invoked implicitly (for example, by *gprof*(1) or *tcov*(1) processing). Calls to *on_exit* beyond this number will fail.

NOTES

This call is specific to Sun Unix and should not be used if portability is a concern.

Standard I/O exit processing is always done last.

NAME

perror, sys_errlist, sys_nerr, errno – system error messages

SYNOPSIS

perror(s)
char *s;

int sys_nerr;
char *sys_errlist[ ];

int errno;

DESCRIPTION

Perror produces a short error message on the standard error file describing the last error encountered during a call to the system from a C program. First the argument string *s* is printed, then a colon, then the message and a new-line. Most usefully, the argument string is the name of the program which incurred the error. The error number is taken from the external variable *errno* (see *intro*(2)), which is set when errors occur but not cleared when non-erroneous calls are made.

To simplify variant formatting of messages, the vector of message strings *sys_errlist* is provided; *errno* can be used as an index in this table to get the message string without the newline. *Sys_nerr* is the number of messages provided for in the table; it should be checked because new error codes may be added to the system before they are added to the table.

SEE ALSO

intro(2), psignal(3)

NAME

psignal, sys_siglist – system signal messages

SYNOPSIS

```
psignal(sig, s)
unsigned sig;
char *s;

char *sys_siglist[];
```

DESCRIPTION

Psignal produces a short message on the standard error file describing the indicated signal. First the argument string *s* is printed, then a colon, then the name of the signal and a new-line. Most usefully, the argument string is the name of the program which incurred the signal. The signal number should be from among those found in <*signal.h*>.

To simplify variant formatting of signal names, the vector of message strings *sys_siglist* is provided; the signal number can be used as an index in this table to get the signal name without the newline. The define NSIG defined in <*signal.h*> is the number of messages provided for in the table; it should be checked because new signals may be added to the system before they are added to the table.

SEE ALSO

perror(3), signal(3)

NAME

qsort – quicker sort

SYNOPSIS

```
qsort(base, nel, width, compar)
char *base;
int (*compar)();
```

DESCRIPTION

Qsort is an implementation of the quicker-sort algorithm. The first argument is a pointer to the base of the data; the second is the number of elements; the third is the width of an element in bytes; the last is the name of the comparison routine to be called with two arguments which are pointers to the elements being compared. The routine must return an integer less than, equal to, or greater than 0 according as the first argument is to be considered less than, equal to, or greater than the second.

SEE ALSO

sort(1)

NAME

random, srandom, initstate, setstate – better random number generator; routines for changing generators

SYNOPSIS

long random()

srandom(seed)
int seed;

long *initstate(seed, state, n)
unsigned seed;
long *state;
int n;

long *setstate(state)
long *state;

DESCRIPTION

Random uses a non-linear additive feedback random number generator employing a default table of size 31 long integers to return successive pseudo-random numbers in the range from 0 to $2^{31}-1$. The period of this random number generator is very large, approximately $16*(2^{31}-1)$.

Random/srandom have (almost) the same calling sequence and initialization properties as *rand/srand.* The difference is that *rand*(3C) produces a much less random sequence -- in fact, the low dozen bits generated by rand go through a cyclic pattern. All the bits generated by *random* are usable. For example, ''random()&01'' will produce a random binary value.

Unlike *srand*, *srandom* does not return the old seed; the reason for this is that the amount of state information used is much more than a single word. (Two other routines are provided to deal with restarting/changing random number generators). Like *rand*(3C), however, *random* will by default produce a sequence of numbers that can be duplicated by calling *srandom* with *1* as the seed.

The *initstate* routine allows a state array, passed in as an argument, to be initialized for future use. The size of the state array (in bytes) is used by *initstate* to decide how sophisticated a random number generator it should use -- the more state, the better the random numbers will be. (Current "optimal" values for the amount of state information are 8, 32, 64, 128, and 256 bytes; other amounts will be rounded down to the nearest known amount. Using less than 8 bytes will cause an error). The seed for the initialization (which specifies a starting point for the random number sequence, and provides for restarting at the same point) is also an argument. *Initstate* returns a pointer to the previous state information array.

Once a state has been initialized, the *setstate* routine provides for rapid switching between states. *Setstate* returns a pointer to the previous state array; its argument state array is used for further random number generation until the next call to *initstate* or *setstate*.

Once a state array has been initialized, it may be restarted at a different point either by calling *initstate* (with the desired seed, the state array, and its size) or by calling both *setstate* (with the state array) and *srandom* (with the desired seed). The advantage of calling both *setstate* and *srandom* is that the size of the state array does not have to be remembered after it is initialized.

With 256 bytes of state information, the period of the random number generator is greater than 2^{69}, which should be sufficient for most purposes.

DIAGNOSTICS

If *initstate* is called with less than 8 bytes of state information, or if *setstate* detects that the state information has been garbled, error messages are printed on the standard error output.

SEE ALSO

rand(3C)

BUGS

About 2/3 the speed of *rand*(3C).

NAME

re_comp, re_exec – regular expression handler

SYNOPSIS

char *re_comp(s)
char *s;

re_exec(s)
char *s;

DESCRIPTION

Re_comp compiles a string into an internal form suitable for pattern matching. *Re_exec* checks the argument string against the last string passed to *re_comp.*

Re_comp returns 0 if the string *s* was compiled successfully; otherwise a string containing an error message is returned. If *re_comp* is passed 0 or a null string, it returns without changing the currently compiled regular expression.

Re_exec returns 1 if the string *s* matches the last compiled regular expression, 0 if the string *s* failed to match the last compiled regular expression, and -1 if the compiled regular expression was invalid (indicating an internal error).

The strings passed to both *re_comp* and *re_exec* may have trailing or embedded newline characters; they are terminated by nulls. The regular expressions recognized are described in the manual entry for *ed*(1), given the above difference.

SEE ALSO

ed(1), ex(1), egrep(1), fgrep(1), grep(1)

DIAGNOSTICS

Re_exec returns -1 for an internal error.

Re_comp returns one of the following strings if an error occurs:

No previous regular expression

Regular expression too long

unmatched \(

missing]

too many \(\) pairs

unmatched \)

NAME

scandir, alphasort – scan a directory

SYNOPSIS

```
#include <sys/types.h>
#include <sys/dir.h>

scandir(dirname, namelist, select, compar)
char *dirname;
struct direct *(*namelist[ ]);
int (*select)();
int (*compar)();

alphasort(d1, d2)
struct direct **d1, **d2;
```

DESCRIPTION

Scandir reads the directory *dirname* and builds an array of pointers to directory entries using *malloc*(3). The second parameter is a pointer to an array of structure pointers. The third parameter is a pointer to a routine which is called with a pointer to a directory entry and should return a non zero value if the directory entry should be included in the array. If this pointer is null, then all the directory entries will be included. The last argument is a pointer to a routine which is passed to *qsort*(3) to sort the completed array. If this pointer is null, the array is not sorted. *Alphasort* is a routine which will sort the array alphabetically.

Scandir returns the number of entries in the array and a pointer to the array through the parameter *namelist*.

SEE ALSO

directory(3), malloc(3), qsort(3)

DIAGNOSTICS

Returns –1 if the directory cannot be opened for reading or if *malloc*(3) cannot allocate enough memory to hold all the data structures.

NAME

setjmp, longjmp – non-local goto

SYNOPSIS

#include <setjmp.h>

val = setjmp(env)
jmp_buf env;

longjmp(env, val)
jmp_buf env;

val = _setjmp(env)
jmp_buf env;

_longjmp(env, val)
jmp_buf env;

DESCRIPTION

Setjmp and *longjmp* are useful for dealing with errors and interrupts encountered in a low-level subroutine of a program.

Setjmp saves its stack environment in *env* for later use by *longjmp*. *Setjmp* also saves the register environment. *Setjmp* returns the value 0. If a *longjmp* call will be made, the routine which called *setjmp* should not return until after the *longjmp* has returned control (see below).

Longjmp restores the environment saved by the last call of *setjmp*, and then returns in such a way that execution continues as if the call of *setjmp* had just returned the value *val* to the function that invoked *setjmp*. The calling function must not itself have returned in the interim, otherwise *longjmp* will be returning control to a possibly non-existent environment. All memory-bound data have values as of the time *longjmp* was called. The machine registers are restored to the values they had at the time that *setjmp* was called. But, because the **register** storage class is only a hint to the C compiler, variables declared as **register** variables may not necessarily be assigned to machine registers, so their values are unpredictable after a *longjmp*. This is especially a problem for programmers trying to write machine-independent C routines.

The following code fragment indicates the flow of control of the *setjmp* and *longjmp* combination:

```
. . . function declaration
        jmp_buf my_environment;

        . . . code . . .
        if ( setjmp ( my_environment ) ) {
                this is the code after the return from longjmp
                . . . more code . . . .
                register variables have unpredictable values
                . . . more code . . . .
        } else {
                this is the return from setjmp
                . . . more code . . . .
                Do not modify register variables
                in this leg of the code
                . . . more code  . . . .
        }
```

Setjmp and *longjmp* save and restore the signal mask *sigsetmask*(2), while *_setjmp* and *_longjmp* manipulate only the C stack and registers.

SEE ALSO

sigsetmask(2), sigvec(2), signal(3)

BUGS

Setjmp does not save current notion of whether the process is executing on the signal stack. The result is that a longjmp to some place on the signal stack leaves the signal stack state incorrect.

NAME

setuid, seteuid, setruid, setgid, setegid, setrgid – set user and group ID

SYNOPSIS

setuid(uid)
seteuid(euid)
setruid(ruid)

setgid(gid)
setegid(egid)
setrgid(rgid)

DESCRIPTION

Setuid (*setgid*) sets both the real and effective user ID (group ID) of the current process to as specified.

Seteuid (*setegid*) sets the effective user ID (group ID) of the current process.

Setruid (*setruid*) sets the real user ID (group ID) of the current process.

These calls are only permitted to the super-user or if the argument is the real or effective ID.

SEE ALSO

setreuid(2), setregid(2), getuid(2), getgid(2)

DIAGNOSTICS

Zero is returned if the user (group) ID is set; –1 is returned otherwise, with the global variable *errno* set as for setreuid or setregid.

NAME

signal – simplified software signal facilities

SYNOPSIS

#include <signal.h>

(*signal(sig, func))()
void (*func)();

DESCRIPTION

Signal is a simplified interface to the more general *sigvec*(2) facility. Programs that use *signal* in preference to *sigvec* are more likely to be portable to all UNIX systems.

A signal is generated by some abnormal event, initiated by a user at a terminal (quit, interrupt, stop), by a program error (bus error, etc.), by request of another program (kill), or when a process is stopped because it wishes to access its control terminal while in the background (see *tty*(4)). Signals are optionally generated when a process resumes after being stopped, when the status of child processes changes, or when input is ready at the control terminal. Most signals cause termination of the receiving process if no action is taken; some signals instead cause the process receiving them to be stopped, or are simply discarded if the process has not requested otherwise. Except for the SIGKILL and SIGSTOP signals, the *signal* call allows signals either to be ignored or to cause an interrupt to a specified location. The following is a list of all signals with names as in the include file *<signal.h>*:

SIGHUP	1	hangup
SIGINT	2	interrupt
SIGQUIT	3*	quit
SIGILL	4*	illegal instruction (other than A-line or F-line op code)
SIGTRAP	5*	trace trap
SIGIOT	6*	IOT instruction (not generated on Suns)
SIGEMT	7*	EMT instruction (A-line or F-line op code)
SIGFPE	8*	floating point exception
SIGKILL	9	kill (cannot be caught, blocked, or ignored)
SIGBUS	10*	bus error
SIGSEGV	11*	segmentation violation
SIGSYS	12*	bad argument to system call
SIGPIPE	13	write on a pipe with no one to read it
SIGALRM	14	alarm clock
SIGTERM	15	software termination signal
SIGURG	16	urgent condition present on socket
SIGSTOP	17†	stop (cannot be caught, blocked, or ignored)
SIGTSTP	18†	stop signal generated from keyboard
SIGCONT	19•	continue after stop (cannot be blocked)
SIGCHLD	20•	child status has changed
SIGTTIN	21†	background read attempted from control terminal
SIGTTOU	22†	background write attempted to control terminal
SIGIO	23	i/o is possible on a descriptor (see *fcntl*(2))
SIGXCPU	24	cpu time limit exceeded (see *setrlimit*(2))
SIGXFSZ	25	file size limit exceeded (see *setrlimit*(2))
SIGVTALRM	26	virtual time alarm (see *setitimer*(2))
SIGPROF	27	profiling timer alarm (see *setitimer*(2))
SIGWINCH	28•	window changed (see *win*(4S))

The starred signals in the list above cause a core image if not caught or ignored.

If *func* is SIG_DFL, the default action for signal *sig* is reinstated; this default is termination (with a core image for starred signals) except for signals marked with • or †. Signals marked with • are discarded if the action is SIG_DFL; signals marked with † cause the process to stop. If *func* is SIG_IGN the signal is subsequently ignored and pending instances of the signal are discarded. Otherwise, when the signal occurs further occurences of the signal are automatically blocked and *func* is called.

A return from the function unblocks the handled signal and continues the process at the point it was interrupted. **Unlike previous signal facilities, the handler *func* remains installed after a signal has been delivered.**

If a caught signal occurs during certain system calls, causing the call to terminate prematurely, the call is automatically restarted. In particular this can occur during a *read* or *write*(2) on a slow device (such as a terminal; but not a file) and during a *wait*(2).

The value of *signal* is the previous (or initial) value of *func* for the particular signal.

After a *fork*(2) or *vfork*(2) the child inherits all signals. An *execve*(2) resets all caught signals to the default action; ignored signals remain ignored.

NOTES

The handler routine can be declared:

```
handler(sig, code, scp)
int sig, code;
struct sigcontext *scp;
```

Here *sig* is the signal number. *Code* is a parameter of certain signals that provides additional detail. *Scp* is a pointer to the *sigcontext* structure (defined in <*signal.h*>), used to restore the context from before the signal.

CODES

The following defines the codes for signals which produce them. All of these symbols are defined in <*signal.h*>:

Hardware condition	Signal	Code
Illegal instruction	SIGILL	ILL_INSTR_FAULT
Privilege violation	SIGILL	ILL_PRIVVIO_FAULT
Coprocessor protocol error	SIGILL	ILL_INSTR_FAULT
Trap #n (1 <= n <= 14)	SIGILL	ILL_TRAPn_FAULT
ˆ ˆ *n's above should be italicized*		
A-line op code	SIGEMT	EMT_EMU1010
F-line op code	SIGEMT	EMT_EMU1111
Integer division by zero	SIGFPE	FPE_INTDIV_TRAP
CHK or CHK2 instruction	SIGFPE	FPE_CHKINST_TRAP
TRAPV or TRAPcc or cpTRAPcc	SIGFPE	FPE_TRAPV_TRAP
IEEE floating point compare unordered	SIGFPE	FPE_FLTBSUN_TRAP
IEEE floating point inexact	SIGFPE	FPE_FLTINEX_TRAP
IEEE floating point division by zero	SIGFPE	FPE_FLTDIV_TRAP
IEEE floating point underflow	SIGFPE	FPE_FLTUND_TRAP
IEEE floating point operand error	SIGFPE	FPE_FLTOPERR_TRAP
IEEE floating point overflow	SIGFPE	FPE_FLTOVF_FAULT
IEEE floating point signaling NaN	SIGFPE	FPE_FLTNAN_TRAP

RETURN VALUE

The previous action is returned on a successful call. Otherwise, −1 is returned and *errno* is set to indicate the error.

ERRORS

Signal will fail and no action will take place if one of the following occur:

[EINVAL]	*Sig* is not a valid signal number.

[EINVAL]	An attempt is made to ignore or supply a handler for SIGKILL or SIGSTOP.
[EINVAL]	An attempt is made to ignore SIGCONT (by default SIGCONT is ignored).

SEE ALSO

kill(1), ptrace(2), kill(2), sigvec(2), sigblock(2), sigsetmask(2), sigpause(2), sigstack(2), setjmp(3), tty(4)

NAME

sleep – suspend execution for interval

SYNOPSIS

sleep(seconds)
unsigned seconds;

DESCRIPTION

Sleep suspends the current process from execution for the number of seconds specified by the argument. The actual suspension time may be up to 1 second less than that requested, because scheduled wakeups occur at fixed 1-second intervals, and may be an arbitrary amount longer because of other activity in the system.

Sleep is implemented by setting an interval timer and pausing until it expires. The previous state of this timer is saved and restored. If the sleep time exceeds the time to the expiration of the previous value of the timer, the process sleeps only until the timer would have expired, and the signal which occurs with the expiration of the timer is sent one second later.

SEE ALSO

setitimer(2), sigpause(2)

BUGS

An interface with finer resolution is needed.

NAME

string strcat, strncat, strcmp, strncmp, strcpy, strncpy, strlen, index, rindex – string operations

SYNOPSIS

```
#include <strings.h>

char *strcat(s1, s2)
char *s1, *s2;

char *strncat(s1, s2, n)
char *s1, *s2;

strcmp(s1, s2)
char *s1, *s2;

strncmp(s1, s2, n)
char *s1, *s2;

char *strcpy(s1, s2)
char *s1, *s2;

char *strncpy(s1, s2, n)
char *s1, *s2;

strlen(s)
char *s;

char *index(s, c)
char *s, c;

char *rindex(s, c)
char *s, c;
```

DESCRIPTION

These functions operate on null-terminated strings. They do not check for overflow of any receiving string.

Strcat appends a copy of string *s2* to the end of string *s1*. *Strncat* copies at most *n* characters. Both return a pointer to the null-terminated result.

Strcmp compares its arguments and returns an integer greater than, equal to, or less than 0, according as *s1* is lexicographically greater than, equal to, or less than *s2*. *Strncmp* makes the same comparison but looks at at most *n* characters.

Strcpy copies string *s2* to *s1*, stopping after the null character has been moved. *Strncpy* copies exactly *n* characters, truncating or null-padding *s2;* the target may not be null-terminated if the length of *s2* is *n* or more. Both return *s1*.

Strlen returns the number of non-null characters in *s*.

Index (*rindex*) returns a pointer to the first (last) occurrence of character *c* in string *s*, or zero if *c* does not occur in the string.

BUGS

Strcmp uses native character comparison, which is signed on the Sun.

On the Sun processor (and on some other machines), you can *NOT* use a zero pointer to indicate a null string. A zero pointer is an error and results in an abort of the program. If you wish to indicate a null string, you must have a pointer that points to an explicit null string. On PDP-11's and VAX'en, a source pointer of zero (0) can generally be used to indicate a null string. Programmers using NULL to represent an empty string should be aware of this portability issue.

NAME

swab – swap bytes

SYNOPSIS

swab(from, to, nbytes)
char *from, *to;

DESCRIPTION

Swab copies *nbytes* bytes pointed to by *from* to the position pointed to by *to*, exchanging adjacent even and odd bytes. It is useful for carrying binary data between high-ender machines (IBM 360's, MC68000's, etc) and low-ender machines (PDP-11's and VAX'es).

Nbytes should be even.

The *from* and *to* addresses should not overlap in portable programs.

NAME

syslog, openlog, closelog – control system log

SYNOPSIS

#include <syslog.h>

openlog(ident, logstat)
char *ident;

syslog(priority, message, parameters ...)
char *message;

closelog()

DESCRIPTION

Syslog arranges to write the *message* onto the system log maintained by *syslog*(8). The message is tagged with *priority*. The message looks like a *printf*(3S) string except that **%m** is replaced by the current error message (collected from *errno*). A trailing newline is added if needed. This message will be read by *syslog*(8) and output to the system console or files as appropriate.

If special processing is needed, *openlog* can be called to initialize the log file. Parameters are *ident* which is prepended to every message, and *logstat* which is a bit field indicating special status; current values are:

LOG_PID log the process id with each message: useful for identifying instantiations of daemons.

Openlog returns zero on success. If *syslog* cannot send datagrams to *syslog*(8), then it writes on */dev/console* instead. If */dev/console* cannot be written, standard error is used. In either case, it returns -1.

Closelog can be used to close the log file. It is automatically closed on a successful exec system call (see *execve*(2)).

EXAMPLES

```
syslog(LOG_SALERT, "who: internal error 23");

openlog("serverftp", LOG_PID);
syslog(LOG_INFO, "Connection from host %d", CallingHost);
```

SEE ALSO

syslog(8)

NAME

system – issue a shell command

SYNOPSIS

system(string)
char *string;

DESCRIPTION

System causes the *string* to be given to *sh*(1) as input as if the string had been typed as a command at a terminal. The current process waits until the shell has completed, then returns the exit status of the shell.

SEE ALSO

popen(3S), execve(2), wait(2)

DIAGNOSTICS

Exit status 127 (may be displayed as "32512") indicates the shell couldn't be executed.

NAME

ttyname, isatty, ttyslot – find name of a terminal

SYNOPSIS

char *ttyname(filedes)

isatty(filedes)

ttyslot()

DESCRIPTION

Ttyname returns a pointer to the null-terminated path name of the terminal device associated with file descriptor *filedes*.

Isatty returns 1 if *filedes* is associated with a terminal device, 0 otherwise.

Ttyslot returns the number of the entry in the *ttys*(5) file for the control terminal of the current process.

FILES

/dev/*
/etc/ttys

SEE ALSO

ioctl(2), ttys(5)

DIAGNOSTICS

Ttyname returns a null pointer (0) if *filedes* does not describe a terminal device in directory '/dev'.

Ttyslot returns 0 if '/etc/ttys' is inaccessible or if it cannot determine the control terminal.

BUGS

The return value points to static data whose content is overwritten by each call.

NAME

varargs – variable argument list

SYNOPSIS

```
#include <varargs.h>

function(va_alist)
va_dcl
va_list pvar;
va_start(pvar);
f = va_arg(pvar, type);
va_end(pvar);
```

DESCRIPTION

This set of macros provides a means of writing portable procedures that accept variable argument lists. Routines having variable argument lists (such as *printf*(3S)) that do not use varargs are inherently nonportable, since different machines use different argument passing conventions.

va_alist is used in a function header to declare a variable argument list.

va_dcl is a declaration for **va_alist**. Note that there is no semicolon after **va_dcl**.

va_list is a type which can be used for the variable *pvar*, which is used to traverse the list. One such variable must always be declared.

va_start(pvar) is called to initialize *pvar* to the beginning of the list.

va_arg(*pvar*, *type*) will return the next argument in the list pointed to by *pvar*. *Type* is the type the argument is expected to be. Different types can be mixed, but it is up to the routine to know what type of argument is expected, since it cannot be determined at runtime.

va_end(*pvar*) is used to finish up.

Multiple traversals, each bracketed by **va_start** ... **va_end**, are possible.

EXAMPLE

```
#include <varargs.h>
execl(va_alist)
va_dcl
{
        va_list ap;
        char *file;
        char *args[100];
        int argno = 0;

        va_start(ap);
        file = va_arg(ap, char *);
        while (args[argno++] = va_arg(ap, char *))
                ;
        va_end(ap);
        return execv(file, args);
}
```

BUGS

It is up to the calling routine to determine how many arguments there are, since it is not possible to determine this from the stack frame. For example, *execl* passes a 0 to signal the end of the list. *Printf* can tell how many arguments are supposed to be there by the format.

Do not use types that are less than 1 word in size.

NAME

intro – introduction to compatibility library functions

DESCRIPTION

These functions constitute the compatibility library portion of *libc*. They are automatically loaded as needed by the C compiler *cc*(1). The link editor searches this library under the "–lc" option. Use of these routines (instead of newer equivalent routines) is encouraged for the sake of program portability. Manual entries for the functions in this library describe the proper routine to use.

LIST OF FUNCTIONS

Name	*Appears on Page*	*Description*
alarm	alarm.3c	schedule signal after specified time
ftime	time.3c	get date and time
getopt	getopt.3c	get option letter from argv
gtty	stty.3c	set and get terminal state
nice	nice.3c	set program priority
optarg	getopt.3c	get option letter from argv
optind	getopt.3c	get option letter from argv
pause	pause.3c	stop until signal
rand	rand.3c	random number generator
srand	rand.3c	random number generator
stty	stty.3c	set and get terminal state
time	time.3c	get date and time
times	times.3c	get process times
tmpnam	tmpnam.3c	create a name for a temporary file
ulimit	ulimit.3c	get and set user limits
utime	utime.3c	set file times
vlimit	vlimit.3c	control maximum system resource consumption
vtimes	vtimes.3c	get information about resource utilization

NAME

alarm – schedule signal after specified time

SYNOPSIS

alarm(seconds)
unsigned seconds;

DESCRIPTION

Alarm causes signal SIGALRM, see *sigvec*(2), to be sent to the invoking process in a number of seconds given by the argument. Unless caught or ignored, the signal terminates the process.

Alarm requests are not stacked; successive calls reset the alarm clock. If the argument is 0, any alarm request is canceled. Because of scheduling delays, resumption of execution of when the signal is caught may be delayed an arbitrary amount. The longest specifiable delay time is 2147483647 seconds.

The return value is the amount of time previously remaining in the alarm clock.

SEE ALSO

sigpause(2), sigvec(2), signal(3), sleep(3)

NAME

getopt, optarg, optind – get option letter from argv

SYNOPSIS

int getopt(argc, argv, optstring)
int args;
char **argv;
char *optstring;

extern char *optarg;
extern int optind;

DESCRIPTION

This routine is included for compatibility with UNIX System V.

Getopt returns the next option letter in *argv* that matches a letter in *optstring*. *Optstring* is a string of recognized option letters; if a letter is followed by a colon, the option is expected to have an argument that may or may not be separated from it by white space. *Optarg* is set to point to the start of the option argument on return from *getopt*.

Getopt places in *optind* the *argv* index of the next argument to be processed. Because *optind* is external, it is normally initialized to zero automatically before the first call to *getopt*.

When all options have been processed (i.e., up to the first non-option argument), *getopt* returns EOF. The special option — may be used to delimit the end of the options; EOF will be returned, and — will be skipped.

DIAGNOSTICS

Getopt prints an error message on *stderr* and returns a question mark (?) when it encounters an option letter not included in *optstring*.

EXAMPLE

The following code fragment shows how one might process the arguments for a command that can take the mutually exclusive options a and **b**, and the options **f** and o, both of which require arguments:

```
main(argc, argv)
int argc;
char **argv;
{
        int c;
        extern int optind;
        extern char *optarg;
        .
        .
        .
        while ((c = getopt(argc, argv, "abf:o:")) != EOF)
                switch (c) {
                case 'a':
                        if (bflg)
                                errflg++;
                        else
                                aflg++;
                        break;
                case 'b':
                        if (aflg)
                                errflg++;
                        else
                                bproc();
                        break;
                case 'f':
                        infile = optarg;
                        break;
                case 'o':
                        ofile = optarg;
                        bufsiza = 512;
                        break;
                case '?':
                        errflg++;
                }
        if (errflg) {
                fprintf(stderr, "usage: . . . ");
                exit(2);
        }
        for (; optind < argc; optind++) {
                if (access(argv[optind], 4)) {
        .
        .
        .
}
```

NAME

nice – set program priority

SYNOPSIS

nice(incr)

DESCRIPTION

The scheduling priority of the process is augmented by *incr*. Positive priorities get less service than normal. Priority 10 is recommended to users who wish to execute long-running programs without flak from the administration.

Negative increments are ignored except on behalf of the super-user. The priority is limited to the range –20 (most urgent) to 20 (least).

The priority of a process is passed to a child process by *fork*(2). For a privileged process to return to normal priority from an unknown state, *nice* should be called successively with arguments –40 (goes to priority –20 because of truncation), 20 (to get to 0), then 0 (to maintain compatibility with previous versions of this call).

SEE ALSO

nice(1), getpriority(2), setpriority(2), fork(2), renice(8)

NAME

pause – stop until signal

SYNOPSIS

pause()

DESCRIPTION

Pause never returns normally. It is used to give up control while waiting for a signal from *kill*(2) or an interval timer, see *setitimer*(2). Upon termination of a signal handler started during a *pause*, the *pause* call will return.

RETURN VALUE

Always returns –1.

ERRORS

Pause always returns:

[EINTR]	The call was interrupted.

SEE ALSO

kill(2), select(2), sigpause(2)

NAME

rand, srand – random number generator

SYNOPSIS

srand(seed)
int seed;

rand()

DESCRIPTION

Rand uses a multiplicative congruential random number generator with period 2^{32} to return successive pseudo-random numbers in the range from 0 to $2^{31}-1$.

The generator is reinitialized by calling *srand* with 1 as argument. It can be set to a random starting point by calling *srand* with whatever you like as argument.

Random(3) is better; use it if compatibility is not a concern.

SEE ALSO

random(3)

BUGS

The low bits of the numbers generated are not very random; use the middle bits. In particular the lowest bit alternates between 0 and 1.

NAME

stty, gtty – set and get terminal state

SYNOPSIS

```
#include <sgtty.h>

stty(fd, buf)
int fd;
struct sgttyb *buf;

gtty(fd, buf)
int fd;
struct sgttyb *buf;
```

DESCRIPTION

This interface is obsoleted by ioctl(2).

Stty sets the state of the terminal associated with *fd*. *Gtty* retrieves the state of the terminal associated with *fd*. To set the state of a terminal the call must have write permission.

The *stty* call is actually "ioctl(fd, TIOCSETP, buf)", while the *gtty* call is "ioctl(fd, TIOCGETP, buf)". See *ioctl*(2) and *tty*(4) for an explanation.

DIAGNOSTICS

If the call is successful 0 is returned, otherwise −1 is returned and the global variable *errno* contains the reason for the failure.

SEE ALSO

ioctl(2), tty(4)

NAME

time, ftime – get date and time

SYNOPSIS

timeofday = time(0)

timeofday = time(tloc)
long *tloc;

#include <sys/types.h>
#include <sys/timeb.h>
ftime(tp)
struct timeb *tp;

DESCRIPTION

Time returns the time since 00:00:00 GMT, Jan. 1, 1970, measured in seconds.

If *tloc* is nonnull, the return value is also stored in the place to which *tloc* points.

The *ftime* entry fills in a structure pointed to by its argument, as defined by *<sys/timeb.h>*:

```
struct timeb
{
        time_t    time;
        unsigned short millitm;
        short     timezone;
        short     dstflag;
};
```

The structure contains the time since the epoch in seconds, up to 1000 milliseconds of more-precise interval, the local time zone (measured in minutes of time westward from Greenwich), and a flag that, if nonzero, indicates that Daylight Saving time applies locally during the appropriate part of the year.

SEE ALSO

date(1), gettimeofday(2), settimeofday(2), ctime(3)

NAME

times – get process times

SYNOPSIS

#include <sys/types.h>
#include <sys/times.h>

times(buffer)
struct tms *buffer;

DESCRIPTION

This interface is obsoleted by getrusage(2).

Times returns time-accounting information for the current process and for the terminated child processes of the current process. All times are in 1/HZ seconds, where HZ is 60.

This is the structure returned by *times*:

```
struct tms {
        time_t  tms_utime;              /* user time */
        time_t  tms_stime;              /* system time */
        time_t  tms_cutime;             /* user time, children */
        time_t  tms_cstime;             /* system time, children */
};
```

The children times are the sum of the children's process times and their children's times.

SEE ALSO

time(1), getrusage(2), wait3(2), time(3C)

NAME

tmpnam – create a name for a temporary file

SYNOPSIS

```
#include <stdio.h>

char *tmpnam(s)
char *s;
```

DESCRIPTION

This routine is included for System V compatibility.

Tmpnam generates a file name that can safely be used for a temprary file. If (int)*s* is zero, *tmpnam* leaves its result in an internal static area and returns a pointer to that area. The next call to *tmpnam* will destroy the contents of the area. If (int)*s* is nonzero, *s* is assumed to be the address of an array of at least **L_tmpnam** bytes; *tmpnam* places its result in that array and returns *s* as its value.

Tmpnam generates a different file name each time it is called.

Files created using *tmpnam* and either *fopen* or *creat* are only temporary in the sense that they reside in a directory intended for temporary use, and their names are unique. It is the user's responsibility to use *unlink*(2) to remove the file when its use is ended.

SEE ALSO

creat(2), unlink(2), mktemp(3), fopen(3S)

BUGS

If called more than 17,576 times in a single process, *tmpnam* will start recycling previously used names.

Between the time a file name is created and the file is opened, it is possible for some other process to create a file with the same name. This can never happen if that other process is using *tmpnam* or *mktemp*, and the file names are chosen so as to render duplication by other means unlikely.

NAME

ulimit – get and set user limits

SYNOPSIS

long ulimit(cmd, newlimit)
int cmd;

DESCRIPTION

This function is included for System V compatibility.

This routine provides for control over process limits. The *cmd* values available are:

1 Get the process's file size limit. The limit is in units of 512-byte blocks and is inherited by child processes. Files of any size can be read.

2 Set the process's file size limit to the value of *newlimit*. Any process may decrease this limit, but only a process with an effective user ID of super-user may increase the limit. *Ulimit* will fail and the limit will be unchanged if a process with an effective user ID other than the super-user attempts to increase its file size limit.

3 Get the maximum possible break value. See *brk*(2).

RETURN VALUE

Upon successful completion, a non-negative value is returned. Otherwise a value of −1 is returned and *errno* is set to indicate the error.

SEE ALSO

brk(2), setrlimit(2), write(2)

NAME

utime – set file times

SYNOPSIS

#include <sys/types.h>

utime(file, timep)
char *file;
time_t timep[2];

DESCRIPTION

The *utime* call uses the 'accessed' and 'updated' times in that order from the *timep* vector to set the corresponding recorded times for *file*.

The caller must be the owner of the file or the super-user. The 'inode-changed' time of the file is set to the current time.

SEE ALSO

utimes(2), stat(2)

NAME

vlimit – control maximum system resource consumption

SYNOPSIS

#include <sys/vlimit.h>

vlimit(resource, value)

DESCRIPTION

This facility is superseded by getrlimit(2).

Limits the consumption by the current process and each process it creates to not individually exceed *value* on the specified *resource*. If *value* is specified as –1, then the current limit is returned and the limit is unchanged. The resources which are currently controllable are:

LIM_NORAISE	A pseudo-limit; if set non-zero then the limits may not be raised. Only the super-user may remove the *noraise* restriction.
LIM_CPU	the maximum number of cpu-seconds to be used by each process
LIM_FSIZE	the largest single file which can be created
LIM_DATA	the maximum growth of the data+stack region via *sbrk*(2) beyond the end of the program text
LIM_STACK	the maximum size of the automatically-extended stack region
LIM_CORE	the size of the largest core dump that will be created.
LIM_MAXRSS	a soft limit for the amount of physical memory (in bytes) to be given to the program. If memory is tight, the system will prefer to take memory from processes which are exceeding their declared LIM_MAXRSS.

Because this information is stored in the per-process information this system call must be executed directly by the shell if it is to affect all future processes created by the shell; *limit* is thus a built-in command to *csh*(1).

The system refuses to extend the data or stack space when the limits would be exceeded in the normal way; a *break* call fails if the data space limit is reached, or the process is killed when the stack limit is reached (since the stack cannot be extended, there is no way to send a signal!).

A file i/o operation which would create a file which is too large will cause a signal SIGXFSZ to be generated, this normally terminates the process, but may be caught. When the cpu time limit is exceeded, a signal SIGXCPU is sent to the offending process; to allow it time to process the signal it is given 5 seconds grace by raising the cpu time limit.

SEE ALSO

csh(1)

BUGS

If LIM_NORAISE is set, then no grace should be given when the cpu time limit is exceeded.

There should be *limit* and *unlimit* commands in *sh*(1) as well as in *csh.*

NAME

vtimes – get information about resource utilization

SYNOPSIS

vtimes(par_vm, ch_vm)
struct vtimes *par_vm, *ch_vm;

DESCRIPTION

This facility is superseded by getrusage(2).

Vtimes returns accounting information for the current process and for the terminated child processes of the current process. Either *par_vm* or *ch_vm* or both may be 0, in which case only the information for the pointers which are non-zero is returned.

After the call, each buffer contains information as defined by the contents of the include file <*sys/vtimes.h*>:

```
struct vtimes {
        int       vm_utime;               /* user time (*HZ) */
        int       vm_stime;               /* system time (*HZ) */
        /* divide next two by utime+stime to get averages */
        unsigned vm_idsrss;               /* integral of d+s rss */
        unsigned vm_ixrss;                /* integral of text rss */
        int       vm_maxrss;              /* maximum rss */
        int       vm_majflt;              /* major page faults */
        int       vm_minflt;              /* minor page faults */
        int       vm_nswap;               /* number of swaps */
        int       vm_inblk;               /* block reads */
        int       vm_oublk;               /* block writes */
};
```

The *vm_utime* and *vm_stime* fields give the user and system time respectively in 60ths of a second (or 50ths if that is the frequency of wall current in your locality.) The *vm_idrss* and *vm_ixrss* measure memory usage. They are computed by integrating the number of memory pages in use each over cpu time. They are reported as though computed discretely, adding the current memory usage (in 512 byte pages) each time the clock ticks. If a process used 5 core pages over 1 cpu-second for its data and stack, then *vm_idsrss* would have the value 5*60, where *vm_utime+vm_stime* would be the 60. *Vm_idsrss* integrates data and stack segment usage, while *vm_ixrss* integrates text segment usage. *Vm_maxrss* reports the maximum instantaneous sum of the text+data+stack core-resident page count.

The *vm_majflt* field gives the number of page faults which resulted in disk activity; the *vm_minflt* field gives the number of page faults incurred in simulation of reference bits; *vm_nswap* is the number of swaps which occurred. The number of file system input/output events are reported in *vm_inblk* and *vm_oublk* These numbers account only for real i/o; data supplied by the caching mechanism is charged only to the first process to read or write the data.

SEE ALSO

getrusage(2), wait3(2)

NAME

intro – introduction to mathematical library functions

DESCRIPTION

These functions constitute the math library, *libm.* They are automatically loaded as needed by the Fortran compiler *f77*(1). The link editor searches this library under the ‘‘–lm’’ option. Declarations for these functions may be obtained from the include file <*math.h*>.

LIST OF FUNCTIONS

Name	*Appears on Page*	*Description*
acos	sin.3m	trigonometric functions
asin	sin.3m	trigonometric functions
atan	sin.3m	trigonometric functions
atan2	sin.3m	trigonometric functions
cabs	hypot.3m	Euclidean distance
ceil	floor.3m	absolute value, floor, ceiling functions
cos	sin.3m	trigonometric functions
cosh	sinh.3m	hyperbolic functions
exp	exp.3m	exponential, logarithm, power, square root
fabs	floor.3m	absolute value, floor, ceiling functions
floor	floor.3m	absolute value, floor, ceiling functions
gamma	gamma.3m	log gamma function
hypot	hypot.3m	Euclidean distance
j0	j0.3m	bessel functions
j1	j0.3m	bessel functions
jn	j0.3m	bessel functions
log	exp.3m	exponential, logarithm, power, square root
log10	exp.3m	exponential, logarithm, power, square root
pow	exp.3m	exponential, logarithm, power, square root
sin	sin.3m	trigonometric functions
sinh	sinh.3m	hyperbolic functions
sqrt	exp.3m	exponential, logarithm, power, square root
tan	sin.3m	trigonometric functions
tanh	sinh.3m	hyperbolic functions
y0	j0.3m	bessel functions
y1	j0.3m	bessel functions
yn	j0.3m	bessel functions

NAME

exp, log, log10, pow, sqrt – exponential, logarithm, power, square root

SYNOPSIS

#include <math.h>

double exp(x)
double x;

double log(x)
double x;

double log10(x)
double x;

double pow(x, y)
double x, y;

double sqrt(x)
double x;

DESCRIPTION

Exp returns the exponential function of *x*.

Log returns the natural logarithm of *x*; *log10* returns the base 10 logarithm.

Pow returns x^y.

Sqrt returns the square root of *x*.

SEE ALSO

hypot(3M), sinh(3M), intro(2)

DIAGNOSTICS

These functions handle exceptional arguments in the spirit of IEEE standard P754 for binary floating point arithmetic. sqrt(x) for x < 0, log(x) for x < 0, log10(x) for x < 0, pow(0.0,0.0), pow(infinity,0.0), and pow(1.0,infinity) are invalid, as is pow(x,y) if x < 0 and y is not an integer value or infinite value; in all these cases NaN function values are returned and errno is set to EDOM.

NAME

fabs, floor, ceil – absolute value, floor, ceiling functions

SYNOPSIS

#include <math.h>

double floor(x)
double x;

double ceil(x)
double x;

double fabs(x)
double x;

DESCRIPTION

Fabs returns the absolute value $|x|$.

Floor returns the value of the greatest integer less than or equal to x.

Ceil returns the value of the least integer greater than or equal to x.

SEE ALSO

abs(3)

NAME

gamma – log gamma function

SYNOPSIS

```
#include <math.h>

double gamma(x)
double x;
```

DESCRIPTION

Gamma returns ln $|\Gamma(|x|)|$. The sign of $\Gamma(|x|)$ is returned in the external integer *signgam*. The following C program might be used to calculate Γ:

```
        y = gamma(x);
#ifdef vax
        if (y > 88.0)
#endif
#ifdef sun
        if (y > 706.0)
#endif
                error();
        y = exp(y);
        if(signgam)
                y = –y;
```

DIAGNOSTICS

A huge value is returned for negative integer arguments.

BUGS

There should be a positive indication of error.

NAME

hypot, cabs – Euclidean distance

SYNOPSIS

```
#include <math.h>

double hypot(x, y)
double x, y;

double cabs(z)
struct { double x, y;} z;
```

DESCRIPTION

Hypot and *cabs* return

    sqrt(x*x + y*y),

taking precautions against unwarranted overflows.

SEE ALSO

exp(3M) for *sqrt*

NAME
j0, j1, jn, y0, y1, yn – bessel functions

SYNOPSIS
#include <math.h>

double j0(x)
double x;

double j1(x)
double x;

double jn(n, x)
double x;

double y0(x)
double x;

double y1(x)
double x;

double yn(n, x)
double x;

DESCRIPTION
These functions calculate Bessel functions of the first and second kinds for real arguments and integer orders.

DIAGNOSTICS
Negative arguments cause *y0, y1,* and *yn* to return a huge negative value and set *errno* to EDOM.

NAME

sin, cos, tan, asin, acos, atan, atan2 – trigonometric functions

SYNOPSIS

```
#include <math.h>

double sin(x)
double x;

double cos(x)
double x;

double asin(x)
double x;

double acos(x)
double x;

double atan(x)
double x;

double atan2(y, x)
double x, y;
```

DESCRIPTION

Sin, cos and *tan* return trigonometric functions of radian arguments.

Asin returns the arc sin in the range $-\pi/2$ to $\pi/2$.

Acos returns the arc cosine in the range 0 to π.

Atan returns the arc tangent of *x* in the range $-\pi/2$ to $\pi/2$.

Atan2 returns the arc tangent of *y/x* in the range $-\pi$ to π.

DIAGNOSTICS

These functions handle exceptional arguments in the spirit of IEEE standard P754 for binary floating point arithmetic. When x is infinity in sin(x), cos(x), or tan(x), or when $|x| > 1$ in asin(x) or acos(x), the functions return NaN values and errno is set to EDOM.

NAME

sinh, cosh, tanh – hyperbolic functions

SYNOPSIS

```
#include <math.h>

double sinh(x)
double x;

double cosh(x)
double x;

double tanh(x)
double x;
```

DESCRIPTION

These functions compute the designated hyperbolic functions for real arguments.

DIAGNOSTICS

These functions handle exceptional arguments in the spirit of IEEE standard P754 for binary floating point arithmetic. Thus *sinh* and *cosh* return infinity on overflow.

NAME

intro – introduction to network library functions

DESCRIPTION

This section describes functions that are applicable to the DARPA Internet network, which are part of the standard C library.

LIST OF FUNCTIONS

Name	*Appears on Page*	*Description*
endhostent	gethostent.3n	get network host entry
endnetent	getnetent.3n	get network entry
endprotoent	getprotoent.3n	get protocol entry
endservent	getservent.3n	get service entry
gethostbyaddr	gethostent.3n	get network host entry
gethostbyname	gethostent.3n	get network host entry
gethostent	gethostent.3n	get network host entry
getnetbyaddr	getnetent.3n	get network entry
getnetbyname	getnetent.3n	get network entry
getnetent	getnetent.3n	get network entry
getprotobyname	getprotoent.3n	get protocol entry
getprotobynumber	getprotoent.3n	get protocol entry
getprotoent	getprotoent.3n	get protocol entry
getrpcent	getrpcent.3n	get rpc entry
getrpcbyname	getrpcent.3n	get rpc entry
getrpcbynumber	getrpcent.3n	get rpc entry
getservbyname	getservent.3n	get service entry
getservbyport	getservent.3n	get service entry
getservent	getservent.3n	get service entry
htonl	byteorder.3n	convert values between host and network byte order
htons	byteorder.3n	convert values between host and network byte order
inet_addr	inet.3n	Internet address manipulation
inet_lnaof	inet.3n	Internet address manipulation
inet_makeaddr	inet.3n	Internet address manipulation
inet_netof	inet.3n	Internet address manipulation
inet_network	inet.3n	Internet address manipulation
inet_ntoa	inet.3n	Internet address manipulation
ntohl	byteorder.3n	convert values between host and network byte order
ntohs	byteorder.3n	convert values between host and network byte order
rcmd	rcmd.3n	routines for returning a stream to a remote command
rexec	rexec.3n	return stream to a remote command
rresvport	rcmd.3n	routines for returning a stream to a remote command
ruserok	rcmd.3n	routines for returning a stream to a remote command
sethostent	gethostent.3n	get network host entry
setnetent	getnetent.3n	get network entry
setprotoent	getprotoent.3n	get protocol entry
setservent	getservent.3n	get service entry

NAME

htonl, htons, ntohl, ntohs – convert values between host and network byte order

SYNOPSIS

```
#include <sys/types.h>
#include <netinet/in.h>

netlong = htonl(hostlong);
u_long netlong, hostlong;

netshort = htons(hostshort);
u_short netshort, hostshort;

hostlong = ntohl(netlong);
u_long hostlong, netlong;

hostshort = ntohs(netshort);
u_short hostshort, netshort;
```

DESCRIPTION

These routines convert 16 and 32 bit quantities between network byte order and host byte order. On machines such as the Sun these routines are defined as null macros in the include file *<netinet/in.h>*.

These routines are most often used in conjunction with Internet addresses and ports as returned by *gethostent*(3N) and *getservent*(3N).

SEE ALSO

gethostent(3N), getservent(3N)

BUGS

The VAX handles bytes backwards from most everyone else in the world. This is not expected to be fixed in the near future.

NAME

ether_ntoa, ether_aton, ether_ntohost, ether_hostton, ether_line – ethernet address mapping operations

SYNOPSIS

```
#include <sys/types.h>
#include <sys/socket.h>
#include <net/if.h>
#include <netinet/in.h>
#include <netinet/if_ether.h>

char *
ether_ntoa(e)
        struct ether_addr *e;

struct ether_addr *
ether_aton(s)
        char *s;

ether_ntohost(hostname, e)
        char *hostname;
        struct ether_addr *e;

ether_hostton(hostname, e)
        char *hostname;
        struct ether_addr *e;

ether_line(l, e, hostname)
        char *l;
        struct ether_addr *e;
        char *hostname;
```

DESCRIPTION

These routines are useful for mapping 48 bit ethernet numbers to their ASCII representations or their corresponding host names, and vice versa.

The function *ether_ntoa* converts a 48 bit ethernet number pointed to by *e* to its standard ACSII representation; it returns a pointer to the ASCII string. The representation is of the form: ''x:x:x:x:x:x'' where *x* is a hexadecimal number between 0 and ff. The function *ether_aton* converts an ASCII string in the standard representation back to a 48 bit ethernet number; the function returns NULL if the string cannot be scanned successfully.

The function *ether_ntohost* maps an ethernet number (pointed to by *e*) to its associated hostname. The string pointed to by *hostname* must be long enough to hold the hostname and a null character. The function returns zero upon success and non-zero upon failure. Inversely, the function *ether_hostton* maps a hostname string to its corresponding ethernet number; the function modifies the ethernet number pointed to by *e*. The function also returns zero upon success and non-zero upon failure.

The function *ether_line* scans a line (pointed to by *l*) and sets the hostname and the ethernet number (pointed to by *e*). The string pointed to by *hostname* must be long enough to hold the hostname and a null character. The function returns zero upon success and non-zero upon failure. The format of the scanned line is described by *ethers*(5).

FILES

/etc/ethers	(or the yellowpages' maps ethers.byaddr and ethers.byname)

SEE ALSO

ethers(5)

NAME

gethostent, gethostbyaddr, gethostbyname, sethostent, endhostent – get network host entry

SYNOPSIS

#include <netdb.h>

struct hostent *gethostent()

struct hostent *gethostbyname(name)
char *name;

struct hostent *gethostbyaddr(addr, len, type)
char *addr; int len, type;

sethostent(stayopen)
int stayopen

endhostent()

DESCRIPTION

Gethostent, *gethostbyname*, and *gethostbyaddr* each return a pointer to an object with the following structure containing the broken-out fields of a line in the network host data base, */etc/hosts*.

```
struct  hostent {
        char    *h_name;        /* official name of host */
        char    **h_aliases;    /* alias list */
        int     h_addrtype;     /* address type */
        int     h_length;       /* length of address */
        char    *h_addr;/* address */
};
```

The members of this structure are:

h_name	Official name of the host.
h_aliases	A zero terminated array of alternate names for the host.
h_addrtype	The type of address being returned; currently always AF_INET.
h_length	The length, in bytes, of the address.
h_addr	A pointer to the network address for the host. Host addresses are returned in network byte order.

Gethostent reads the next line of the file, opening the file if necessary.

Sethostent opens and rewinds the file. If the *stayopen* flag is non-zero, the host data base will not be closed after each call to *gethostent* (either directly, or indirectly through one of the other ''gethost'' calls).

Endhostent closes the file.

Gethostbyname and *gethostbyaddr* sequentially search from the beginning of the file until a matching host name or host address is found, or until EOF is encountered. Host addresses are supplied in network order.

FILES

/etc/hosts
/etc/yp/*domainname*/hosts.byname
/etc/yp/*domainname*/hosts.byaddr

SEE ALSO

hosts(5), ypserv(8)

DIAGNOSTICS

Null pointer (0) returned on EOF or error.

BUGS

All information is contained in a static area so it must be copied if it is to be saved. Only the Internet address format is currently understood.

NAME

getnetent, getnetbyaddr, getnetbyname, setnetent, endnetent – get network entry

SYNOPSIS

```
#include <netdb.h>

struct netent *getnetent()

struct netent *getnetbyname(name)
char *name;

struct netent *getnetbyaddr(net, type)
long net;

setnetent(stayopen)
int stayopen

endnetent()
```

DESCRIPTION

Getnetent, *getnetbyname*, and *getnetbyaddr* each return a pointer to an object with the following structure containing the broken-out fields of a line in the network data base, */etc/networks*.

```
struct  netent {
        char    *n_name;        /* official name of net */
        char    **n_aliases;    /* alias list */
        int     n_addrtype;     /* net number type */
        long    n_net;          /* net number */
};
```

The members of this structure are:

n_name	The official name of the network.
n_aliases	A zero terminated list of alternate names for the network.
n_addrtype	The type of the network number returned; currently only AF_INET.
n_net	The network number. Network numbers are returned in machine byte order.

Getnetent reads the next line of the file, opening the file if necessary.

Setnetent opens and rewinds the file. If the *stayopen* flag is non-zero, the net data base will not be closed after each call to *getnetent* (either directly, or indirectly through one of the other ''getnet'' calls).

Endnetent closes the file.

Getnetbyname and *getnetbyaddr* sequentially search from the beginning of the file until a matching net name or net address is found, or until EOF is encountered. Network numbers are supplied in host order.

FILES

/etc/networks
/etc/yp/*domainname*/networks.byname
/etc/yp/*domainname*/networks.byaddr

SEE ALSO

networks(5), ypserv(8)

DIAGNOSTICS

Null pointer (0) returned on EOF or error.

BUGS

All information is contained in a static area so it must be copied if it is to be saved.

Only Internet network numbers are currently understood.

NAME

getnetgrent, setnetgrent, endnetgrent, innetgr – get network group entry

SYNOPSIS

innetgr(netgroup, machine, user, domain)
char *netgroup, *machine, *user, *domain;

setnetgrent(netgroup)
char *netgroup

endnetgrent()

getnetgrent(machinep, userp, domainp)
char **machinep, **userp, **domainp;

DESCRIPTION

Inngetgr returns 1 or 0, depending on whether *netgroup* contains the machine, user, domain triple as a member. Any of the three strings machine, user, or domain can be NULL, in which case it signifies a wild card.

Getnetgrent returns the next member of a network group. After the call, machinep will contain a pointer to a string containing the name of the machine part of the network group member, and similarly for userp and domainp. If any of machinep, userp or domainp is returned as a NULL pointer, it signifies a wild card. Getnetgrent will malloc space for the name. This space is released when a endnetgrent call is made. Getnetgrent returns 1 if it succeeding in obtaining another member of the network group, 0 if it has reached the end of the group.

Setnetgrent establishes the network group from which getnetgrent will obtain members, and also restarts calls to getnetgrent from the beginning of the list. If the previous setnetgrent call was to a different network group, a endnetgrent call is implied. *Endnetgrent* frees the space allocated during the getnetgrent calls.

FILES

/etc/netgroup
/etc/yp/*domain*/netgroup
/etc/yp/*domain*/netgroup.byuser
/etc/yp/*domain*/netgroup.byhost

NAME

getprotoent, getprotobynumber, getprotobyname, setprotoent, endprotoent – get protocol entry

SYNOPSIS

```
#include <netdb.h>

struct protoent *getprotoent()

struct protoent *getprotobyname(name)
char *name;

struct protoent *getprotobynumber(proto)
int proto;

setprotoent(stayopen)
int stayopen

endprotoent()
```

DESCRIPTION

Getprotoent, *getprotobyname*, and *getprotobynumber* each return a pointer to an object with the following structure containing the broken-out fields of a line in the network protocol data base, */etc/protocols*.

```
struct  protoent {
        char    *p_name;        /* official name of protocol */
        char    **p_aliases;    /* alias list */
        long    p_proto; /* protocol number */
};
```

The members of this structure are:

p_name	The official name of the protocol.
p_aliases	A zero terminated list of alternate names for the protocol.
p_proto	The protocol number.

Getprotoent reads the next line of the file, opening the file if necessary.

Setprotoent opens and rewinds the file. If the *stayopen* flag is non-zero, the net data base will not be closed after each call to *getprotoent* (either directly, or indirectly through one of the other "getproto" calls).

Endprotoent closes the file.

Getprotobyname and *getprotobynumber* sequentially search from the beginning of the file until a matching protocol name or protocol number is found, or until EOF is encountered.

FILES

/etc/protocols
/etc/yp/*domainname*/protocols.byname
/etc/yp/*domainname*/protocols.bynumber

SEE ALSO

protocols(5), ypserv(8)

DIAGNOSTICS

Null pointer (0) returned on EOF or error.

BUGS

All information is contained in a static area so it must be copied if it is to be saved. Only the Internet protocols are currently understood.

NAME

getrpcent, getrpcbyname, getrpcbynumber – get rpc entry

SYNOPSIS

#include <netdb.h>

struct rpcent *getrpcent()

struct rpcent *getrpcbyname(name)
char *name;

struct rpcent *getrpcbynumber(number)
int number;

setrpcent(stayopen)
int stayopen

endrpcent()

DESCRIPTION

Getrpcent, *getrpcbyname*, and *getrpcbynumber* each return a pointer to an object with the following structure containing the broken-out fields of a line in the rpc program number data base, */etc/rpc*.

```
struct  rpcent {
        char    *r_name;        /* name of server for this rpc program */
        char    **r_aliases;    /* alias list */
        long    r_number;       /* rpc program number */
};
```

The members of this structure are:

r_name	The name of the server for this rpc program.
r_aliases	A zero terminated list of alternate names for the rpc program.
r_number	The rpc program number for this service.

Getrpcent reads the next line of the file, opening the file if necessary.

Setrpcent opens and rewinds the file. If the *stayopen* flag is non-zero, the net data base will not be closed after each call to *getrpcent* (either directly, or indirectly through one of the other "getrpc" calls).

Endrpcent closes the file.

Getrpcbyname and *getrpcbynumber* sequentially search from the beginning of the file until a matching rpc program name or program number is found, or until EOF is encountered.

FILES

/etc/rpc
/etc/yp/*domainname*/rpc.bynumber

SEE ALSO

rpc(5), rpcinfo(8), ypservices(8)

DIAGNOSTICS

Null pointer (0) returned on EOF or error.

BUGS

All information is contained in a static area so it must be copied if it is to be saved.

NAME

getservent, getservbyport, getservbyname, setservent, endservent – get service entry

SYNOPSIS

#include <netdb.h>

struct servent *getservent()

struct servent *getservbyname(name, proto)
char *name, *proto;

struct servent *getservbyport(port, proto)
int port; char *proto;

setservent(stayopen)
int stayopen

endservent()

DESCRIPTION

Getservent, *getservbyname*, and *getservbyport* each return a pointer to an object with the following structure containing the broken-out fields of a line in the network services data base, */etc/services*.

```
struct    servent {
          char     *s_name;        /* official name of service */
          char     **s_aliases;    /* alias list */
          long     s_port;         /* port service resides at */
          char     *s_proto;       /* protocol to use */
};
```

The members of this structure are:

s_name	The official name of the service.
s_aliases	A zero terminated list of alternate names for the service.
s_port	The port number at which the service resides. Port numbers are returned in network byte order.
s_proto	The name of the protocol to use when contacting the service.

Getservent reads the next line of the file, opening the file if necessary.

Setservent opens and rewinds the file. If the *stayopen* flag is non-zero, the net data base will not be closed after each call to *getservent* (either directly, or indirectly through one of the other "getserv" calls).

Endservent closes the file.

Getservbyname and *getservbyport* sequentially search from the beginning of the file until a matching protocol name or port number is found, or until EOF is encountered. If a protocol name is also supplied (non-NULL), searches must also match the protocol.

FILES

/etc/services
/etc/yp/*domainname*/services.byname

SEE ALSO

getprotoent(3N), services(5), ypserv(8)

DIAGNOSTICS

Null pointer (0) returned on EOF or error.

BUGS

All information is contained in a static area so it must be copied if it is to be saved. Expecting port numbers to fit in a 32 bit quantity is probably naive.

NAME

inet inet_addr, inet_network, inet_makeaddr, inet_lnaof, inet_netof, inet_ntoa – Internet address manipulation

SYNOPSIS

```
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>

unsigned long
inet_addr(cp)
char *cp;

inet_network(cp)
char *cp;

struct in_addr
inet_makeaddr(net, lna)
int net, lna;

inet_lnaof(in)
struct in_addr in;

inet_netof(in)
struct in_addr in;

char *
inet_ntoa(in)
struct in_addr in;
```

DESCRIPTION

The routines *inet_addr* and *inet_network* each interpret character strings representing numbers expressed in the Internet standard "." notation, returning numbers suitable for use as Internet addresses and Internet network numbers, respectively. The routine *inet_makeaddr* takes an Internet network number and a local network address and constructs an Internet address from it. The routines *inet_netof* and *inet_lnaof* break apart Internet host addresses, returning the network number and local network address part, respectively.

The routine *inet_ntoa* returns a pointer to a string in the base 256 notation "d.d.d.d" described below.

All Internet address are returned in network order (bytes ordered from left to right). All network numbers and local address parts are returned as machine format integer values.

INTERNET ADDRESSES

Values specified using the "." notation take one of the following forms:

```
a.b.c.d
a.b.c
a.b
a
```

When four parts are specified, each is interpreted as a byte of data and assigned, from left to right, to the four bytes of an Internet address. Note that when an Internet address is viewed as a 32-bit integer quantity on the VAX the bytes referred to above appear as "d.c.b.a". That is, VAX bytes are ordered from right to left.

When a three part address is specified, the last part is interpreted as a 16-bit quantity and placed in the right most two bytes of the network address. This makes the three part address format convenient for specifying Class B network addresses as "128.net.host".

When a two part address is supplied, the last part is interpreted as a 24-bit quantity and placed in the right most three bytes of the network address. This makes the two part address format convenient for specifying Class A network addresses as ''net.host''.

When only one part is given, the value is stored directly in the network address without any byte rearrangement.

All numbers supplied as ''parts'' in a ''.'' notation may be decimal, octal, or hexadecimal, as specified in the C language (that is, a leading 0x or 0X implies hexadecimal; otherwise, a leading 0 implies octal; otherwise, the number is interpreted as decimal).

SEE ALSO

gethostent(3N), getnetent(3N), hosts(5), networks(5),

DIAGNOSTICS

The value −1 is returned by *inet_addr* and *inet_network* for malformed requests.

BUGS

The problem of host byte ordering versus network byte ordering is confusing. A simple way to specify Class C network addresses in a manner similar to that for Class B and Class A is needed.

The return value from *inet_ntoa* points to static information which is overwritten in each call.

NAME

rcmd, rresvport, ruserok – routines for returning a stream to a remote command

SYNOPSIS

rem = rcmd(ahost, inport, locuser, remuser, cmd, fd2p);
char **ahost;
u_short inport;
char *locuser, *remuser, *cmd;
int *fd2p;

s = rresvport(port);
int *port;

ruserok(rhost, superuser, ruser, luser);
char *rhost;
int superuser;
char *ruser, *luser;

DESCRIPTION

Rcmd is a routine used by the super-user to execute a command on a remote machine using an authentication scheme based on reserved port numbers. *Rresvport* is a routine which returns a descriptor to a socket with an address in the privileged port space. *Ruserok* is a routine used by servers to authenticate clients requesting service with *rcmd*. All three functions are present in the same file and are used by the *rshd*(8C) server (among others).

Rcmd looks up the host **ahost* using *gethostbyname*(3N), returning –1 if the host does not exist. Otherwise **ahost* is set to the standard name of the host and a connection is established to a server residing at the well-known Internet port *inport*.

If the call succeeds, a socket of type SOCK_STREAM is returned to the caller, and given to the remote command as **stdin** and **stdout**. If *fd2p* is non-zero, then an auxiliary channel to a control process will be set up, and a descriptor for it will be placed in **fd2p*. The control process will return diagnostic output from the command (unit 2) on this channel, and will also accept bytes on this channel as being UNIX signal numbers, to be forwarded to the process group of the command. If *fd2p* is 0, then the **stderr** (unit 2 of the remote command) will be made the same as the **stdout** and no provision is made for sending arbitrary signals to the remote process, although you may be able to get its attention by using out-of-band data.

The protocol is described in detail in *rshd*(8C).

The *rresvport* routine is used to obtain a socket with a privileged address bound to it. This socket is suitable for use by *rcmd* and several other routines. Privileged addresses consist of a port in the range 0 to 1023. Only the super-user is allowed to bind an address of this sort to a socket.

Ruserok takes a remote host's name, as returned by a *gethostent*(3N) routine, two user names and a flag indicating if the local user's name is the super-user. It then checks the files */etc/hosts.equiv* and, possibly, *.rhosts* in the current working directory (normally the local user's home directory) to see if the request for service is allowed. A 1 is returned if the machine name is listed in the "hosts.equiv" file, or the host and remote user name are found in the ".rhosts" file; otherwise *ruserok* returns 0. If the *superuser* flag is 1, the checking of the "host.equiv" file is bypassed.

SEE ALSO

rlogin(1C), rsh(1C), rexec(3N), rexecd(8C), rlogind(8C), rshd(8C)

BUGS

There is no way to specify options to the *socket* call which *rcmd* makes.

NAME

rexec – return stream to a remote command

SYNOPSIS

rem = rexec(ahost, inport, user, passwd, cmd, fd2p);
char **ahost;
u_short inport;
char *user, *passwd, *cmd;
int *fd2p;

DESCRIPTION

Rexec looks up the host **ahost* using *gethostbyname*(3N), returning –1 if the host does not exist. Otherwise **ahost* is set to the standard name of the host. If a username and password are both specified, then these are used to authenticate to the foreign host; otherwise the environment and then the user's *.netrc* file in his home directory are searched for appropriate information. If all this fails, the user is prompted for the information.

The port *inport* specifies which well-known DARPA Internet port to use for the connection; it will normally be the value returned from the call ''getservbyname("exec", "tcp")'' (see *getservent*(3N)). The protocol for connection is described in detail in *rexecd*(8C).

If the call succeeds, a socket of type SOCK_STREAM is returned to the caller, and given to the remote command as stdin and stdout. If *fd2p* is non-zero, then a auxiliary channel to a control process will be setup, and a descriptor for it will be placed in **fd2p*. The control process will return diagnostic output from the command (unit 2) on this channel, and will also accept bytes on this channel as being UNIX signal numbers, to be forwarded to the process group of the command. If *fd2p* is 0, then the stderr (unit 2 of the remote command) will be made the same as the stdout and no provision is made for sending arbitrary signals to the remote process, although you may be able to get its attention by using out-of-band data.

SEE ALSO

rcmd(3N), rexecd(8C)

BUGS

There is no way to specify options to the *socket* call which *rexec* makes.

NAME

rpc – library routines for remote procedure calls

DESCRIPTION

These routines allow C programs to make procedure calls on other machines across the network. First, the client calls a procedure to send a data packet to the server. Upon receipt of the packet, the server calls a dispatch routine to perform the requested service, and then sends back a reply. Finally, the procedure call returns to the client.

FUNCTIONS

auth_destroy()	destroy authentication information handle
authnone_create()	return RPC authentication handle with no checking
authunix_create()	return RPC authentication handle with UNIX permissions
authunix_create_default()	return default UNIX authentication handle
callrpc()	call remote procedure, given [prognum,versnum,procnum]
clnt_broadcast()	broadcast remote procedure call everywhere
clnt_call()	call remote procedure associated with client handle
clnt_destroy()	destroy client's RPC handle
clnt_freeres()	free data allocated by RPC/XDR system when decoding results
clnt_geterr()	copy error information from client handle to error structure
clnt_pcreateerror()	print message to stderr about why client handle creation failed
clnt_perrno()	print message to stderr corresponing to condition given
clnt_perror()	print message to stderr about why RPC call failed
clntraw_create()	create toy RPC client for simulation
clnttcp_create()	create RPC client using TCP transport
clntudp_create()	create RPC client using UDP transport
get_myaddress()	get the machine's IP address
pmap_getmaps()	return list of RPC program-to-port mappings
pmap_getport()	return port number on which waits supporting service
pmap_rmtcall()	instructs portmapper to make an RPC call
pmap_set()	establish mapping between [prognum,versnum,procnum] and port
pmap_unset()	destroy mapping between [prognum,versnum,procnum] and port
registerrpc()	register procedure with RPC service package
rpc_createerr	global variable indicating reason why client creation failed
svc_destroy()	destroy RPC service transport handle
svc_fds	global variable with RPC service file descriptor mask
svc_freeargs()	free data allocated by RPC/XDR system when decoding arguments
svc_getargs()	decodes the arguments of an RPC request
svc_getcaller()	get the network address of the caller of a procedure
svc_getreq()	returns when all associated sockets have been serviced
svc_register()	associates prognum and versnum with service dispatch procedure
svc_run()	wait for RPC requests to arrive and call appropriate service
svc_sendreply()	send back results of a remote procedure call
svc_unregister()	remove mapping of [prognum,versnum] to dispatch routines
svcerr_auth()	called when refusing service because of authentication error
svcerr_decode()	called when service cannot decode its parameters
svcerr_noproc()	called when service hasn't implemented the desired procedure
svcerr_noprog()	called when program is not registered with RPC package
svcerr_progvers()	called when version is not registered with RPC package
svcerr_systemerr()	called when service detects system error
svcerr_weakauth()	called when refusing service because of insufficient authentication
svcraw_create()	creates a toy RPC service transport for testing
svctcp_create()	creates an RPC service based on TCP transport
svcudp_create()	creates an RPC service based on UDP transport
xdr_accepted_reply()	generates RPC-style replies without using RPC package

xdr_authunix_parms()	generates UNIX credentials without using RPC package
xdr_callhdr()	generates RPC-style headers without using RPC package
xdr_callmsg()	generates RPC-style messages without using RPC package
xdr_opaque_auth()	describes RPC messages, externally
xdr_pmap()	describes parameters for portmap procedures, externally
xdr_pmaplist()	describes a list of port mappings, externally
xdr_rejected_reply()	generates RPC-style rejections without using RPC package
xdr_replymsg()	generates RPC-style replies without using RPC package
xprt_register()	registers RPC service transport with RPC package
xprt_unregister()	unregisters RPC service transport from RPC package

SEE ALSO

Remote Procedure Call Programming Guide, in *Networking on the Sun Workstation*.

NAME

xdr – library routines for external data representation

DESCRIPTION

These routines allow C programmers to describe arbitrary data structures in a machine-independent fashion. Data for remote procedure calls are transmitted using these routines.

FUNCTIONS

xdr_array()	translate arrays to/from external representation
xdr_bool()	translate Booleans to/from external representation
xdr_bytes()	translate counted byte strings to/from external representation
xdr_destroy()	destroy XDR stream and free associated memory
xdr_double()	translate double precision to/from external representation
xdr_enum()	translate enumerations to/from external representation
xdr_float()	translate floating point to/from external representation
xdr_getpos()	return current position in XDR stream
xdr_inline()	invoke the in-line routines associated with XDR stream
xdr_int()	translate integers to/from external representation
xdr_long()	translate long integers to/from external representation
xdr_opaque()	translate fixed-size opaque data to/from external representation
xdr_reference()	chase pointers within structures
xdr_setpos()	change current position in XDR stream
xdr_short()	translate short integers to/from external representation
xdr_string()	translate null-terminated strings to/from external representation
xdr_u_int()	translate unsigned integers to/from external representation
xdr_u_long()	translate unsigned long integers to/from external representation
xdr_u_short()	translate unsigned short integers to/from external representation
xdr_union()	translate discriminated unions to/from external representation
xdr_void()	always return one (1)
xdr_wrapstring()	package RPC routine for XDR routine, or vice-versa
xdrmem_create()	initialize an XDR stream
xdrrec_create()	initialize an XDR stream with record boundaries
xdrrec_endofrecord()	mark XDR record stream with an end-of-record
xdrrec_eof()	mark XDR record stream with an end-of-file
xdrrec_skiprecord()	skip remaining record in XDR record stream
xdrstdio_create()	initialize an XDR stream as standard I/O FILE stream

SEE ALSO

External Data Representation Protocol Specification, in *Networking on the Sun Workstation*.

NAME

ypclnt yp_get_default_domain yp_bind yp_unbind yp_match yp_first yp_next yp_all yp_order yp_master yperr_string ypprot_err – yellow pages client interface

SYNOPSIS

```
#include <rpcsvc/ypclnt.h>

yp_bind(indomain);
char *indomain;

void yp_unbind(indomain)
char *indomain;

yp_get_default_domain(outdomain);
char **outdomain;

yp_match(indomain, inmap, inkey, inkeylen, outval, outvallen)
char *indomain;
char *inmap;
char *inkey;
int inkeylen;
char **outval;
int *outvallen;

yp_first(indomain, inmap, outkey, outkeylen, outval, outvallen)
char *indomain;
char *inmap;
char **outkey;
int *outkeylen;
char **outval;
int *outvallen;

yp_next(indomain, inmap, inkey, inkeylen, outkey, outkeylen, outval, outvallen);
char *indomain;
char *inmap;
char *inkey;
int inkeylen;
char **outkey;
int *outkeylen;
char **outval;
int *outvallen;

yp_all(indomain, inmap, incallback);
char *indomain;
char *inmap;
struct ypall_callback incallback;

yp_order(indomain, inmap, outorder);
char *indomain;
char *inmap;
int *outorder;

yp_master(indomain, inmap, outname);
char *indomain;
char *inmap;
char **outname;

char *yperr_string(incode)
int incode;
```

ypprot_err(incode)
unsigned int incode;

DESCRIPTION

This package of functions provides an interface to the yellow pages (YP) network lookup service. The package can be loaded from the standard library, */lib/libc.a*. Refer to ypfiles(5) and ypserv(8) for an overview of the yellow pages, including the definitions of *map* and *domain* , and a description of the various servers, databases, and commands that comprise the YP.

All input parameters names begin with **in**. Output parameters begin with **out**. Output parameters of type *char* ** should be addresses of uninitialized character pointers. Memory is allocated by the YP client package using *malloc*(3), and may be freed if the user code has no continuing need for it. For each *outkey* and *outval*, two extra bytes of memory are allocated at the end that contain NEWLINE and NULL, respectively, but these two bytes are not reflected in *outkeylen* or *outvallen* . *indomain* and *inmap* strings must be non-null and null-terminated. String parameters which are accompanied by a count parameter may not be null, but may point to null strings, with the count parameter indicating this. Counted strings need not be null-terminated.

All functions in this package of type **int** return 0 if they succeed, and a failure code (YPERR_*xxxx*) otherwise. Failure codes are described under **DIAGNOSTICS** below.

The YP lookup calls require a map name and a domain name, at minimum. It is assumed that the client process knows the name of the map of interest. Client processes should fetch the node's default domain by calling **yp_get_default_domain()** , and use the returned *outdomain* as the *indomain* parameter to successive YP calls.

To use the YP services, the client process must be "bound" to a YP server that serves the appropriate domain using *yp_bind*. Binding need not be done explicitly by user code; this is done automatically whenever a YP lookup function is called. *yp_bind* can be called directly for processes that make use of a backup strategy (e.g., a local file) in cases when YP services are not available.

Each binding allocates (uses up) one client process socket descriptor; each bound domain costs one socket descriptor. However, multiple requests to the same domain use that same descriptor. *yp_unbind()* is available at the client interface for processes that explicitly manage their socket descriptors while accessing multiple domains. The call to *yp_unbind()* make the domain *unbound*, and free all per-process and per-node resources used to bind it.

If an RPC failure results upon use of a binding, that domain will be unbound automatically. At that point, the ypclnt layer will retry forever or until the operation succeeds, provided that *ypbind* is running, and either

a) the client process can't bind a server for the proper domain, or

b) RPC requests to the server fail.

If an error is not RPC-related, or if *ypbind* is not running, or if a bound *ypserv* process returns any answer (success or failure), the ypclnt layer will return control to the user code, either with an error code, or a success code and any results.

yp_match returns the value associated with a passed key. This key must be exact; no pattern matching is available.

yp_first returns the first key-value pair from the named map in the named domain.

yp_next() returns the next key-value pair in a named map. The *inkey* parameter should be the *outkey* returned from an initial call to *yp_first()* (to get the second key-value pair) or the one returned from the nth call to *yp_next()* (to get the nth + second key-value pair).

The concept of first (and, for that matter, of next) is particular to the structure of the YP map being processing; there is no relation in retrieval order to either the lexical order within any original (non-YP) data base, or to any obvious numerical sorting order on the keys, values, or key-value pairs. The only ordering guarantee made is that if the *yp_first()* function is called on a particular map, and then the *yp_next()*

function is repeatedly called on the same map at the same server until the call fails with a reason of YPERR_NOMORE, every entry in the data base will be seen exactly once. Further, if the same sequence of operations is performed on the same map at the same server, the entries will be seen in the same order.

Under conditions of heavy server load or server failure, it is possible for the domain to become unbound, then bound once again (perhaps to a different server) while a client is running. This can cause a break in one of the enumeration rules; specific entries may be seen twice by the client, or not at all. This approach protects the client from error messages that would otherwise be returned in the midst of the enumeration. The next paragraph describes a better solution to enumerating all entries in a map.

yp_all provides a way to transfer an entire map from server to client in a single request using TCP (rather than UDP as with other functions in this package). The entire transaction take place as a single RPC request and response. You can use *yp_all* just like any other YP procedure, identify the map in the normal manner, and supply the name of a function which will be called to process each key-value pair within the map. You return from the call to *yp_all* only when the transaction is completed (successfully or unsuccessfully), or your *"foreach"* function decides that it doesn't want to see any more key-value pairs.

The third parameter to *yp_all* is

```
    struct ypall_callback *incallback {
            int (*foreach)();
            char *data;
    };
```

The function *foreach* is called

```
    foreach(instatus, inkey, inkeylen, inval, invallen, indata);
    int instatus;
    char *inkey;
    int inkeylen;
    char *inval;
    int invalllen;
    char *indata;
```

The *instatus* parameter will hold one of the return status values defined in `<rpcsvc/yp_prot.h>` — either `YP_TRUE` or an error code. (See *ypprot_err* , below, for a function which converts a YP protocol error code to a ypclnt layer error code.)

The key and value parameters are somewhat different than defined in the synopsis section above. First, the memory pointed to by the *inkey* and *inval* parameters is private to the *yp_all* function, and is overwritten with the arrival of each new key-value pair. It is the responsibility of the *foreach* function to do something useful with the contents of that memory, but it does not own the memory itself. Key and value objects presented to the *foreach* function look exactly as they do in the server's map — if they were not newline-terminated or null-terminated in the map, they won't be here either.

The *indata* parameter is the contents of the *incallback->data* element passed to *yp_all* . The *data* element of the callback structure may be used to share state information between the *foreach* function and the mainline code. Its use is optional, and no part of the YP client package inspects its contents — cast it to something useful, or ignore it as you see fit.

The *foreach* function is a Boolean. It should return zero to indicate that it wants to be called again for further received key-value pairs, or non-zero to stop the flow of key-value pairs. If *foreach* returns a non-zero value, it is not called again; the functional value of *yp_all* is then 0.

yp_order returns the order number for a map.

yp_master returns the machine name of the master YP server for a map.

yperr_string returns a pointer to an error message string that is null-terminated but contains no period or newline.

ypprot_err takes a YP protocol error code as input, and returns a ypclnt layer error code, which may be used in turn as an input to *yperr_string* .

FILES

/usr/include/rpcsvc/ypclnt.h
/usr/include/rpcsvc/yp_prot.h

SEE ALSO

ypfiles(5), ypserv(8),

DIAGNOSTICS

All integer functions return 0 if the requested operation is successful, or one of the following errors if the operation fails.

```
#define YPERR_BADARGS   1  /* args to function are bad */
#define YPERR_RPC       2  /* RPC failure - domain has been unbound */
#define YPERR_DOMAIN    3  /* can't bind to server on this domain */
#define YPERR_MAP       4  /* no such map in server's domain */
#define YPERR_KEY       5  /* no such key in map */
#define YPERR_YPERR     6  /* internal yp server or client error */
#define YPERR_RESRC     7  /* resource allocation failure */
#define YPERR_NOMORE    8  /* no more records in map database */
#define YPERR_PMAP      9  /* can't communicate with portmapper */
#define YPERR_YPBIND    10 /* can't communicate with ypbind */
#define YPERR_YPSERV    11 /* can't communicate with ypserv */
#define YPERR_NODOM     12 /* local domain name not set */
```

NAME

intro – introduction to RPC service library functions

DESCRIPTION

These functions constitute the RPC service library, *librpcsvc*. In order to get the link editor to load this library, use the **–lrpcsvc** option of *cc*. Declarations for these functions may be obtained from various include files *<rpcsvc/*.h>*.

LIST OF FUNCTIONS

routine	*on page*	*description*
ether	ether(3R)	monitor traffic on the Ethernet
getrpcport	getrpcport(3R)	get RPC port number
havedisk	rstat(3R)	determine if remote machine has disk
mount	mount(3R)	keep track of remotely mounted filesystems
rnusers	rnusers(3R)	return number of users on remote machine
rquota	rquota(3R)	implement quotas on remote machines
rstat	rstat(3R)	get performance data from remote kernel
rusers	rnusers(3R)	return information about users on remote machine
rwall	rwall(3R)	write to specified remote machines
spray	spray(3R)	scatter data in order to check the network
yppasswd	yppasswd(3R)	update user password in yellow pages

NAME

ether – monitor traffic on the Ethernet

SYNPOSIS

#include <rpcsvc/ether.h>

RPC INFO

program number:
ETHERPROG

xdr routines:

```
xdr_etherstat(xdrs, es)
        XDR *xdrs;
        struct etherstat *es;
xdr_etheraddrs(xdrs, ea)
        XDR *xdrs;
        struct etheraddrs *ea;
xdr_etherhtable(xdrs, hm)
        XDR *xdrs;
        struct etherhmem **hm;
xdr_etherhmem(xdrs, hm)
        XDR *xdrs;
        struct etherhmem **hm;
xdr_etherhbody(xdrs, hm)
        XDR *xdrs;
        struct etherhmem *hm;
xdr_addrmask(xdrs, am)
        XDR *xdrs;
        struct addrmask *am;
```

Xdr_etherhmem processes a single *etherhmem* structure. *Xdr_etherhtable* processes an array of HASHSIZE **struct etherhmem*s. The ***etherhmem* field of *etheraddrs* is actually a hashtable, that is, it is a pointer to an array of HASHSIZE *hmem* pointers.

procs:

```
ETHERPROC_GETDATA
        no args, returns struct etherstat
ETHERPROC_ON
        no args or results, puts server in promiscuous mode
ETHERPROC_OFF
        no args or results, puts server in promiscuous mode
ETHERPROC_GETSRCDATA
        no args, returns struct etheraddrs with information
        about source of packets
ETHERPROC_GETDSTDATA
        no args, returns struct etheraddrs with information
        about destination of packets
ETHERPROC_SELECTSRC
        takes struct mask as argument, no results
        sets a mask for source
ETHERPROC_SELECTDST
        takes struct mask as argument, no results
        sets a mask for dst
ETHERPROC_SELECTPROTO
        takes struct mask as argument, no results
        sets a mask for proto
        ETHERPROC_SELECTLNTH
                takes struct mask as argument, no results
                sets a mask for lnth
versions:
        ETHERVERS_ORIG
structures:
        /*
         * all ether stat's except src, dst addresses
         */
        struct etherstat {
                struct timeval    e_time;
                unsigned long     e_bytes;
                unsigned long     e_packets;
                unsigned long     e_bcast;
                unsigned long     e_size[NBUCKETS];
                unsigned long     e_proto[NPROTOS];
        };
        /*
         * member of address hash table
         */
        struct etherhmem {
                int h_addr;
                unsigned h_cnt;
                struct etherhmem *h_nxt;
        };
        /*
         * src, dst address info
         */
        struct etheraddrs {
                struct timeval    e_time;
                unsigned long     e_bytes;
                unsigned long     e_packets;
                unsigned long     e_bcast;
                struct etherhmem **e_addrs;
        };
        /*
         * for size, a_addr is lowvalue, a_mask is high value
         */
        struct addrmask {
                int a_addr;
                int a_mask;       /* 0 means wild card */
        };
```

SEE ALSO

traffic(?), etherfind(?), etherd(?)

NAME

getrpcport – get RPC port number

SYNOPSIS

```
int getrpcport(host, prognum, versnum, proto)
        char *host;
        int prognum, versnum, proto;
```

DESCRIPTION

Getrpcport returns the port number for version *versnum* of the RPC program *prognum* running on *host* and using protocol *proto*. It returns 0 if it cannot contact the portmapper, or if *prognum* is not registered. If *prognum* is registered but not with version *versnum*, it will return that port number.

NAME

mount – keep track of remotely mounted filesystems

SYNOPSIS

#include <rpcsvc/mount.h>

RPC INFO

```
program number:
        MOUNTPROG

xdr routines:
        xdr_exportbody(xdrs, ex)
                XDR *xdrs;
                struct exports *ex;
        xdr_exports(xdrs, ex);
                XDR *xdrs;
                struct exports **ex;
        xdr_fhandle(xdrs, fh);
                XDR *xdrs;
                fhandle_t *fp;
        xdr_fhstatus(xdrs, fhs);
                XDR *xdrs;
                struct fhstatus *fhs;
        xdr_groups(xdrs, gr);
                XDR *xdrs;
                struct groups *gr;
        xdr_mountbody(xdrs, ml)
                XDR *xdrs;
                struct mountlist *ml;
        xdr_mountlist(xdrs, ml);
                XDR *xdrs;
                struct mountlist **ml;
        xdr_path(xdrs, path);
                XDR *xdrs;
                char **path;

procs:
        MOUNTPROC_MNT
                argument of xdr_path, returns fhstatus.
                Requires unix authentication.
        MOUNTPROC_DUMP
                no args, returns struct mountlist
        MOUNTPROC_UMNT
                argument of xdr_path, no results.
                requires unix authentication.
        MOUNTPROC_UMNTALL
                no arguments, no results.
                requires unix authentication.
                umounts all remote mounts of sender.
        MOUNTPROC_EXPORT
        MOUNTPROC_EXPORTALL
                no args, returns struct exports

versions:
        MOUNTVERS_ORIG

structures:
```

```
struct mountlist {          /* what is mounted */
        char *ml_name;
        char *ml_path;
        struct mountlist *ml_nxt;
};
struct fhstatus {
        int fhs_status;
        fhandle_t fhs_fh;
};
/*
 * List of exported directories
 * An export entry with ex_groups
 * NULL indicates an entry which is exported to the world.
 */
struct exports {
        dev_t           ex_dev;         /* dev of directory */
        char            *ex_name;       /* name of directory */
        struct groups   *ex_groups;     /* groups allowed to mount this entry */
        struct exports  *ex_next;
};
struct groups {
        char            *g_name;
        struct groups   *g_next;
};
```

SEE ALSO

mount(8), showmount(8), mountd(8C), *NFS Protocol Spec*, section 3.

NAME

rnusers, rusers – return information about users on remote machines

SYNOPSIS

```
#include <rpcsvc/rusers.h>

rnusers(host)
        char *host

rusers(host, up)
        char *host
        struct utmpidlearr *up;
```

DESCRIPTION

Rnusers returns the number of users logged on to *host* (–1 if it cannot determine that number). *Rusers* fills the *utmpidlearr* structure with data about *host*, and returns 0 if successful. The relevant structures are:

```
struct utmparr {                        /* RUSERSVERS_ORIG */
        struct utmp **uta_arr;
        int uta_cnt
};

struct utmpidle {
        struct utmp ui_utmp;
        unsigned ui_idle;
};

struct utmpidlearr {                    /* RUSERSVERS_IDLE */
        struct utmpidle **uia_arr;
        int uia_cnt
};
```

RPC INFO

program number:

  RUSERSPROG

xdr routines:

```
        int xdr_utmp(xdrs, up)
                XDR *xdrs;
                struct utmp *up;
        int xdr_utmpidle(xdrs, ui);
                XDR *xdrs;
                struct utmpidle *ui;
        int xdr_utmpptr(xdrs, up);
                XDR *xdrs;
                struct utmp **up;
        int xdr_utmpidleptr(xdrs, up);
                XDR *xdrs;
                struct utmpidle **up;
        int xdr_utmparr(xdrs, up);
                XDR *xdrs;
                struct utmparr *up;
        int xdr_utmpidlearr(xdrs, up);
                XDR *xdrs;
                struct utmpidlearr *up;
```

procs:

  RUSERSPROC_NUM

    No arguments, returns number of users as an *unsigned long*.

RUSERSPROC_NAMES
    No arguments, returns *utmparr* or *utmpidlearr*, depending on version number.
RUSERSPROC_ALLNAMES
    No arguments, returns *utmparr* or *utmpidlearr*, depending on version number.
    Returns listing even for *utmp* entries satisfying *nonuser()* in *utmp.h.*

versions:
    RUSERSVERS_ORIG
    RUSERSVERS_IDLE

structures:

SEE ALSO

rusers(1), rusersd(8c)

NAME

rquota – implement quotas on remote machines

SYNPOSIS

#include <rpcsvc/rquota.h>

RPC INFO

```
program number:
        RQUOTAPROG

xdr routines:
        xdr_getquota_args(xdrs, gqa);
                XDR *xdrs;
                struct getquota_args *gqa;
        xdr_getquota_rslt(xdrs, gqr);
                XDR *xdrs;
                struct getquota_rslt *gqr;
        xdr_rquota(xdrs, rq);
                XDR *xdrs;
                struct rquota *rq;
procs:
        RQUOTAPROC_GETQUOTA
        RQUOTAPROC_GETACTIVEQUOTA
                Arguments of struct getquota_args.
                Returns struct getquota_rslt.
                Uses UNIX authentication.
                Returns quota only on filesystems with quota active.
versions:
        RQUOTAVERS_ORIG

structures:
        struct getquota_args {
                char *gqa_pathp;        /* path to filesystem of interest */
                int gqa_uid;            /* inquire about quota for uid */
        };
        /*
         * remote quota structure
         */
        struct rquota {
                int rq_bsize;           /* block size for block counts */
                bool_t rq_active;       /* indicates whether quota is active */
                u_long rq_bhardlimit;   /* absolute limit on disk blks alloc */
                u_long rq_bsoftlimit;   /* preferred limit on disk blks */
                u_long rq_curblocks;    /* current block count */
                u_long rq_fhardlimit;   /* absolute limit on allocated files */
                u_long rq_fsoftlimit;   /* preferred file limit */
                u_long rq_curfiles;     /* current # allocated files */
                u_long rq_btimeleft;    /* time left for excessive disk use */
                u_long rq_ftimeleft;    /* time left for excessive files */
        };
        enum gqr_status {
                Q_OK = 1,               /* quota returned */
                Q_NOQUOTA = 2,          /* noquota for uid */
                Q_EPERM = 3             /* no permission to access quota */
        };
```

```
          struct getquota_rslt {
                    enum gqr_status gqr_status;          /* discriminant */
                    struct rquota gqr_rquota;   /* valid if status == Q_OK */
          };
```

SEE ALSO

quota(1), quotactl(2)

NAME

havedisk, rstat – get performance data from remote kernel

SYNOPSIS

```
#include <rpcsvc/rstat.h>

havedisk(host)
        char *host;

rstat(host, statp)
        char *host;
        struct statstime *statp;
```

DESCRIPTION

Havedisk returns 1 if *host* has a disk, 0 if it does not, and –1 if this cannot be determined. *Rstat* fills in the *statstime* structure for *host*, and returns 0 if it was successful. The relevant structures are:

```
struct stats {                          /* RSTATVERS_ORIG */
        int cp_time[CPUSTATES];
        int dk_xfer[DK_NDRIVE];
        unsigned v_pgpgin;      /* these are cumulative sum */
        unsigned v_pgpgout;
        unsigned v_pswpin;
        unsigned v_pswpout;
        unsigned v_intr;
        int if_ipackets;
        int if_ierrors;
        int if_opackets;
        int if_oerrors;
        int if_collisions;
};
struct statsswtch {                     /* RSTATVERS_SWTCH */
        int cp_time[CPUSTATES];
        int dk_xfer[DK_NDRIVE];
        unsigned v_pgpgin;      /* these are cumulative sum */
        unsigned v_pgpgout;
        unsigned v_pswpin;
        unsigned v_pswpout;
        unsigned v_intr;
        int if_ipackets;
        int if_ierrors;
        int if_opackets;
        int if_oerrors;
        int if_collisions;
        unsigned v_swtch;
        long avenrun[3];
        struct timeval boottime
};
struct statstime {                      /* RSTATVERS_TIME */
        int cp_time[CPUSTATES];
        int dk_xfer[DK_NDRIVE];
        unsigned v_pgpgin;      /* these are cumulative sum */
        unsigned v_pgpgout;
        unsigned v_pswpin;
        unsigned v_pswpout;
        unsigned v_intr;
```

```
		int if_ipackets;
		int if_ierrors;
		int if_opackets;
		int if_oerrors;
		int if_collisions;
		unsigned v_swtch;
		long avenrun[3];
		struct timeval boottime;
		struct timeval curtime;
	};
```

RPC INFO

program number:
```
		RSTATPROG
```

xdr routines:
```
		int xdr_stats(xdrs, stat)
			XDR *xdrs;
			struct stats *stat;
		int xdr_statsswtch(xdrs, stat)
			XDR *xdrs;
			struct statsswtch *stat;
		int xdr_statstime(xdrs, stat)
			XDR *xdrs;
			struct statstime *stat;
		int xdr_timeval(xdrs, tv)
			XDR *xdrs;
			struct timeval *tv;
```

procs:

RSTATPROC_HAVEDISK

Takes no arguments, returns *long* which is true if remote host has a disk.

RSTATPROC_STATS

Takes no arguments, return *struct statsxxx*, depending on version.

versions:

RSTATVERS_ORIG
RSTATVERS_SWTCH
RSTATVERS_TIME

SEE ALSO

perfmeter(1), rup(1), rstatd(8c)

NAME

rwall – write to specified remote machines

SYNOPSIS

#include <rpcsvc/rwall.h>

```
rwall(host, msg);
        char *host, *msg;
```

DESCRIPTION

Rwall causes *host* to print the string *msg* to all its users. It returns 0 if successful.

RPC INFO

program number:
    WALLPROG

procs:
    WALLPROC_WALL
        Takes string as argument (wrapstring), returns no arguments.
        Executes *wall* on remote host with string.

versions:
    RSTATVERS_ORIG

SEE ALSO

rwall(1), shutdown(8), rwalld(8C)

NAME

spray – scatter data in order to check the network

SYNOPSIS

```
#include <rpcsvc/spray.h>
```

RPC INFO

```
program number:
        SPRAYPROG

xdr routines:
        xdr_sprayarr(xdrs, arr);
                XDR *xdrs;
                struct sprayarr *arr;
        xdr_spraycumul(xdrs, cumul);
                XDR *xdrs;
                sturct spraycumul *cumul;
procs:
        SPRAYPROC_SPRAY
                Takes no arguments, returns no value.
                Increments a counter in server daemon.
                The server does not return this call, so the caller should have a timeout of 0.
        SPRAYPROC_GET
                Takes no arguments, returns struct spraycumul with value of counter and clock.
        SPRAYPROC_CLEAR
                Takes no arguments and returns no value.
                Zeros out counter and clock.
versions:
        SPRAYVERS_ORIG

structures:
        struct spraycumul {
                unsigned counter;
                struct timeval clock;
        };
        struct sprayarr {
                int *data,
                int lnth
        };
```

SEE ALSO

spray(8), sprayd(8)

NAME

yppasswd – update user password in yellow pages

SYNPOSIS

#include <rpcsvc/yppasswd.h>

```
yppasswd(oldpass, newpw)
        char *oldpass
        struct passwd *newpw;
```

DESCRIPTION

If *oldpass* is indeed the old user password, this routine replaces the password entry with *newpw*. It returns 0 if successful.

RPC INFO

```
program number:
        YPPASSWDPROG

xdr routines:
        xdr_ppasswd(xdrs, yp)
                XDR *xdrs;
                struct yppasswd *yp;
        xdr_yppasswd(xdrs, pw)
                XDR *xdrs;
                struct passwd *pw;
procs:
        YPPASSWDPROC_UPDATE
                Takes struct yppasswd as argument, returns integer.
                Same behavior as yppasswd() wrapper.
                Uses UNIX authentication.
versions:
        YPPASSWDVERS_ORIG

structures:
        struct yppasswd {
                char *oldpass;     /* old (unencrypted) password */
                struct passwd newpw;      /* new pw structure */
        };
```

SEE ALSO

yppasswd(1), yppasswdd(8C)

NAME

stdio – standard buffered input/output package

SYNOPSIS

#include <stdio.h>

FILE *stdin;
FILE *stdout;
FILE *stderr;

DESCRIPTION

The functions described in section 3S constitute a user-level buffering scheme. The in-line macros *getc* and *putc*(3S) handle characters quickly. The higher level routines *gets*, *fgets*, *scanf*, *fscanf*, *fread*, *puts*, *fputs*, *printf*, *fprintf*, *fwrite* all use *getc* and *putc*; they can be freely intermixed.

A file with associated buffering is called a *stream*, and is declared to be a pointer to a defined type **FILE**. A *fopen*(3S) creates certain descriptive data for a stream and returns a pointer to designate the stream in all further transactions. There are three normally open streams with constant pointers declared in the include file and associated with the standard open files:

stdin	standard input file
stdout	standard output file
stderr	standard error file

A constant 'pointer' **NULL** (0) designates no stream at all.

An integer constant **EOF** (–1) is returned upon end of file or error by integer functions that deal with streams.

Any routine that uses the standard input/output package must include the header file <*stdio.h*> of pertinent macro definitions. The functions and constants mentioned in sections labeled 3S are declared in the include file and need no further declaration. The constants, and the following 'functions' are implemented as macros; redeclaration of these names is perilous: *getc*, *getchar*, *putc*, *putchar*, *feof*, *ferror*, *fileno*, *clrerr*.

SEE ALSO

open(2), close(2), read(2), write(2), fread(3S), fseek(3S)

DIAGNOSTICS

The value **EOF** is returned uniformly to indicate that a **FILE** pointer has not been initialized with *fopen*, input (output) has been attempted on an output (input) stream, or a **FILE** pointer designates corrupt or otherwise unintelligible **FILE** data.

For purposes of efficiency, this implementation of the standard library has been changed to line buffer output to a terminal by default and attempts to do this transparently by flushing the output whenever a *read*(2) from the standard input is necessary. This is almost always transparent, but may cause confusion or malfunctioning of programs which use standard i/o routines but use *read*(2) themselves to read from the standard input.

In cases where a large amount of computation is done after printing part of a line on an output terminal, it is necessary to *fflush* (see *fclose*(3S)) the standard output before going off and computing so that the output will appear.

BUGS

The standard buffered functions do not interact well with certain other library and system functions, especially *vfork* and *abort*.

LIST OF FUNCTIONS

Name	*Appears on Page*	*Description*
clearerr	ferror.3s	stream status inquiries
fclose	fclose.3s	close or flush a stream
fdopen	fopen.3s	open a stream

feof	ferror.3s	stream status inquiries
ferror	ferror.3s	stream status inquiries
fflush	fclose.3s	close or flush a stream
fgetc	getc.3s	get character or integer from stream
fgets	gets.3s	get a string from a stream
fileno	ferror.3s	stream status inquiries
fopen	fopen.3s	open a stream
fprintf	printf.3s	formatted output conversion
fputc	putc.3s	put character or word on a stream
fputs	puts.3s	put a string on a stream
fread	fread.3s	buffered binary input/output
freopen	fopen.3s	open a stream
fscanf	scanf.3s	formatted input conversion
fseek	fseek.3s	reposition a stream
ftell	fseek.3s	reposition a stream
fwrite	fread.3s	buffered binary input/output
getc	getc.3s	get character or integer from stream
getchar	getc.3s	get character or integer from stream
gets	gets.3s	get a string from a stream
getw	getc.3s	get character or integer from stream
pclose	popen.3s	initiate I/O to/from a process
popen	popen.3s	initiate I/O to/from a process
printf	printf.3s	formatted output conversion
putc	putc.3s	put character or word on a stream
putchar	putc.3s	put character or word on a stream
puts	puts.3s	put a string on a stream
putw	putc.3s	put character or word on a stream
rewind	fseek.3s	reposition a stream
scanf	scanf.3s	formatted input conversion
setbuf	setbuf.3s	assign buffering to a stream
setbuffer	setbuf.3s	assign buffering to a stream
setlinebuf	setbuf.3s	assign buffering to a stream
sprintf	printf.3s	formatted output conversion
sscanf	scanf.3s	formatted input conversion
stdio	intro.3s	standard buffered input/output package
ungetc	ungetc.3s	push character back into input stream

NAME

fclose, fflush – close or flush a stream

SYNOPSIS

```
#include <stdio.h>

fclose(stream)
FILE *stream;

fflush(stream)
FILE *stream;
```

DESCRIPTION

Fclose causes any buffers for the named *stream* to be emptied, and the file to be closed. Buffers allocated by the standard input/output system are freed.

Fclose is performed automatically upon calling *exit*(3).

Fflush causes any buffered data for the named output *stream* to be written to that file. The stream remains open.

SEE ALSO

close(2), fopen(3S), setbuf(3S)

DIAGNOSTICS

These routines return EOF if *stream* is not associated with an output file, or if buffered data cannot be transferred to that file.

NAME

ferror, feof, clearerr, fileno – stream status inquiries

SYNOPSIS

#include <stdio.h>

feof(stream)
FILE *stream;

ferror(stream)
FILE *stream

clrerr(stream)
FILE *stream

fileno(stream)
FILE *stream;

DESCRIPTION

Feof returns non-zero when end of file is read on the named input *stream*, otherwise zero.

Ferror returns non-zero when an error has occurred reading or writing the named *stream*, otherwise zero. Unless cleared by *clearerr*, the error indication lasts until the stream is closed.

Clrerr resets the error indication on the named *stream*.

Fileno returns the integer file descriptor associated with the *stream*, see *open*(2).

These functions are implemented as macros; they cannot be redeclared.

SEE ALSO

fopen(3S), open(2)

NAME

fopen, freopen, fdopen – open a stream

SYNOPSIS

#include <stdio.h>

FILE *fopen(filename, type)
char *filename, *type;

FILE *freopen(filename, type, stream)
char *filename, *type;
FILE *stream;

FILE *fdopen(fildes, type)
char *type;

DESCRIPTION

Fopen opens the file named by *filename* and associates a stream with it. *Fopen* returns a pointer to be used to identify the stream in subsequent operations.

Type is a character string having one of the following values:

"r"	open for reading
"w"	create for writing
"a"	append: open for writing at end of file, or create for writing

In addition, each *type* may be followed by a '+' to have the file opened for reading and writing. "r+" positions the stream at the beginning of the file, "w+" creates or truncates it, and "a+" positions it at the end. Both reads and writes may be used on read/write streams, with the limitation that an *fseek, rewind,* or reading an end-of-file must be used between a read and a write or vice-versa.

Freopen substitutes the named file in place of the open *stream*. It returns the original value of *stream*. The original stream is closed.

Freopen is typically used to attach the preopened constant names, **stdin, stdout, stderr,** to specified files.

Fdopen associates a stream with a file descriptor obtained from *open, dup, creat,* or *pipe*(2). The *type* of the stream must agree with the mode of the open file.

SEE ALSO

open(2), fclose(3S)

DIAGNOSTICS

Fopen and *freopen* return the pointer **NULL** if *filename* cannot be accessed.

BUGS

Fdopen is not portable to systems other than UNIX.

The read/write *types* do not exist on all systems. Those systems without read/write modes will probably treat the *type* as if the '+' was not present. These are unreliable in any event.

NAME

fread, fwrite – buffered binary input/output

SYNOPSIS

#include <stdio.h>

fread(ptr, sizeof(*ptr), nitems, stream)
FILE *stream;

fwrite(ptr, sizeof(*ptr), nitems, stream)
FILE *stream;

DESCRIPTION

Fread reads, into a block beginning at *ptr*, *nitems* of data of the type of **ptr* from the named input *stream*. It returns the number of items actually read.

If *stream* is stdin and the standard output is line buffered, then any partial output line will be flushed before any call to *read*(2) to satisfy the *fread*.

Fwrite appends at most *nitems* of data of the type of **ptr* beginning at *ptr* to the named output *stream*. It returns the number of items actually written.

SEE ALSO

read(2), write(2), fopen(3S), getc(3S), putc(3S), gets(3S), puts(3S), printf(3S), scanf(3S)

DIAGNOSTICS

Fread and *fwrite* return 0 upon end of file or error.

NAME

fseek, ftell, rewind – reposition a stream

SYNOPSIS

```
#include <stdio.h>

fseek(stream, offset, ptrname)
FILE *stream;
long offset;

long ftell(stream)
FILE *stream;

rewind(stream)
```

DESCRIPTION

Fseek sets the position of the next input or output operation on the *stream*. The new position is at the signed distance *offset* bytes from the beginning, the current position, or the end of the file, according as *ptrname* has the value 0, 1, or 2.

Fseek undoes any effects of *ungetc* (3S).

Ftell returns the current value of the offset relative to the beginning of the file associated with the named *stream*. It is measured in bytes on UNIX; on some other systems it is a magic cookie, and the only foolproof way to obtain an *offset* for *fseek*.

Rewind(*stream*) is equivalent to *fseek*(*stream*, 0L, 0).

SEE ALSO

lseek(2), fopen(3S)

DIAGNOSTICS

Fseek returns –1 for improper seeks.

NAME

getc, getchar, fgetc, getw – get character or integer from stream

SYNOPSIS

#include <stdio.h>

int getc(stream)
FILE *stream;

int getchar()

int fgetc(stream)
FILE *stream;

int getw(stream)
FILE *stream;

DESCRIPTION

Getc returns the next character from the named input *stream*.

Getchar () is identical to *getc* (*stdin*).

Fgetc behaves like *getc*, but is a genuine function, not a macro; it may be used to save object text.

Getw returns the next C **int** (word) from the named input *stream*. It returns the constant **EOF** upon end of file or error, but since that is a good integer value, *feof* and *ferror*(3S) should be used to check the success of *getw*. *Getw* assumes no special alignment in the file.

SEE ALSO

fopen(3S), putc(3S), gets(3S), scanf(3S), fread(3S), ungetc(3S)

DIAGNOSTICS

These functions return the integer constant **EOF** at end of file or upon read error.

A stop with message, 'Reading bad file', means an attempt has been made to read from a stream that has not been opened for reading by *fopen*.

BUGS

The end-of-file return from *getchar* is incompatible with that in UNIX editions 1-6.

Because it is implemented as a macro, *getc* treats a *stream* argument with side effects incorrectly. In particular, 'getc(*f++);' doesn't work sensibly.

Data files written and read with *putw* and *getw* are not portable; the size of an **int** and the order in which data bytes are stored within an **int** varies between machines.

NAME

gets, fgets – get a string from a stream

SYNOPSIS

```
#include <stdio.h>

char *gets(s)
char *s;

char *fgets(s, n, stream)
char *s;
FILE *stream;
```

DESCRIPTION

Gets reads a string into *s* from the standard input stream **stdin**. The string is terminated by a newline character, which is replaced in *s* by a null character. *Gets* returns its argument.

Fgets reads *n*−1 characters, or up to a newline character, whichever comes first, from the *stream* into the string *s*. The last character read into *s* is followed by a null character. *Fgets* returns its first argument.

SEE ALSO

puts(3S), getc(3S), scanf(3S), fread(3S), ferror(3S)

DIAGNOSTICS

Gets and *fgets* return the constant pointer **NULL** upon end of file or error.

BUGS

Gets deletes a newline, *fgets* keeps it, all in the name of backward compatibility.

NAME

popen, pclose – initiate I/O to/from a process

SYNOPSIS

#include <stdio.h>

```
FILE *popen(command, type)
char *command, *type;

pclose(stream)
FILE *stream;
```

DESCRIPTION

The arguments to *popen* are pointers to null-terminated strings containing respectively a shell command line and an I/O mode, either "r" for reading or "w" for writing. It creates a pipe between the calling process and the command to be executed. The value returned is a stream pointer that can be used (as appropriate) to write to the standard input of the command or read from its standard output.

A stream opened by *popen* should be closed by *pclose*, which waits for the associated process to terminate and returns the exit status of the command.

Because open files are shared, a type "r" command may be used to filter *stdin,* and a type "w" to filter *stdout. Popen* always calls *sh*, never *csh*.

SEE ALSO

pipe(2), fopen(3S), fclose(3S), system(3), wait(2), sh(1)

DIAGNOSTICS

Popen returns a null pointer if files or processes cannot be created, or the shell cannot be accessed.

Pclose returns –1 if *stream* is not associated with a 'popened' command.

BUGS

Buffered reading before opening an input filter may leave the standard input of that filter mispositioned. Similar problems with an output filter may be forestalled by careful buffer flushing, for instance, with *fflush,* see *fclose*(3S).

NAME

printf, fprintf, sprintf – formatted output conversion

SYNOPSIS

```
#include <stdio.h>

int printf(format [, arg ] ... )
char *format;

int fprintf(stream, format [, arg ] ... )
FILE *stream;
char *format;

char *sprintf(s, format [, arg ] ... )
char *s, format;

#include <varargs.h>
int _doprnt(format, args, stream)
char *format;
va_list *args;
FILE *stream;
```

DESCRIPTION

Printf places output on the standard output stream **stdout**. *Fprintf* places output on the named output *stream*. *Sprintf* places 'output' in the string *s*, followed by the character '\0'. All of these routines work by calling the implementation-dependent routine *_doprnt*, using the variable-length argument facilities of *varargs*(3). *Printf* and *fprintf* return the number of characters transmitted, while *sprintf* returns a pointer to the string. Each returns an EOF if an output error was encountered.

Each of these functions converts, formats, and prints its arguments after the first under control of the first argument. The first argument is a character string which contains two types of objects: plain characters, which are simply copied to the output stream, and conversion specifications, each of which causes conversion and printing of the next successive *arg*.

Each conversion specification is introduced by the character **%**. Following the **%**, there may be

- an optional minus sign '–' which specifies *left adjustment* of the converted value in the indicated field;
- an optional digit string specifying a *field width*; if the converted value has fewer characters than the field width it is blank-padded on the left (or right, if the left-adjustment indicator has been given) to make up the field width; if the field width begins with a zero, zero-padding is done instead of blank-padding;
- an optional period '.' which serves to separate the field width from the next digit string;
- an optional digit string specifying a *precision* which specifies the number of digits to appear after the decimal point, for e- and f-conversion, or the maximum number of characters to be printed from a string;
- an optional '#' character specifying that the value should be converted to an "alternate form". For **c**, **d**, s, and **u**, conversions, this option has no effect. For o conversions, the precision of the number is increased to force the first character of the output string to a zero. For x(X) conversion, a non-zero result has the string 0x(0X) prepended to it. For e, E, f, g, and G, conversions, the result always contains a decimal point, even if no digits follow the point (normally, a decimal point only appears in the results of those conversions if a digit follows the decimal point). For g and G conversions, trailing zeros are not removed from the result as they would otherwise be.
- the character l specifying that a following **d**, o, **x**, or **u** corresponds to a long integer *arg*.
- a character which indicates the type of conversion to be applied.

A field width or precision may be '*' instead of a digit string. In this case an integer *arg* supplies the field width or precision.

The conversion characters and their meanings are

dox The integer *arg* is converted to decimal, octal, or hexadecimal notation respectively.

f The float or double *arg* is converted to decimal notation in the style '[–]ddd.ddd' where the number of d's after the decimal point is equal to the precision specification for the argument. If the precision is missing, 6 digits are given; if the precision is explicitly 0, no digits and no decimal point are printed.

e The float or double *arg* is converted in the style '[–]d.ddde±ddd' where there is one digit before the decimal point and the number after is equal to the precision specification for the argument; when the precision is missing, 6 digits are produced.

g The float or double *arg* is printed in style **d**, in style **f**, or in style **e**, whichever gives full precision in minimum space.

The %**e**, %**f**, and %**g** formats print IEEE indeterminate values (infinity or not-a-number) as ''Infinity'' or ''Nan'' respectively.

c The character *arg* is printed.

s *Arg* is taken to be a string (character pointer) and characters from the string are printed until a null character or until the number of characters indicated by the precision specification is reached; however if the precision is 0 or missing all characters up to a null are printed.

u The unsigned integer *arg* is converted to decimal and printed (the result is in the range 0 through MAXUINT, where MAXUINT equals 4294967295 on a Sun or on a VAX-11 and 65535 on a PDP-11).

% Print a '%'; no argument is converted.

In no case does a non-existent or small field width cause truncation of a field; padding takes place only if the specified field width exceeds the actual width. Characters generated by *printf* are printed by *putc*(3S).

Examples

To print a date and time in the form 'Sunday, July 3, 10:02', where *weekday* and *month* are pointers to null-terminated strings:

```
printf("%s, %s %d, %02d:%02d", weekday, month, day, hour, min);
```

To print π to 5 decimals:

```
printf("pi = %.5f", 4*atan(1.0));
```

SEE ALSO

putc(3S), scanf(3S), ecvt(3)

BUGS

Very wide fields (>128 characters) fail.

The values ''Infinity'' and ''Nan'' cannot be read by *scanf*(3S).

NAME

putc, putchar, fputc, putw – put character or word on a stream

SYNOPSIS

```
#include <stdio.h>

int putc(c, stream)
char c;
FILE *stream;

putchar(c)

fputc(c, stream)
FILE *stream;

putw(w, stream)
FILE *stream;
```

DESCRIPTION

Putc appends the character *c* to the named output *stream*. It returns the character written.

Putchar(*c*) is defined as *putc*(*c*, **stdout**).

Fputc behaves like *putc*, but is a genuine function rather than a macro.

Putw appends C **int** (word) *w* to the output *stream*. It returns the integer written. *Putw* neither assumes nor causes special alignment in the file.

SEE ALSO

fopen(3S), fclose(3S), getc(3S), puts(3S), printf(3S), fread(3S)

DIAGNOSTICS

These functions return the constant **EOF** upon error. Since this is a good integer, *ferror*(3S) should be used to detect *putw* errors.

BUGS

Because it is implemented as a macro, *putc* treats a *stream* argument with side effects improperly. In particular "putc(c, *f++)" doesn't work sensibly.

Errors can occur long after the call to *putc*.

Data files written and read with *putw* and *getw* are not portable; the size of an int and the order in which data bytes are stored within an **int** varies between machines.

NAME

puts, fputs – put a string on a stream

SYNOPSIS

#include <stdio.h>

puts(s)
char *s;

fputs(s, stream)
char *s;
FILE *stream;

DESCRIPTION

Puts copies the null-terminated string *s* to the standard output stream **stdout** and appends a newline character.

Fputs copies the null-terminated string *s* to the named output *stream*.

Neither routine copies the terminal null character.

SEE ALSO

fopen(3S), gets(3S), putc(3S), printf(3S), ferror(3S)
fread(3S) for *fwrite*

BUGS

Puts appends a newline, *fputs* does not, all in the name of backward compatibility.

NAME

scanf, fscanf, sscanf – formatted input conversion

SYNOPSIS

#include <stdio.h>

scanf(format [, pointer] . . .)
char *format;

fscanf(stream, format [, pointer] . . .)
FILE *stream;
char *format;

sscanf(s, format [, pointer] . . .)
char *s, *format;

DESCRIPTION

Scanf reads from the standard input stream **stdin**. *Fscanf* reads from the named input *stream*. *Sscanf* reads from the character string *s*. Each function reads characters, interprets them according to a format, and stores the results in its arguments. Each expects as arguments a control string *format*, described below, and a set of *pointer* arguments indicating where the converted input should be stored.

The control string usually contains conversion specifications, which are used to direct interpretation of input sequences. The control string may contain:

1. Blanks, tabs or newlines, which match optional white space in the input.
2. An ordinary character (not %) which must match the next character of the input stream.
3. Conversion specifications, consisting of the character %, an optional assignment suppressing character *, an optional numerical maximum field width, and a conversion character.

A conversion specification directs the conversion of the next input field; the result is placed in the variable pointed to by the corresponding argument, unless assignment suppression was indicated by *. An input field is defined as a string of non-space characters; it extends to the next inappropriate character or until the field width, if specified, is exhausted.

The conversion character indicates the interpretation of the input field; the corresponding pointer argument must usually be of a restricted type. The following conversion characters are legal:

%	a single '%' is expected in the input at this point; no assignment is done.
d	a decimal integer is expected; the corresponding argument should be an integer pointer.
o	an octal integer is expected; the corresponding argument should be a integer pointer.
x	a hexadecimal integer is expected; the corresponding argument should be an integer pointer.
s	a character string is expected; the corresponding argument should be a character pointer pointing to an array of characters large enough to accept the string and a terminating '\0', which will be added. The input field is terminated by a space character or a newline.
c	a character is expected; the corresponding argument should be a character pointer. The normal skip over space characters is suppressed in this case; to read the next non-space character, try '%1s'. If a field width is given, the corresponding argument should refer to a character array, and the indicated number of characters is read.
e f	a floating point number is expected; the next field is converted accordingly and stored through the corresponding argument, which should be a pointer to a *float*. The input format for floating point numbers is an optionally signed string of digits possibly containing a decimal point, followed by an optional exponent field consisting of an E or e followed by an optionally signed integer.
[	indicates a string not to be delimited by space characters. The left bracket is followed by a set of characters and a right bracket; the characters between the brackets define a set of characters making up the string. If the first character is not circumflex (^), the input field is all characters until the first

character not in the set between the brackets; if the first character after the left bracket is ^, the input field is all characters until the first character which is in the remaining set of characters between the brackets. The corresponding argument must point to a character array.

The conversion characters **d**, **o** and **x** may be capitalized or preceded by **l** to indicate that a pointer to **long** rather than to **int** is in the argument list. Similarly, the conversion characters **e** or **f** may be capitalized or preceded by **l** to indicate a pointer to **double** rather than to **float**. The conversion characters **d**, **o** and **x** may be preceded by **h** to indicate a pointer to **short** rather than to **int**.

The *scanf* functions return the number of successfully matched and assigned input items. This can be used to decide how many input items were found. The constant **EOF** is returned upon end of input; note that this is different from 0, which means that no conversion was done; if conversion was intended, it was frustrated by an inappropriate character in the input.

For example, the call

```
        int i; float x; char name[50];
        scanf("%d%f%s", &i, &x, name);
```

with the input line

```
    25  54.32E-1  thompson
```

will assign to *i* the value 25, *x* the value 5.432, and *name* will contain *'thompson\0'* . Or,

```
    int i; float x; char name[50];
    scanf("%2d%f%*d%[1234567890]", &i, &x, name);
```

with input

```
    56789 0123 56a72
```

will assign 56 to *i*, 789.0 to *x*, skip '0123', and place the string '56\0' in *name*. The next call to *getchar* will return 'a'.

SEE ALSO

atof(3), getc(3S), printf(3S)

DIAGNOSTICS

The *scanf* functions return **EOF** on end of input, and a short count for missing or illegal data items.

BUGS

The success of literal matches and suppressed assignments is not directly determinable.

Scanf cannot read the strings which *printf*(3S) generates for IEEE indeterminate floating point values.

Scanf provides no way to convert a number in any arbitrary base (decimal, hex or octal) based on the traditional *C* conventions (leading 0 or 0x).

NAME

setbuf, setbuffer, setlinebuf – assign buffering to a stream

SYNOPSIS

```
#include <stdio.h>

setbuf(stream, buf)
FILE *stream;
char *buf;

setbuffer(stream, buf, size)
FILE *stream;
char *buf;
int size;

setlinebuf(stream)
FILE *stream;
```

DESCRIPTION

The three types of buffering available are unbuffered, block buffered, and line buffered. When an output stream is unbuffered, information appears on the destination file or terminal as soon as written; when it is block buffered many characters are saved up and written as a block; when it is line buffered characters are saved up until a newline is encountered or input is read from stdin. *Fflush* (see *fclose*(3S)) may be used to force the block out early. Normally all files are block buffered. A buffer is obtained from *malloc*(3) upon the first *getc* or *putc*(3S) on the file. If the standard stream stdout refers to a terminal it is line buffered. If the standard stream stderr refers to a terminal it is line buffered.

Setbuf is used after a stream has been opened but before it is read or written. The character array *buf* is used instead of an automatically allocated buffer. If *buf* is the constant pointer NULL, input/output will be completely unbuffered. A manifest constant BUFSIZ tells how big an array is needed:

```
char buf[BUFSIZ];
```

Setbuffer, an alternate form of *setbuf*, is used after a stream has been opened but before it is read or written. The character array *buf* whose size is determined by the *size* argument is used instead of an automatically allocated buffer. If *buf* is the constant pointer NULL, input/output will be completely unbuffered.

Setlinebuf is used to change *stdout* or *stderr* (only) from block buffered or unbuffered to line buffered. Unlike *setbuf* and *setbuffer* it can be used at any time that the file descriptor is active.

A file can be changed from unbuffered or line buffered to block buffered by using *freopen* (see *fopen*(3S)). A file can be changed from block buffered or line buffered to unbuffered by using *freopen* followed by *setbuf* with a buffer argument of NULL.

SEE ALSO

fopen(3S), getc(3S), putc(3S), malloc(3), fclose(3S), puts(3S), printf(3S), fread(3S)

NAME

ungetc – push character back into input stream

SYNOPSIS

#include <stdio.h>

ungetc(c, stream)
FILE *stream;

DESCRIPTION

Ungetc pushes the character *c* back on an input stream. That character will be returned by the next *getc* call on that stream. *Ungetc* returns *c*.

One character of pushback is guaranteed provided something has been read from the stream and the stream is actually buffered. Attempts to push EOF are rejected.

An *fseek*(3S) erases all memory of pushed back characters.

SEE ALSO

getc(3S), setbuf(3S), fseek(3S)

DIAGNOSTICS

Ungetc returns EOF if it can't push a character back.

NAME

intro – introduction to other libraries

DESCRIPTION

This section contains manual pages describing other libraries, which are available only from C. The list below includes libraries which provide device independent plotting functions, terminal independent screen management routines for two dimensional non-bitmap display terminals, and functions for managing data bases with inverted indexes. All functions are located in separate libraries indicated in each manual entry.

FILES

/usr/lib/libcurses.a	screen management routines (see *curses*(3x))
/usr/lib/libdbm.a	data base management routines (see *dbm*(3x))
/usr/lib/libmp.a	multiple precision math library (see *mp*(3x))
/usr/lib/libplot.a	plot routines (see *plot*(3x))
/usr/lib/lib300.a	"
/usr/lib/lib300s.a	"
/usr/lib/lib450.a	"
/usr/lib/lib4014.a	"
/usr/lib/libtermcap.a	terminal handling routines (see *termcap*(3x))
/usr/lib/libtermcap_p.a	
/usr/lib/libtermlib.a	
/usr/lib/libtermlib_p.a	

NAME

curses – screen functions with ''optimal'' cursor motion

SYNOPSIS

cc [flags] files **–lcurses –ltermcap** [libraries]

DESCRIPTION

These routines give the user a method of updating screens with reasonable optimization. They keep an image of the current screen, and the user sets up an image of a new one. Then the *refresh()* tells the routines to make the current screen look like the new one. In order to initialize the routines, the routine *initscr()* must be called before any of the other routines that deal with windows and screens are used. The routine *endwin()* should be called before exiting.

SEE ALSO

ioctl(2), getenv(3), tty(4), termcap(5)

FUNCTIONS

addch(ch)	add a character to *stdscr*
addstr(str)	add a string to *stdscr*
box(win,vert,hor)	draw a box around a window
crmode()	set cbreak mode
clear()	clear *stdscr*
clearok(scr,boolf)	set clear flag for *scr*
clrtobot()	clear to bottom on *stdscr*
clrtoeol()	clear to end of line on *stdscr*
delch()	delete a character
deleteln()	delete a line
delwin(win)	delete *win*
echo()	set echo mode
endwin()	end window modes
erase()	erase *stdscr*
getch()	get a char through *stdscr*
getcap(name)	get terminal capability *name*
getstr(str)	get a string through *stdscr*
gettmode()	get tty modes
getyx(win,y,x)	get (y,x) co-ordinates
inch()	get char at current (y,x) co-ordinates
initscr()	initialize screens
insch(c)	insert a char
insertln()	insert a line
leaveok(win,boolf)	set leave flag for *win*
longname(termbuf,name)	get long name from *termbuf*
move(y,x)	move to (y,x) on *stdscr*
mvcur(lasty,lastx,newy,newx)	actually move cursor
newwin(lines,cols,begin_y,begin_x)	create a new window
nl()	set newline mapping
nocrmode()	unset cbreak mode
noecho()	unset echo mode
nonl()	unset newline mapping
noraw()	unset raw mode
overlay(win1,win2)	overlay win1 on win2
overwrite(win1,win2)	overwrite win1 on top of win2
printw(fmt,arg1,arg2,...)	printf on *stdscr*
raw()	set raw mode
refresh()	make current screen look like *stdscr*
resetty()	reset tty flags to stored value

savetty()	stored current tty flags
scanw(fmt,arg1,arg2,...)	scanf through *stdscr*
scroll(win)	scroll *win* one line
scrollok(win,boolf)	set scroll flag
setterm(name)	set term variables for name
standend()	end standout mode
standout()	start standout mode
subwin(win,lines,cols,begin_y,begin_x)	create a subwindow
touchwin(win)	‘‘change’’ all of *win*
unctrl(ch)	printable version of *ch*
waddch(win,ch)	add char to *win*
waddstr(win,str)	add string to *win*
wclear(win)	clear *win*
wclrtobot(win)	clear to bottom of *win*
wclrtoeol(win)	clear to end of line on *win*
wdelch(win,c)	delete char from *win*
wdeleteln(win)	delete line from *win*
werase(win)	erase *win*
wgetch(win)	get a char through *win*
wgetstr(win,str)	get a string through *win*
winch(win)	get char at current (y,x) in *win*
winsch(win,c)	insert character into *win*
winsertln(win)	insert line into *win*
wmove(win,y,x)	set current (y,x) co-ordinates on *win*
wprintw(win,fmt,arg1,arg2,...)	printf on *win*
wrefresh(win)	make screen look like *win*
wscanw(win,fmt,arg1,arg2,...)	scanf through *win*
wstandend(win)	end standout mode on *win*
wstandout(win)	start standout mode on *win*

NAME

dbminit, fetch, store, delete, firstkey, nextkey – data base subroutines

SYNOPSIS

```
typedef struct {
        char *dptr;
        int dsize;
} datum;

dbminit(file)
char *file;

datum fetch(key)
datum key;

store(key, content)
datum key, content;

delete(key)
datum key;

datum firstkey()

datum nextkey(key)
datum key;

dbmclose()
```

DESCRIPTION

These functions maintain key/content pairs in a data base. The functions will handle very large (a billion blocks) databases and will access a keyed item in one or two file system accesses. The functions are obtained with the loader option **–ldbm.**

Keys and *contents* are described by the *datum* typedef. A *datum* specifies a string of *dsize* bytes pointed to by *dptr*. Arbitrary binary data, as well as normal ASCII strings, are allowed. The data base is stored in two files. One file is a directory containing a bit map and has '.dir' as its suffix. The second file contains all data and has '.pag' as its suffix.

Before a database can be accessed, it must be opened by *dbminit*. At the time of this call, the files *file*.**dir** and *file*.pag must exist. (An empty database is created by creating zero-length '.dir' and '.pag' files.)

Once open, the data stored under a key is accessed by *fetch* and data is placed under a key by *store*. A key (and its associated contents) is deleted by *delete*. A linear pass through all keys in a database may be made, in an (apparently) random order, by use of *firstkey* and *nextkey*. *Firstkey* will return the first key in the database. With any key *nextkey* will return the next key in the database. This code will traverse the data base:

```
for (key = firstkey(); key.dptr != NULL; key = nextkey(key))
```

A database may be closed by calling *dbmclose*. You must close a database before opening a new one.

DIAGNOSTICS

All functions that return an *int* indicate errors with negative values. A zero return indicates ok. Routines that return a *datum* indicate errors with a null (0) *dptr*.

BUGS

The '.pag' file will contain holes so that its apparent size is about four times its actual content. Older UNIX systems may create real file blocks for these holes when touched. These files cannot be copied by normal means (cp, cat, tp, tar, ar) without filling in the holes.

Dptr pointers returned by these subroutines point into static storage that is changed by subsequent calls.

The sum of the sizes of a key/content pair must not exceed the internal block size (currently 1024 bytes). Moreover all key/content pairs that hash together must fit on a single block. *Store* will return an error in the event that a disk block fills with inseparable data.

Delete does not physically reclaim file space, although it does make it available for reuse.

The order of keys presented by *firstkey* and *nextkey* depends on a hashing function, not on anything interesting.

There are no interlocks and no reliable cache flushing; thus concurrent updating and reading is risky.

NAME

itom, madd, msub, mult, mdiv, min, mout, pow, gcd, rpow – multiple precision integer arithmetic

SYNOPSIS

#include <mp.h>

madd(a, b, c)
MINT *a, *b, *c;

msub(a, b, c)
MINT *a, *b, *c;

mult(a, b, c)
MINT *a, *b, *c;

mdiv(a, b, q, r)
MINT *a, *b, *q, *r;

min(a)
MINT *a;

mout(a)
MINT *a;

pow(a, b, c, d)
MINT *a, *b, *c, *d;

gcd(a, b, c)
MINT *a, *b, *c;

rpow(a, n, b)
MINT *a, *b;
short n;

msqrt(a, b, r)
MINT *a, *b, *r;

sdiv(a, n, q, r)
MINT *a, *q;
short n, *r;

MINT *itom(n)
short n;

DESCRIPTION

These routines perform arithmetic on integers of arbitrary length. The integers are stored using the defined type *MINT*. Pointers to a *MINT* should be initialized using the function *itom*, which sets the initial value to *n*. After that space is managed automatically by the routines.

Madd, *msub* and *mult* assign to their third arguments the sum, difference, and product, respectively, of their first two arguments. *Mdiv* assigns the quotient and remainder, respectively, to its third and fourth arguments. *Sdiv* is like *mdiv* except that the divisor is an ordinary integer. *Msqrt* produces the square root and remainder of its first argument. *Rpow* calculates *a* raised to the power *b*, while *pow* calculates this reduced modulo *m*. *Min* and *mout* do decimal input and output.

Use the –lmp loader option to obtain access to these functions.

DIAGNOSTICS

Illegal operations and running out of memory produce messages and core images.

FILES

/usr/lib/libmp.a

NAME

openpl, erase, label, line, circle, arc, move, cont, point, linemod, space, closepl – graphics interface

SYNOPSIS

openpl()

erase()

label(s)
char s[];

line(x1, y1, x2, y2)

circle(x, y, r)

arc(x, y, x0, y0, x1, y1)

move(x, y)

cont(x, y)

point(x, y)

linemod(s)
char s[];

space(x0, y0, x1, y1)

closepl()

DESCRIPTION

These subroutines generate graphic output in a relatively device-independent manner. See *plot*(5) for a description of their effect. *Openpl* must be used before any of the others to open the device for writing. *Closepl* flushes the output.

String arguments to *label* and *linemod* are null-terminated, and do not contain newlines.

Various flavors of these functions exist for different output devices. They are obtained by the following *ld*(1) options:

–lplot	device-independent graphics stream on standard output for *plot*(1G) filters
–l300	GSI 300 terminal
–l300s	GSI 300S terminal
–l450	DASI 450 terminal
–l4014	Tektronix 4014 terminal

SEE ALSO

plot(5), plot(1G), graph(1G)

FILES

/usr/lib/libplot.a
/usr/lib/lib300.a
/usr/lib/lib300s.a
/usr/lib/lib450.a
/usr/lib/lib4014.a

NAME

tgetent, tgetnum, tgetflag, tgetstr, tgoto, tputs – terminal independent operation routines

SYNOPSIS

```
char PC;
char *BC;
char *UP;
short ospeed;

tgetent(bp, name)
char *bp, *name;

tgetnum(id)
char *id;

tgetflag(id)
char *id;

char *
tgetstr(id, area)
char *id, **area;

char *
tgoto(cm, destcol, destline)
char *cm;

tputs(cp, affcnt, outc)
register char *cp;
int affcnt;
int (*outc)();
```

DESCRIPTION

These functions extract and use capabilities from the terminal capability data base *termcap*(5). These are low level routines; see *curses*(3X) for a higher level package.

Tgetent extracts the entry for terminal *name* into the buffer, with the current size of the tty (usually a window). This allows pre-SunWindows programs to run in a window of arbitrary size. *bp*. *Bp* should be a character buffer of size 1024 and must be retained through all subsequent calls to *tgetnum*, *tgetflag*, and *tgetstr*. *Tgetent* returns –1 if it cannot open the *termcap* file, 0 if the terminal name given does not have an entry, and 1 if all goes well. It will look in the environment for a TERMCAP variable. If found, and the value does not begin with a slash, and the terminal type **name** is the same as the environment string TERM, the TERMCAP string is used instead of reading the termcap file. If it does begin with a slash, the string is used as a path name rather than */etc/termcap*. This can speed up entry into programs that call *tgetent*, as well as to help debug new terminal descriptions or to make one for your terminal if you can't write the file */etc/termcap*. Note that if the window size changes, the "lines" and "columns"entries in *bp* are no longer correct. See the *Sunwindows Reference Manual* for details regarding [how to handle] this.

Tgetnum gets the numeric value of capability *id*, returning –1 if is not given for the terminal. *Tgetflag* returns 1 if the specified capability is present in the terminal's entry, 0 if it is not. *Tgetstr* gets the string value of capability *id*, placing it in the buffer at *area*, advancing the *area* pointer. It decodes the abbreviations for this field described in *termcap*(5), except for cursor addressing and padding information.

Tgoto returns a cursor addressing string decoded from *cm* to go to column *destcol* in line *destline*. It uses the external variables **UP** (from the **up** capability) and **BC** (if **bc** is given rather than **bs**) if necessary to avoid placing **\n**, **^D** or **^@** in the returned string. (Programs which call tgoto should be sure to turn off the XTABS bit(s), since *tgoto* may now output a tab. Note that programs using termcap should in general turn off XTABS anyway since some terminals use control I for other functions, such as nondestructive space.) If a % sequence is given which is not understood, then *tgoto* returns ''OOPS''.

Tputs decodes the leading padding information of the string *cp*; *affcnt* gives the number of lines affected by the operation, or 1 if this is not applicable, *outc* is a routine which is called with each character in turn. The external variable *ospeed* should contain the encoded output speed of the terminal as described in *tty*(4). The external variable PC should contain a pad character to be used (from the **pc** capability) if a null (^@) is inappropriate.

FILES

/usr/lib/libtermcap.a	−ltermcap library
/etc/termcap	data base

SEE ALSO

ex(1), curses(3X), tty(4), termcap(5)

NAME

intro – introduction to special files and hardware support

DESCRIPTION

This section describes device interfaces (drivers) in the operating system for disks, tapes, serial communications, high-speed network communications, and other devices such as mice, frame buffers and windows. The section is divided into a few subsections:

- Sun-specific drivers are grouped in '4S'.
- Protocol families are grouped in '4F'.
- Protocols and raw interfaces are treated in '4P'.
- Network interfaces are grouped in '4N'.

The operating system can be built with or without many of the drivers listed here. For most of them, the SYNOPSIS section of the manual page gives the syntax of the line to include in a kernel configuration file if you wish to include the driver in a system. See *config*(8) for a description of this process.

Several manual pages will contain SYNOPSIS sections specific to the Sun-2 and Sun-3 architectures. Where a SYNOPSIS section appears without any specific architecture against it, it applies to both the Sun-2 and Sun-3 architectures. Where a SYNOPSIS section appears with only one specific architecture against it, it applies only to that specific architecture.

The pages for most drivers also include a DIAGNOSTICS section listing error messages the driver may produce. These messages appear on the system console, and also in the system error log file */usr/adm/messages*.

DEVICES ALWAYS PRESENT

Drivers which are present in every kernel include a driver for the paging device, *drum*(4); drivers for accessing physical, virtual, and I/O space, *mem*(4S); and drivers for the data sink, *null*(4).

COMMUNICATIONS DEVICES

Communications lines are most often used with the terminal driver described in *tty*(4). The terminal driver runs on communications lines provided either by a communications driver such as *mti*(4S) or *zs*(4S) or by a virtual terminal. The virtual terminal may be provided either by the Sun console monitor, *cons*(4S), or by a true pseudo-terminal, *pty*(4), used in applications such as windowing or remote networking.

MAGNETIC TAPE DEVICES

Magnetic tapes all provide the interface described in *mtio*(4). Tape devices for the Sun include *ar*(4S), *tm*(4S), *st*(4S), and *xt*(4S).

DISK DEVICES

Disk controllers provide standard block and raw interfaces, as well as a set of ioctl's defined in *dkio*(4S), which support getting and setting disk geometry and partition information. Drivers available for the Sun include *xy*(4S), *ip*(4S), and *sd*(4S).

PROTOCOL FAMILIES

The operating system supports one or more protocol families for local network communications. The only complete protocol family in this version of the system is the Internet protocol family; see *inet*(4F). Each protocol family provides basic services — packet fragmentation and reassembly, routing, addressing, and basic transport — to each protocol implementation. A protocol family is normally composed of a number of protocols, one per *socket*(2) type. A protocol family is not required to support all socket types.

The primary network support is for the Internet protocol family described in *inet*(4F). Major protocols in this family include the Internet Protocol, *ip*(4P), describing the universal datagram format, the stream Transmission Control Protocol *tcp*(4P), the User Datagram Protocol *udp*(4P), the Address Resolution Protocol *arp*(4P), the Internet Control Message Protocol *icmp*(4P), and the Network Interface Tap *nit*(4P). The primary network interface is for the 10 Megabit Ethernet; see *ec*(4S), *ie*(4S), and *le*(4S). A software loopback interface, *lo*(4) also exists. General properties of these (and all) network interfaces are described in *if*(4N).

The general support in the system for local network routing is described in *routing*(4N); these facilities apply to all protocol families.

MISCELLANEOUS DEVICES

Miscellaneous devices include color frame buffers *cg**(4S), monochrome frame buffers *bw**(4S), the console frame buffer *fb*(4S), the graphics processor interface *gpone*(4S), the console mouse *mouse*(4S), and the window devices *win*(4S).

GENERAL IOCTL CALLS

In general, ioctl calls relating to a specific device are mentioned with the description for that device. There are however a bunch of ioctl calls that apply to files in general. These are described here. The form of the ioctl call for file control is:

```
#include <sys/ioctl.h>
ioctl(fd, request, argp)
int fd, request;
int *argp;
```

FIOCLEX	Set exclusive use on the file descriptor specified by **fd**. The **argp** argument is not used in this call.
FIONCLEX	Remove exclusive use on the file descriptor specified by **fd**. The **argp** argument is not used in this call.
FIONREAD	Returns in the long integer whose address is **argp** the number of immediately readable characters from whatever the descriptor specified by **fd**. refers to. This works for files, pipes, and terminals.
FIONBIO	Set or clear non-blocking I/O. If the value pointed to by **argp** is a 1 (one) the descriptor is set for non-blocking I/O. If the value pointed to by **argp** is a 0 (zero) the descriptor is cleared for non-blocking I/O.
FIOASYNC	Set or clear asynchronous I/O. If the value pointed to by **argp** is a 1 (one) the descriptor is set for asynchronous I/O. If the value pointed to by **argp** is a 0 (zero) the descriptor is cleared for asynchronous I/O.
FIOSETOWN	Set the process-group ID that will subsequently receive SIGIO or SIGURG signals for this descriptor.
FIOGETOWN	Get the process-group ID that is receiving SIGIO or SIGURG signals for this descriptor.

NAME

ar – Archive 1/4 inch Streaming Tape Drive

SYNOPSIS — SUN-2

device ar0 at mbio ? csr 0x200 priority 3
device ar1 at mbio ? csr 0x208 priority 3

DESCRIPTION

The Archive tape controller is a Sun 'QIC-II' interface to an Archive streaming tape drive. It provides a standard tape interface to the device, see *mtio*(4), with some deficiencies listed under BUGS below.

The maximum blocksize for the raw device is limited only by available memory.

FILES

/dev/rar*	
/dev/nrar*	non-rewinding

SEE ALSO

mtio(4)
Archive Intelligent Tape Drive Theory of Operation, Archive Corporation (Sun 8000-1058-01)
Archive Product Manual (Sidewinder 1/4" Streaming Cartridge Tape Drive) (Sun 800-0628-01)
Sun 1/4" Tape Interface – User Manual (Sun 800-0415-01)

DIAGNOSTICS

ar*: would not initialize.

"ar*: already open."
The tape can be open by only one process at a time.

ar*: no such drive.

ar*: no cartridge in drive.

ar*: cartridge is write protected.

ar: interrupt from unitialized controller %x.

ar*: many retries, consider retiring this tape.

ar*: %b error at block # %d punted.

ar*: %b error at block # %d.

ar: giving up on Rdy, try again.

BUGS

The tape cannot reverse direction so the BSF and BSR ioctls are not supported.

The FSR ioctl is not supported.

The system will hang if the tape is removed while running.

When using the raw device, the number of bytes in any given transfer must be a multiple of 512 bytes. If it is not, the device driver returns an error.

The driver will only write an end of file mark on close if the last operation was a write, without regard for the mode used when opening the file. This will cause empty files to be deleted on a raw tape copy operation.

NAME

arp – Address Resolution Protocol

SYNOPSIS

pseudo-device ether

DESCRIPTION

ARP is a protocol used to dynamically map between DARPA Internet and 10Mb/s Ethernet addresses. It is used by all the 10Mb/s Ethernet interface drivers.

ARP caches Internet-Ethernet address mappings. When an interface requests a mapping for an address not in the cache, ARP queues the message which requires the mapping and broadcasts a message on the associated network requesting the address mapping. If a response is provided, the new mapping is cached and any pending messages are transmitted. ARP will queue at most one packet while waiting for a mapping request to be responded to; only the most recently ''transmitted'' packet is kept.

To enable communications with systems which do not use ARP, ioctls are provided to enter and delete entries in the Internet-to-Ethernet tables. Usage:

```
#include <sys/ioctl.h>
#include <sys/socket.h>
#include <net/if.h>
struct arpreq arpreq;

ioctl(s, SIOCSARP, (caddr_t)&arpreq);
ioctl(s, SIOCGARP, (caddr_t)&arpreq);
ioctl(s, SIOCDARP, (caddr_t)&arpreq);
```

Each ioctl takes the same structure as an argument. SIOCSARP sets an ARP entry, SIOCGARP gets an ARP entry, and SIOCDARP deletes an ARP entry. These ioctls may be applied to any socket descriptor *s*, but only by the super-user. The *arpreq* structure contains:

```
/*
 * ARP ioctl request
 */
struct arpreq {
        struct sockaddr   arp_pa;          /* protocol address */
        struct sockaddr   arp_ha;          /* hardware address */
        int        arp_flags;              /* flags */
};
/*  arp_flags field values */
#define ATF_COM            2          /* completed entry (arp_ha valid) */
#define  ATF_PERM          4          /* permanent entry */
#define  ATF_PUBL          8          /* publish (respond for other host) */
```

The address family for the *arp_pa* sockaddr must be AF_INET; for the *arp_ha* sockaddr it must be AF_UNSPEC. The only flag bits which may be written are ATF_PERM and ATF_PUBL. ATF_PERM causes the entry to be permanent if the ioctl call succeeds. The peculiar nature of the ARP tables may cause the ioctl to fail if more than 4 (permanent) Internet host addresses hash to the same slot. ATF_PUBL specifies that the ARP code should respond to ARP requests for the indicated host coming from other machines. This allows a Sun to act as an "ARP server" which may be useful in convincing an ARP-only machine to talk to a non-ARP machine.

ARP watches passively for hosts impersonating the local host (that is, a host which responds to an ARP mapping request for the local host's address).

DIAGNOSTICS

duplicate IP address!! sent from ethernet address: %x:%x:%x:%x:%x:%x. ARP has discovered another host on the local network which responds to mapping requests for its own Internet address.

SEE ALSO

ec(4S), ie(4S), inet(4F), arp(8C), ifconfig(8C)
An Ethernet Address Resolution Protocol, RFC826, Dave Plummer, MIT (Sun 800-1059-01)

BUGS

ARP packets on the Ethernet use only 42 bytes of data, however, the smallest legal Ethernet packet is 60 bytes (not including CRC). Some systems may not enforce the minimum packet size, others will.

NAME

bk – line discipline for machine-machine communication

SYNOPSIS

pseudo-device bk

DESCRIPTION

This line discipline provides a replacement for the tty driver *tty*(4) when high speed output to and especially input from another machine is to be transmitted over an asynchronous communications line. The discipline was designed for use by a (now obsolete) store-and-forward local network running over serial lines. It may be suitable for uploading of data from microprocessors into the system. If you are going to send data over asynchronous communications lines at high speed into the system, you must use this discipline, as the system otherwise may detect high input data rates on terminal lines and disable the lines; in any case the processing of such data when normal terminal mechanisms are involved saturates the system.

The line discipline is enabled by a sequence:

```
#include <sgtty.h>
int ldisc = NETLDISC, fildes; ...
ioctl(fildes, TIOCSETD, &ldisc);
```

A typical application program then reads a sequence of lines from the terminal port, checking header and sequencing information on each line and acknowledging receipt of each line to the sender, who then transmits another line of data. Typically several hundred bytes of data and a smaller amount of control information will be received on each handshake.

The old standard teletype discipline can be restored by doing:

```
ldisc = OTTYDISC;
ioctl(fildes, TIOCSETD, &ldisc);
```

While in networked mode, normal teletype output functions take place. Thus, if an 8 bit output data path is desired, it is necessary to prepare the output line by putting it into RAW mode using *ioctl*(2). This must be done before changing the discipline with TIOCSETD, as most *ioctl*(2) calls are disabled while in network line-discipline mode.

When in network mode, input processing is very limited to reduce overhead. Currently the input path is only 7 bits wide, with newline the only character terminating an input record. Each input record must be read and acknowledged before the next input is read as the system refuses to accept any new data when there is a record in the buffer. The buffer is limited in length, but the system guarantees to always be willing to accept input resulting in 512 data characters and then the terminating newline.

User level programs should provide sequencing and checksums on the information to guarantee accurate data transfer.

SEE ALSO

tty(4)

NAME

bwone – Sun-1 black and white frame buffer

SYNOPSIS — SUN-2

device bwone0 at mbmem ? csr 0xc0000 priority 3

DESCRIPTION

The *bwone* interface provides access to Sun-1 black-and-white graphics controller boards. It supports the FBIOGTYPE ioctl which programs can use to determine the characteristics of the display device; see *fbio*(4S)

It supports the FBIOGPIXRECT ioctl which allows SunWindows to be run on it; see *fbio*(4S)

Reading or writing to the frame buffer is not allowed – you must use the *mmap*(2) system call to map the board into your address space.

FILES

/dev/bwone[0-9]

SEE ALSO

mmap(2), fb(4S), fbio(4S)
Sun 1024 Video Board – User Manual (Sun 800-0420)

BUGS

Use of vertical-retrace interrupts is not supported.

NAME

bwtwo – Sun-3/Sun-2 black and white frame buffer

SYNOPSIS — SUN-3

device bwtwo0 at obmem 1 csr 0xff000000 priority 4

device bwtwo0 at obmem 2 csr 0x100000 priority 4

The first synopsis line given above should be used to generate a kernel for a Sun-3/160; the second, for a Sun-3/75M.

SYNOPSIS — SUN-2

device bwtwo0 at obmem 1 csr 0x700000 priority 4

device bwtwo0 at obio 2 csr 0x0 priority 4

The first synopsis line given above should be used to generate a kernel for a Sun-2/120 or Sun-2/170; the second, for a Sun-2/50 or Sun-2/160.

DESCRIPTION

The *bwtwo* interface provides access to Sun Monochrome Video Controller boards.

bwtwo supports the FBIOGTYPE ioctl, which programs may use to determine the characteristics of the display device, and supports the FBIOGPIXRECT ioctl, which allows SunWindows to be run on it (see *fbio*(4S)).

If flags 0x1 is specified, copy memory will be used in the frame buffer if applicabale. Copy memory makes certain frame buffer faster at the expense of 128K bytes of memory.

Reading or writing to the frame buffer is not allowed – you must use the *mmap*(2) system call to map the board into your address space.

FILES

/dev/bwtwo[0-9]

SEE ALSO

mmap(2), fb(4S), fbio(4S)

BUGS

Use of vertical-retrace interrupts is not supported.

NAME

cgone – Sun-1 color graphics interface

SYNOPSIS — SUN-2

device cgone0 at mbmem ? csr 0xec000 priority 3

DESCRIPTION

The *cgone* interface provides access to the Sun-1 color graphics controller board, which is normally supplied with a 13" or 19" RS170 color monitor. It provides the standard frame buffer interface as defined in *fbio*(4S).

It supports the FBIOGPIXRECT ioctl which allows SunWindows to be run on it; see *fbio*(4S)

The hardware consumes 16 kilobytes of Multibus memory space. The board starts at standard addresses 0xE8000 or 0xEC000. The board must be configured for interrupt level 3.

FILES

/dev/cgone[0-9]

SEE ALSO

mmap(2), fbio(4S)
Sun Color Video Board User's Manual (Sun 8000-0398, Rev B)
Barco GD33 Color Display 120VAC Operation Instructions (13") (Sun 800-1002-01)
Barco Color Display CD 252 120/220VAC Operation Guide (19") (Sun 800-1003-01)

BUGS

Use of color board vertical-retrace interrupts is not supported.

NAME

cgtwo – Sun-3/Sun-2 color graphics interface

SYNOPSIS — SUN-3

cgtwo0 at vme24d16 ? csr 0x400000 priority 3

SYNOPSIS — SUN-2

cgtwo0 at vme24 ? csr 0x400000 priority 3

DESCRIPTION

The *cgtwo* interface provides access to the Sun-3/Sun-2 color graphics controller board, which is normally supplied with a 19'' 60 Hz non-interlaced color monitor. It provides the standard frame buffer interface as defined in *fbio*(4S).

The hardware consumes 4 megabytes of VME bus address space. The board starts at standard address 0x400000. The board must be configured for interrupt level 3.

FILES

/dev/cgtwo[0-9]

SEE ALSO

mmap(2), fbio(4S)
User's Manual for the Sun-2 Color Graphics Board.

NAME

cons – console driver and terminal emulator for the Sun workstation

SYNOPSIS

None; included in standard system.

DESCRIPTION

Cons is an indirect driver for the Sun workstation console, which implements a standard UNIX system terminal. *Cons* is implemented by calling the PROM resident monitor or other kernel UART drivers (*zs*(4S)) to perform I/O to and from the current system console, which is either a Sun frame buffer or an RS232 port.

When the Sun window system *win*(4S) is active, console input is directed through the window system rather than being read from the hardware console.

An ioctl TIOCCONS may be applied to serial devices other than the console to route output which would normally appear on the console to the other devices instead. Thus, the window system does a TIOCCONS on a pseudo-terminal to route console output to the pseudo-terminal rather than routing output through the PROM monitor to the screen, since routing output through the PROM monitor destroys the integrity of the screen.

ANSI STANDARD TERMINAL EMULATION

The Sun Workstation's PROM monitor provides routines that emulates a standard ANSI X3.64 terminal.

Note that the VT100 also follows the ANSI X3.64 standard but both the Sun and the VT100 have nonstandard extensions to the ANSI X3.64 standard. The Sun terminal emulator and the VT100 are *not* compatible in any true sense.

The Sun console displays 34 lines of 80 ASCII characters per line, with scrolling, (x, y) cursor addressability, and a number of other control functions.

The Sun console displays a non-blinking block cursor which marks the current line and character position on the screen. ASCII characters between 0x20 (space) and 0x7E (tilde) inclusive are printing characters — when one is written to the Sun console (and is not part of an escape sequence), it is displayed at the current cursor position and the cursor moves one position to the right on the current line. If the cursor is already at the right edge of the screen, it moves to the first character position on the next line. If the cursor is already at the right edge of the screen on the bottom line, the Line-feed function is performed (see control–J below), which scrolls the screen up by one or more lines or wraps around, before moving the cursor to the first character position on the next line.

Control Sequence Syntax

The Sun console defines a number of control sequences which may occur in its input. When such a sequence is written to the Sun console, it is not displayed on the screen, but effects some control function as described below, for example, moves the cursor or sets a display mode.

Some of the control sequences consist of a single character. The notation

    control–*X*

for some character *X* , represents a control character.

Other ANSI control sequences are of the form

    ESC [<*params*> <*char*>

Spaces are included only for readability; these characters must occur in the given sequence without the intervening spaces.

ESC	represents the ASCII escape character (ESC, control–[, 0x1B).
[	The next character is a left square bracket '[' (0x5B).
<*params*>	are a sequence of zero or more decimal numbers made up of digits between 0 and 9, separated by semicolons.
<*char*>	represents a function character, which is different for each control sequence.

Some examples of syntactically valid escape sequences are (again, ESC represent the single ASCII character 'Escape'):

ESC[m	*select graphic rendition with default parameter*
ESC[7m	*select graphic rendition with reverse image*
ESC[33;54H	*set cursor position*
ESC[123;456;0;;3;B	*move cursor down*

Syntactically valid ANSI escape sequences which are not currently interpreted by the Sun console are ignored. Control characters which are not currently interpreted by the Sun console are also ignored.

Each control function requires a specified number of parameters, as noted below. If fewer parameters are supplied, the remaining parameters default to 1, except as noted in the descriptions below.

If more than the required number of parameters is supplied, only the last *n* are used, where *n* is the number required by that particular command character. Also, parameters which are omitted or set to zero are reset to the default value of 1 (except as noted below).

Consider, for example, the command character M which requires one parameter. ESC[;M and ESC[0M and ESC[M and ESC[23;15;32;1M are all equivalent to ESC[1M and provide a parameter value of 1. Note that ESC[;5M (interpreted as 'ESC[5M') is *not* equivalent to ESC[5;M (interpreted as 'ESC[5;1M') which is ultimately interpreted as 'ESC[1M').

In the syntax descriptions below, parameters are represented as '#' or '#1;#2'.

ANSI Control Functions

The following paragraphs specify the ANSI control functions implemented by the Sun console. Each description gives:

- the control sequence syntax
- the hex equivalent of control characters where applicable
- the control function name and ANSI or Sun abbreviation (if any).
- description of parameters required, if any
- description of the control function
- for functions which set a mode, the initial setting of the mode. The initial settings can be restored with the SUNRESET escape sequence.

Control Character Functions

control–G (0x7) Bell (BEL)

The Sun Workstation Model 100 and 100U is not equipped with an audible bell. It 'rings the bell' by flashing the entire screen. The Sun-2 models have an audible bell which beeps. The window system flashes the window.

control–H (0x8) Backspace (BS)

The cursor moves one position to the left on the current line. If it is already at the left edge of the screen, nothing happens.

control–I (0x9) Tab (TAB)

The cursor moves right on the current line to the next tab stop. The tab stops are fixed at every multiple of 8 columns. If the cursor is already at the right edge of the screen, nothing happens; otherwise the cursor moves right a minimum of one and a maximum of eight character positions.

control–J (0xA) Line-feed (LF)

The cursor moves down one line, remaining at the same character position on the line. If the cursor is already at the bottom line, the screen either scrolls up or 'wraps around' depending on the setting of an internal variable *S* (initially 1) which can be changed by the ESC[r control sequence.

If *S* is greater than zero, the entire screen (including the cursor) is scrolled up by *S* lines before executing the Line-feed. The top *S* lines scroll off the screen and are lost. *S* new blank lines scroll onto the bottom of the screen. After scrolling, the line-feed is executed by moving the cursor down one line.

If *S* is zero, 'wrap-around' mode is entered. 'ESC [1 r' exits back to scroll mode. If a linefeed occurs on the bottom line in wrap mode, the cursor goes to the same character position in the top line of the screen. When any linefeed occurs, the line that the cursor moves to is cleared. This means that no scrolling occurs. Wrap-around mode is not implemented in the window system.

The screen scrolls as fast as possible depending on how much data is backed up awaiting printing. Whenever a scroll must take place and the console is in normal scroll mode ('ESC [1 r'), it scans the rest of the data awaiting printing to see how many linefeeds occur in it. This scan stops when any control character from the set {VT, FF, SO, SI, DLE, DC1, DC2, DC3, DC4, NAK, SYN, ETB, CAN, EM, SUB, ESC, FS, GS, RS, US} is found. At that point, the screen is scrolled by N lines (N at least 1) and processing continues. The scanned text is still processed normally to fill in the newly created lines. This results in much faster scrolling with scrolling as long as no escape codes or other control characters are intermixed with the text.

See also the discussion of the 'Set scrolling' (ESC [r) control funtion below.

control–K (0xB) Reverse Line-feed
: The cursor moves up one line, remaining at the same character position on the line. If the cursor is already at the top line, nothing happens.

control–L (0xC) Form-feed (FF)
: The cursor is postioned to the Home position (upper-left corner) and the entire screen is cleared.

control–M (0xD) Return (CR)
: The cursor moves to the leftmost character position on the current line.

Escape Sequence Functions

control–[(0x1B) Escape (ESC)
: This is the escape character. Escape initiates a multi-character control sequence.

ESC [#@ Insert Character (ICH)
: Takes one parameter, # (default 1). Inserts # spaces at the current cursor position. The tail of the current line starting at the current cursor position inclusive is shifted to the right by # character positions to make room for the spaces. The rightmost # character positions shift off the line and are lost. The position of the cursor is unchanged.

ESC [#A Cursor Up (CUU)
: Takes one parameter, # (default 1). Moves the cursor up # lines. If the cursor is fewer than # lines from the top of the screen, moves the cursor to the topmost line on the screen. The character position of the cursor on the line is unchanged.

ESC [#B Cursor Down (CUD)
: Takes one parameter, # (default 1). Moves the cursor down # lines. If the cursor is fewer than # lines from the bottom of the screen, move the cursor to the last line on the screen. The character position of the cursor on the line is unchanged.

ESC [#C Cursor Forward (CUF)
: Takes one parameter, # (default 1). Moves the cursor to the right by # character positions on the current line. If the cursor is fewer than # positions from the right edge of the screen, moves the cursor to the rightmost position on the current line.

ESC [#D Cursor Backward (CUB)
: Takes one parameter, # (default 1). Moves the cursor to the left by # character positions on the current line. If the cursor is fewer than # positions from the left edge of the screen, moves the

cursor to the leftmost position on the current line.

ESC[#E　Cursor Next Line (CNL)

Takes one parameter, # (default 1). Positions the cursor at the leftmost character position on the #-th line below the current line. If the current line is less than # lines from the bottom of the screen, postions the cursor at the leftmost character position on the bottom line.

ESC[#1;#2f　Horizontal And Vertical Position (HVP)

or

ESC[#1;#2H　Cursor Position (CUP)

Takes two parameters, #1 and #2 (default 1, 1). Moves the cursor to the #2-th character position on the #1-th line. Character positions are numbered from 1 at the left edge of the screen; line positions are numbered from 1 at the top of the screen. Hence, if both parameters are omitted, the default action moves the cursor to the home position (upper left corner). If only one parameter is supplied, the cursor moves to column 1 of the specified line.

ESC[J　Erase in Display (ED)

Takes no parameters. Erases from the current cursor position inclusive to the end of the screen. In other words, erases from the current cursor position inclusive to the end of the current line and all lines below the current line. The cursor position is unchanged.

ESC[K　Erase in Line (EL)

Takes no parameters. Erases from the current cursor position inclusive to the end of the current line. The cursor position is unchanged.

ESC[#L　Insert Line (IL)

Takes one parameter, # (default 1). Makes room for # new lines starting at the current line by scrolling down by # lines the portion of the screen from the current line inclusive to the bottom. The # new lines at the cursor are filled with spaces; the bottom # lines shift off the bottom of the screen and are lost. The position of the cursor on the screen is unchanged.

ESC[#M　Delete Line (DL)

Takes one parameter, # (default 1). Deletes # lines beginning with the current line. The portion of the screen from the current line inclusive to the bottom is scrolled upward by # lines. The # new lines scrolling onto the bottom of the screen are filled with spaces; the # old lines beginning at the cursor line are deleted. The position of the cursor on the screen is unchanged.

ESC[#P　Delete Character (DCH)

Takes one parameter, # (default 1). Deletes # characters starting with the current cursor position. Shifts to the left by # character positions the tail of the current line from the current cursor position inclusive to the end of the line. Blanks are shifted into the rightmost # character positions. The position of the cursor on the screen is unchanged.

ESC[#m　Select Graphic Rendition (SGR)

Takes one parameter, # (default 0). Note that, unlike most escape sequences, the parameter defaults to zero if omitted. Invokes the graphic rendition specified by the parameter. All following printing characters in the data stream are rendered according to the parameter until the next occurrence of this escape sequence in the data stream. Currently only two graphic renditions are defined:

0	Normal rendition.
7	Negative (reverse) image.

Negative image displays characters as white-on-black if the screen mode is currently black-on white, and vice-versa. Any non-zero value of # is currently equivalent to 7 and selects the negative image rendition.

ESC[p　Black On White (SUNBOW)

Takes no parameters. Sets the screen mode to black-on-white. If the screen mode is already black-on-white, has no effect. In this mode spaces display as solid white, other characters as black-on-white. The cursor is a solid black block. Characters displayed in negative image rendition (see 'Select Graphic Rendition' above) is white-on-black in this mode. This is the initial setting of the screen mode on reset.

ESC[q White On Black (SUNWOB)
Takes no parameters. Sets the screen mode to white-on-black. If the screen mode is already white-on-black, has no effect. In this mode spaces display as solid black, other characters as white-on-black. The cursor is a solid white block. Characters displayed in negative image rendition (see 'Select Graphic Rendition' above) is black-on-white in this mode. The initial setting of the screen mode on reset is the alternative mode, black on white.

ESC[#r Set scrolling (SUNSCRL)
Takes one parameter, # (default 0). Sets to # an internal register which determines how many lines the screen scrolls up when a line-feed function is performed with the cursor on the bottom line. A parameter of 2 or 3 introduces a small amount of 'jump' when a scroll occurs. A parameter of 34 clears the screen rather than scrolling. The initial setting is 1 on reset.

A parameter of zero initiates 'wrap mode' instead of scrolling. In wrap mode, if a linefeed occurs on the bottom line, the cursor goes to the same character position in the top line of the screen. When any linefeed occurs, the line that the cursor moves to is cleared. This means that no scrolling ever occurs. 'ESC [1 r' exits back to scroll mode.

For more information, see the description of the Line-feed (control–J) control function above.

ESC[s Reset terminal emulator (SUNRESET)
Takes no parameters. Resets all modes to default, restores current font from PROM. Screen and cursor position are unchanged.

4014 TERMINAL EMULATION

The PROM monitor for Sun models 100U and 150U provides routines the Sun Workstation with the capability to emulate a subset of the Tektronix 4014 terminal. This feature does not exist in Sun-2 PROMs and will be removed from models 100U and 150U in future Sun releases. *Tektool*(1) provides Tektronix 4014 terminal emulation and should be used instead of relying on the capabilities of the PROM monitor.

FILES

/dev/console	
/dev/ttya	alternate console (serial port)

SEE ALSO

oct(4S), tty(4), zs(4S), tektool(1)
ANSI Standard X3.64, 'Additional Controls for Use with ASCII', Secretariat: CBEMA, 1828 L St., N.W., Washington, D.C. 20036.

BUGS

TIOCCONS should be restricted to the owner of /dev/console.

NAME

des – DES encryption chip interface

SYNOPSIS — SUN-3

des0 at obio ? csr 0x1c0000

#include <sys/des.h>

SYNOPSIS — SUN-2

des0 at virtual ? csr 0xee1800

#include <sys/des.h>

DESCRIPTION

The *des* driver provides a high level interface to the AmZ8068 Data Ciphering Processor, a hardware implementation of the NBS Data Encryption Standard.

The high level interface provided by this driver is hardware independent and could be shared by future drivers in other systems. The driver implements a number of minor devices (currently, ten); each of these is an exclusive-use device which maintains the state of one encryption channel. The correct way to obtain a file descriptor for a DES channel is to iterate over the possible DES devices (*/dev/des0* through */dev/des9*) until either an open succeeds or an error other than EBUSY is indicated.

The interface allows access to two modes of the DES algorithm: Electronic Code Book (ECB) and Cipher Block Chaining (CBC). All access to the DES driver is through *ioctl*(2) calls rather than through reads and writes; all encryption is done in-place in the user's buffers. The ioctls provided are:

DESIOCSETKEY

This command sets the encryption mode, direction (encrypt or decrypt), and key. The argument to this call is **struct deskey** as defined in <sys/des.h>.

DESIOCGETKEY

This call returns the current key and modes (**struct deskey**) for the encryption channel.

DESIOCSETIVEC

This call sets the "initialization vector" used by the Cipher Block Chaining mode. This 8 byte value is XORed with the each 8 byte chunk of data before the beginning of an ecryption operation and replaced by the output of the operation. The argument of the ioctl is the address of a **struct desivec** which contains the 8 byte value.

DESIOCGETIVEC

This call returns the current value of the initialization vector.

DESIOCCHUNK

This call invokes an encryption operation on a single 8 byte data "chunk". It is expected that this call would be most useful in ECB mode. The argument of the ioctl is the address of the 8 bytes to be encrypted or decrypted.

DESIOCBLOCK

This call encrypts/decrypts an entire buffer of data, whose address and length are passed in the **struct desblock** addressed by the argument. The length must be a multiple of 8 bytes.

FILES

/dev/des?

SEE ALSO

des(1)
Federal Information Processing Standards Publication 46
AmZ8068 DCP Product Description, Advanced Micro Devices

BUGS

The AmZ8068 is not intended to be context-switchable. Hence, the driver uses only the most basic features of the chip (ECB mode) and maintains other state in software.

NAME

dkio – generic disk control operations

DESCRIPTION

All Sun disk drivers support a set of ioctl's for disk formattting and labelling operations. Basic to these ioctl's are the definitions in <sun/dkio.h>:

```
/*
 * Structures and definitions for disk io control commands
 */

/* Disk identification */
struct dk_info {
        int     dki_ctlr;       /* controller address */
        short   dki_unit;               /* unit (slave) address */
        short   dki_ctype;              /* controller type */
        short   dki_flags;              /* flags */
};
/* controller types */
#define DKC_UNKNOWN     0
#define DKC_SMD2180     1
#define DKC_XY440       4
#define DKC_DSD5215     5
#define DKC_XY450       6
#define DKC_SCSI        7

/* flags */
#define DKI_BAD144   0x01   /* use DEC std 144 bad sector fwding */
#define DKI_MAPTRK   0x02   /* controller does track mapping */
#define DKI_FMTTRK   0x04   /* formats only full track at a time */
#define DKI_FMTVOL   0x08   /* formats only full volume at a time */

/* Definition of a disk's geometry */
struct dk_geom {
        unsigned short  dkg_ncyl;       /* # of data cylinders */
        unsigned short  dkg_acyl;       /* # of alternate cylinders */
        unsigned short  dkg_bcyl;       /* cyl offset (for fixed head area) */
        unsigned short  dkg_nhead;      /* # of heads */
        unsigned short  dkg_bhead;      /* head offset (for Larks, etc.) */
        unsigned short  dkg_nsect;      /* # of sectors per track */
        unsigned short  dkg_intrlv;     /* interleave factor */
        unsigned short  dkg_gap1;       /* gap 1 size */
        unsigned short  dkg_gap2;       /* gap 2 size */
        unsigned short  dkg_extra[10];  /* for compatible expansion */
};

/* disk io control commands */
#define DKIOCGGEOM _IOR(d, 2, struct dk_geom)      /* Get geometry */
#define DKIOCSGEOM         _IOW(d, 3, struct dk_geom)      /* Set geometry */
#define DKIOCGPART         _IOR(d, 4, struct dk_map) /* Get partition info */
#define DKIOCSPART         _IOW(d, 5, struct dk_map)       /* Set partition info */
#define DKIOCINFO          _IOR(d, 8, struct dk_info) /* Get info */
```

The DKIOCGINFO ioctl returns a dk_info structure which tells the kind of the controller and attributes about how bad-block processing is done on the controller. The DKIOCGPART and DKIOCSPART get and set the controller's current notion of the partition table for the disk (without changing the partition table on the disk itself), while the DKIOCGGEOM and DKIOCSGEOM ioctl's do similar things for the per-drive geometry information.

SEE ALSO

ip(4S), sd(4S), xy(4S)

NAME

drum – paging device

SYNOPSIS

None; included with standard system.

DESCRIPTION

This file refers to the paging device in use by the system. This may actually be a subdevice of one of the disk drivers, but in a system with paging interleaved across multiple disk drives it provides an indirect driver for the multiple drives.

FILES

/dev/drum

BUGS

Reads from the drum are not allowed across the interleaving boundaries. Since these only occur every .5Mbytes or so, and since the system never allocates blocks across the boundary, this is usually not a problem.

NAME

ec – 3Com 10 Mb/s Ethernet interface

SYNOPSIS — SUN-2

device ec0 at mbmem ? csr 0xe0000 priority 3
device ec1 at mbmem ? csr 0xe2000 priority 3

DESCRIPTION

The *ec* interface provides access to a 10 Mb/s Ethernet network through a 3COM controller. For a general description of network interfaces see *if*(4N).

The hardware consumes 8 kilobytes of Multibus memory space. This memory is used for internal buffering by the board. The board starts at standard addresses 0xE0000 or 0xE2000. The board must be configured for interrupt level 3.

The interface software implements an exponential backoff algorithm when notified of a collision on the cable.

The interface handles the Internet protocol family, with the interface address maintained in Internet format. The Address Resolution Protocol *arp*(4P) is used to map 32-bit Internet addresses used in *inet*(4F) to the 48-bit addresses used on the Ethernet.

DIAGNOSTICS

ec%d: Ethernet jammed. After 16 failed transmissions and backoffs using the exponential backoff algorithm, the packet was dropped.

ec%d: can't handle af%d. The interface was handed a message with addresses formatted in an unsuitable address family; the packet was dropped.

SEE ALSO

arp(4N), if(4N), inet(4F)
3COM 3C400 Multibus Ethernet Controller Reference Manual (Sun 800-0398)

BUGS

The interface hardware is not capable of talking to itself, making diagnosis more difficult.

NAME

fb – driver for Sun console frame buffer

SYNOPSIS

None; included in standard system.

DESCRIPTION

The *fb* driver provides indirect access to a Sun graphics controller board. It is an indirect driver for the Sun workstation console's frame buffer. At boot time, the workstation's frame buffer device is determined from information from the Monitor Proms and set to be the one that *fb* will indirect to. The device driver for the console's frame buffer must be configured into the kernel so that this indirect driver can access it.

The idea behind this driver is that user programs can open a known device, query its characteristics and access it in a device dependent way, depending on the type. *Fb* redirects *open*(2), *close*(2), *ioctl*(2), and *mmap*(2) calls to the real frame buffer. All of the Sun frame buffers support the same general interface; see *fbio*(4S)

FILES

/dev/fb

SEE ALSO

fbio(4S), bwone(4S), bwtwo(4S), cgone(4S), cgtwo(4S), gpone(4S)

NAME

fbio – general properties of frame buffers

DESCRIPTION

All of the Sun frame buffers support the same general interface. Each responds to a FBIOGTYPE *ioctl*(2) which returns information in a structure defined in *<sun/fbio.h>*:

```
struct   fbtype {
         int      fb_type;        /* as defined below */
         int      fb_height;      /* in pixels */
         int      fb_width;       /* in pixels */
         int      fb_depth;       /* bits per pixel */
         int      fb_cmsize;      /* size of color map (entries) */
         int      fb_size;        /* total size in bytes */
};

#define FBTYPE_SUN1BW        0
#define FBTYPE_SUN1COLOR     1
#define FBTYPE_SUN2BW        2
#define FBTYPE_SUN2COLOR     3
#define FBTYPE_SUN2GP              4
```

Each device has a FBTYPE which is used by higher-level software to determine how to perform raster-op and other functions. Each device is used by opening it, doing a FBIOGTYPE *ioctl* to see which frame buffer type is present, and thereby selecting the appropriate device-management routines.

Full-fledged frame buffers (that is, those that run SunWindows), implement an FBIOGPIXRECT *ioctl*(2), which returns a pixrect. This call is made only from inside the kernel. The returned pixrect is used by *win*(4S) for cursor tracking and colormap loading.

SEE ALSO

mmap(2), bwone(4S), bwtwo(4S), cgone(4S), cgtwo(4S), gpone(4S), fb(4S), win(4S)

NAME

gpone – Sun-3/Sun-2 graphics processor

SYNOPSIS — SUN-3

device gpone0 at vme24d16 ? csr 0x210000 priority 3

SYNOPSIS — SUN-2

device gpone1 at vme24 ? csr 0x210000 priority 3

DESCRIPTION

The *gpone* interface provides access to the optional Graphics Processor Board (GP).

The hardware consumes 64 kilobytes of VME bus address space. The GP board starts at standard address 0x210000 and must be configured for interrupt level 3.

GP IOCTL

The graphics processor responds to a number of ioctl calls as described here. One of the calls uses a **gp1fbinfo** structure that looks like this:

```
struct   gp1fbinfo {
         int           fb_vmeaddr;     /* physical color board address */
         int           fb_hwwidth;     /* fb board width */
         int           fb_hwheight;    /* fb board height */
         int           addrdelta;      /* phys addr diff between fb and gp */
         caddr_t       fb_ropaddr;     /* cg2 va thru kernelmap */
         int           fbunit;         /* fb unit to use  for a,b,c,d */
};
```

The ioctl call looks like this:

```
ioctl(file, request, argp)
int file, request;
```

argp is defined differently for each GP ioctl request and is specified in the descriptions below.

The following ioctl commands provide for transferring data between the graphics processor and color boards and processes.

GP1IO_PUT_INFO
: Passes information about the frame buffer into driver. **argp** points to a **struct gp1fbinfo** which is passed to the driver.

GP1IO_GET_STATIC_BLOCK
: Hands out a static block from the GP. **argp** points to an **int** which is returned from the driver.

GP1IO_FREE_STATIC_BLOCK
: Frees a static block from the GP. **argp** points to an **int** which is passed to the driver.

GP1IO_GET_GBUFFER_STATE
: Checks to see if there is a buffer present on the GP. **argp** points to an **int** which is returned from the driver.

GP1IO_CHK_GP
: Restarts the GP if neccessary. **argp** points to an **int** which is passed to the driver.

GP1IO_GET_RESTART_COUNT
: Returns the number of restarts of a GP since power on. Needed to differentiate SIGXCPU calls in user processes. **argp** points to an **int** which is returned from the driver.

GP1IO_REDIRECT_DEVFB
: Configures */dev/fb* to talk to a graphics processor device. **argp** points to an **int** which is passed to the driver.

GP1IO_GET_REQDEV
: Returns the requested minor device. **argp** points to a **dev_t** which is returned from the driver.

GP1IO_GET_TRUMINORDEV
: Returns the true minor device. argp points to a char which is returned from the driver.

The graphics processor driver also responds to the FBIOGTYPE, ioctl which a program can use to inquire as to the characteristics of the display device, the FBIOGINFO, ioctl for passing generic information, and the FBIOGPIXRECT ioctl so that SunWindows can run on it. See *fbio*(4S).

FILES

/dev/gpone[0-3][abcd]
/usr/include/sun/gpio.h
/usr/include/pixrect/{gp1cmds.h,gp1reg.h,gp1var.h}

SEE ALSO

fbio(4S), mmap(2), gpconfig(8)
Hardware Reference Manual for the Sun Graphics Processor (Sun 800-1190-01)
Software Interface Manual for the Sun Graphics Processor

DIAGNOSTICS

The Graphics Processor has been restarted. You may see display garbage as a result.

NAME

icmp – Internet Control Message Protocol

SYNOPSIS

None; included automatically with *inet*(4F).

DESCRIPTION

The Internet Control Message Protocol, ICMP, is used by gateways and destination hosts which process datagrams to communicate errors in datagram-processing to source hosts. The datagram level of Internet is discussed in *ip*(4P). ICMP uses the basic support of IP as if it were a higher level protocol; however, ICMP is actually an integral part of IP. ICMP messages are sent in several situations; for example: when a datagram cannot reach its destination, when the gateway does not have the buffering capacity to forward a datagram, and when the gateway can direct the host to send traffic on a shorter route.

The Internet protocol is not designed to be absolutely reliable. The purpose of these control messages is to provide feedback about problems in the communication environment, not to make IP reliable. There are still no guarantees that a datagram will be delivered or that a control message will be returned. Some datagrams may still be undelivered without any report of their loss. The higher level protocols which use IP must implement their own reliability mechanisms if reliable communication is required.

The ICMP messages typically report errors in the processing of datagrams; for fragmented datagrams, ICMP messages are sent only about errors in handling fragment 0 of the datagram. To avoid the infinite regress of messages about messages etc., no ICMP messages are sent about ICMP messages. ICMP may however be sent in response to ICMP messages (for example, ECHOREPLY). There are eleven types of ICMP packets which can be received by the system. They are defined in this excerpt from <netinet/ip_icmp.h>, which also defines the values of some additional codes specifying the cause of certain errors.

```
/*
 * Definition of type and code field values
 */
#define ICMP_ECHOREPLY              0    /* echo reply */
#define ICMP_UNREACH                3    /* dest unreachable, codes: */
#define  ICMP_UNREACH_NET           0    /* bad net */
#define  ICMP_UNREACH_HOST          1    /* bad host */
#define  ICMP_UNREACH_PROTOCOL      2    /* bad protocol */
#define  ICMP_UNREACH_PORT          3    /* bad port */
#define  ICMP_UNREACH_NEEDFRAG      4    /* IP_DF caused drop */
#define  ICMP_UNREACH_SRCFAIL       5    /* src route failed */
#define ICMP_SOURCEQUENCH           4    /* packet lost, slow down */
#define ICMP_REDIRECT               5    /* shorter route, codes: */
#define  ICMP_REDIRECT_NET          0    /* for network */
#define  ICMP_REDIRECT_HOST         1    /* for host */
#define  ICMP_REDIRECT_TOSNET       2    /* for tos and net */
#define  ICMP_REDIRECT_TOSHOST      3    /* for tos and host */
#define ICMP_ECHO                   8    /* echo service */
#define ICMP_TIMXCEED               11   /* time exceeded, code: */
#define  ICMP_TIMXCEED_INTRANS      0    /* ttl==0 in transit */
#define  ICMP_TIMXCEED_REASS        1    /* ttl==0 in reass */
#define ICMP_PARAMPROB              12   /* ip header bad */
#define ICMP_TSTAMP                 13   /* timestamp request */
#define ICMP_TSTAMPREPLY            14   /* timestamp reply */
#define ICMP_IREQ                   15   /* information request */
#define ICMP_IREQREPLY              16   /* information reply */
```

Arriving ECHO and TSTAMP packets cause the system to generate ECHOREPLY and TSTAMPREPLY packets. IREQ packets are not yet processed by the system, and are discarded. UNREACH, SOURCE-QUENCH, TIMXCEED and PARAMPROB packets are processed internally by the protocols implemented in the system, or reflected to the user if a raw socket is being used; see *ip*(4P). REDIRECT, ECHOREPLY, TSTAMPREPLY and IREQREPLY are also reflected to users of raw sockets. In addition, REDIRECT messages cause the kernel routing tables to be updated; see *routing*(4N).

SEE ALSO

inet(4F), ip(4P)
Internet Control Message Protocol, RFC792, J. Postel, USC-ISI (Sun 800-1064-01)

BUGS

IREQ messages are not processed properly: the address fields are not set.

Messages which are source routed are not sent back using inverted source routes, but rather go back through the normal routing mechanisms.

NAME

ie – Intel 10 Mb/s Ethernet interface

SYNOPSIS — SUN-3

device ie0 at obio ? csr 0xc0000 priority 3
device ie1 at vme24d16 ? csr 0x88000 priority 3 vector ieintr 117

SYNOPSIS — SUN-2

device ie0 at virtual 2 csr 0xee3000 priority 3
device ie0 at mbmem ? csr 0x88000 priority 3
device ie1 at mbmem ? csr 0x8c000 flags 2 priority 3
device ie1 at vme24 ? csr 0x88000 priority 3 vector ieintr 117

DESCRIPTION

The *ie* interface provides access to a 10 Mb/s Ethernet network through a Intel controller chip. For a general description of network interfaces see *if*(4N).

In the synopsis—Sun-3 lines above, the first line specifies the first Intel Ethernet controller on a Sun-3/75M; the second line specifies the Intel Ethernet controller on other Sun-3 models.

In the synopsis—Sun-2 lines above, the first line specifies the first Intel Ethernet controller on a Sun-2/120 or Sun-2/170; the second line specifies the first Sun-2 Ethernet controller on a Sun-2/50 or Sun-2/160.

NAME

if – general properties of network interfaces

DESCRIPTION

Each network interface in a system corresponds to a path through which messages may be sent and received. A network interface usually has a hardware device associated with it, though certain interfaces such as the loopback interface, *lo*(4), do not.

At boot time each interface which has underlying hardware support makes itself known to the system during the autoconfiguration process. Once the interface has acquired its address it is expected to install a routing table entry so that messages may be routed through it. Most interfaces require some part of their address specified with an SIOCSIFADDR ioctl before they will allow traffic to flow through them. On interfaces where the network-link layer address mapping is static, only the network number is taken from the ioctl; the remainder is found in a hardware specific manner. On interfaces which provide dynamic network-link layer address mapping facilities (for example, 10Mb/s Ethernets using *arp*(4P),), the entire address specified in the ioctl is used.

The following *ioctl* calls may be used to manipulate network interfaces. Unless specified otherwise, the request takes an *ifreq* structure as its parameter. This structure has the form

```
struct  ifreq {
        char    ifr_name[16];           /* name of interface (e.g. "ec0") */
        union {
                struct  sockaddr ifru_addr;
                struct  sockaddr ifru_dstaddr;
                short   ifru_flags;
        } ifr_ifru;
#define ifr_addr        ifr_ifru.ifru_addr /* address */
#define ifr_dstaddr     ifr_ifru.ifru_dstaddr       /* other end of p-to-p link */
#define ifr_flags       ifr_ifru.ifru_flags /* flags */
};
```

SIOCSIFADDR
: Set interface address. Following the address assignment, the "initialization" routine for the interface is called.

SIOCGIFADDR
: Get interface address.

SIOCSIFDSTADDR
: Set point to point address for interface.

SIOCGIFDSTADDR
: Get point to point address for interface.

SIOCSIFFLAGS
: Set interface flags field. If the interface is marked down, any processes currently routing packets through the interface are notified.

SIOCGIFFLAGS
: Get interface flags.

SIOCGIFCONF
: Get interface configuration list. This request takes an *ifconf* structure (see below) as a value-result parameter. The *ifc_len* field should be initially set to the size of the buffer pointed to by *ifc_buf*. On return it will contain the length, in bytes, of the configuration list.

```
/*
 * Structure used in SIOCGIFCONF request.
 * Used to retrieve interface configuration
 * for machine (useful for programs which
 * must know all networks accessible).
 */
struct    ifconf {
          int       ifc_len;            /* size of associated buffer */
          union {
                    caddr_t  ifcu_buf;
                    struct   ifreq *ifcu_req;
          } ifc_ifcu;
#define   ifc_buf   ifc_ifcu.ifcu_buf /* buffer address */
#define   ifc_req   ifc_ifcu.ifcu_req /* array of structures returned */
};
```

SEE ALSO

arp(4P), ec(4S), en(4S), lo(4)

NAME

inet – Internet protocol family

SYNOPSIS

options INET

DESCRIPTION

The Internet protocol family is a collection of protocols layered atop the *Internet Protocol* (IP) transport layer, and using the Internet address format. The Internet family provides protocol support for the SOCK_STREAM, SOCK_DGRAM, and SOCK_RAW socket types; the SOCK_RAW interface provides access to the IP protocol.

ADDRESSING

Internet addresses are four byte quantities, stored in network standard format (on the VAX these are word and byte reversed; on the Sun they are not reversed). The include file *<netinet/in.h>* defines the Internet address as a discriminated union.

Sockets in the Internet protocol family use the following addressing structure:

```
struct sockaddr_in {
        short    sin_family;
        u_short  sin_port;
        struct   in_addr sin_addr;
        char     sin_zero[8];
};
```

(Library routines to return and manipulate structures of this form are in section 3N of the manual; see *intro*(3N) and the other section 3 entries mentioned under SEE ALSO below). Each socket has a local address which may be specified in this form, which can be established with *bind*(2); the *getsockname*(2) call returns this address. Each socket also may be bound to a peer socket with an address specified in this form; this peer address can be specified in a *connect*(2) call, or transiently with a single message in a *sendto* or *sendmsg* call; see *send*(2). The peer address of a socket is returned by the *getpeername*(2) call.

The sin_addr field of the socket address specifies the Internet address of the machine on which the socket is located. A special value may be specified or returned for this field, sin_addr.s_addr==INADDR_ANY. This address is a "wildcard" and matches any of the legal internet addresses on the local machine. This address is useful when a process neither knows (nor cares) what the local Internet address is, and even more useful for server processes which wish to service all requests of the current machine. Since a machine can have several addresses (one per hardware network interface), specifying a single address would restrict access to the service to those clients which specified the address of that interface. By specifying INADDR_ANY, the server can arrange to service clients from all interfaces.

When a socket address is bound, the networking system checks for an interface with the address specified on the current machine (unless, of course, a wildcard address is specified), and returns an error EADDRNOTAVAIL if no such interface is found.

The local port address specified in a *bind*(2) call is restricted to be greater than IPPORT_RESERVED (=1024, in <netinet/in.h>) unless the creating process is running as the super-user, providing a space of protected port numbers. The local port address is also required to not be in use in order for it to be assigned. This is checked by looking for another socket of the same type which has the same local address and local port number. If such a socket already exists, you will not be able to create another socket at the same address, and will instead get the error EADDRINUSE. If the local port address is specified as 0, then the system picks a unique port address not less than IPPORT_RESERVED and assigns it to the port. A unique local port address is also picked for a socket which is not bound but which is used with *connect*(2) or *sendto*(2); this allows *tcp*(4p) connections to be made by simply doing *socket*(2) and then *connect*(2) in the case where the local port address is not significant; it is defaulted by the system. Similarly if you are sending datagrams with *udp*(4P) and do not care which port they come from, you can just do *socket*(2) and *sendto* (2) and let the system pick a port number.

Let us say that two sockets are incompatible if they have the same port number, are not conected to other sockets, and do not have different local host addresses. (It is possible to have two sockets with the same port number and different local host addresses because a machine may have several local addresses from its different network interfaces.) The Internet system does not allow such incompatible sockets to exist on a single machine. Consider a socket which has a specific local host and local port number on the current machine. If another process tries to create a socket with a wildcard local host address and the same port number then that request will be denied. For connection based sockets this prevents these two sockets from attempting to connect to the same foreign host/socket, and thereby causing great havoc. For connectionless sockets this prevents the dilemma which would result from trying to determine who to deliver an incoming datagram to (since more than one socket could match an address given on a datagram). The same restriction applies if the wildcard socket exists first. (If both sockets are wildcard, then the normal restrictions on duplicate addresses apply.)

A socket option SO_REUSEADDR exists to allow incompatible sockets to be created. This option is needed to implement the File Transfer Protocol (FTP) which requires that a connection be made from an existing port number (the port number of its primary connection) to a different port number on the same remote host. The danger here is that the user would attempt to connect this second port to the same remote host/port that the primary connection was using. In using SO_REUSEADDR the user is pledging not to do this, since this will cause the first connection to abort.

When a *connect*(2) is done, the Internet system first checks that the socket is not already connected. If does not allow connections to port number 0 on another host, nor does it allow connections to a wildcard host (sin_addr.s_addr==INADDR_ANY); attempts to do this yield EADDRINUSE. If the socket from which the connection is being made currently has a wildcard local address (either because it was bound to a specific port with a wildcard address, or was never subjected to *bind*(2)), then the system picks a local Internet address for the socket from the set of addresses of interfaces on the local machine. If there is an interface on the local machine on the same network as the machine being connected to, then that address is used. Otherwise, the ''first'' local network interface is used (this is the one that prints out first in ''netstat –i''; see *netstat*(8)). Although it is not supposed to matter which interface address is used, in practice it would probably be better to select the address of the interface through which the packets are to be routed. This is not currently done (as it would involve a fair amount of additional overhead for datagram transmission).

PROTOCOLS

The Internet protocol family supported by the operating system is comprised of the Internet Datagram Protocol (IP) *ip*(4P), Address Resolution Protocol (ARP) *arp*(4P), Internet Control Message Protocol (ICMP) *icmp*(4P), Transmission Control Protocol (TCP) *tcp*(4P), and User Datagram Protocol (UDP) *udp*(4P).

TCP is used to support the SOCK_STREAM abstraction while UDP is used to support the SOCK_DGRAM abstraction. A raw interface to IP is available by creating an Internet socket of type SOCK_RAW; see *ip*(4P). The ICMP message protocol is most often used by the kernel to handle and report errors in protocol processing; it is, however, accessible to user programs. The ARP protocol is used to translate 32-bit Internet host numbers into the 48-bit addresses needed for an Ethernet.

SEE ALSO

intro(3N), byteorder(3N), gethostent(3N), getnetent(3N), getprotoent(3N), getservent(3N), inet(3N), network(3N), arp(4P), tcp(4P), udp(4P), ip(4P)
Internet Protocol Transition Workbook, Network Information Center, SRI (Sun 800-1056-01)
Internet Protocol Implementation Guide, Network Information Center, SRI (Sun 800-1055-01)
A 4.2BSD Interprocess Communication Primer

NAME

ip – Internet Protocol

SYNOPSIS

None; included by default with *inet*(4F).

DESCRIPTION

The Internet Protocol is designed for use in interconnected systems of packet-switched computer communication networks. It provides for transmitting blocks of data called ''datagrams'' from sources to destinations, where sources and destinations are hosts identified by fixed-length addresses. It also provides for fragmentation and reassembly of long datagrams, if necessary, for transmission through ''small packet'' networks.

IP is specifically limited in scope. There are no mechanisms to augment end-to-end data reliability, flow control, sequencing, or other services commonly found in host-to-host protocols. IP can capitalize on the services of its supporting networks to provide various types and qualities of service.

IP is called on by host-to-host protocols, including *tcp*(4P) a reliable stream protocol, *udp*(4P) a socket-socket datagram protocol, and *nd*(4P) the network disk protocol. Other protocols may be layered on top of IP using the *raw* protocol facilities described here to receive and send datagrams with a specific IP protocol number. The IP protocol calls on local network drivers to carry the internet datagram to the next gateway or destination host.

When a datagram arrives at a UNIX system host, the system performs a checksum on the header of the datagram. If this fails, or if the datagram is unreasonably short or the header length specified in the datagram is not within range, then the datagram is dropped. Checksumming of Internet datagrams may be disabled for debugging purposes by patching the kernel variable *ipcksum* to have the value 0.

Next the system scans the IP options of the datagram. Options allowing for source routing (see *routing*(4N)) and also the collection of time stamps as a packet follows a particular route (for network monitoring and statistics gathering purposes) are handled; other options are ignored. Processing of source routing options may result in an UNREACH *icmp*(4P) message because the source routed host is not accessible.

After processing the options, IP checks to see if the current machine is the destination for the datagram. If not, then IP attempts to forward the datagram to the proper host. Before forwarding the datagram, IP decrements the time to live field of the datagram by IPTTLDEC seconds (currently 5 from <netinet/ip.h>), and discards the datagram if its lifetime has expired, sending an ICMP TIMXCEED error packet back to the source host. Similarly if the attempt to forward the datagram fails, then ICMP messages indicating an unreachable network, datagram too large, unreachable port (datagram would have required broadcasting on the target interface, and IP does not allow directed broadcasts), lack of buffer space (reflected as a source quench), or unreachable host. Note however, in accordance with the ICMP protocol specification, ICMP messages are returned only for the first fragment of fragmented datagrams.

It is possible to disable the forwarding of datagrams by a host by patching the kernel variable *ipforwarding* to have value 0.

If a packet arrives and is destined for this machine, then IP must check to see if other fragments of the same datagram are being held. If this datagram is complete, then any previous fragments of it are discarded. If this is only a fragment of a datagram, it may yield a complete set of pieces for the datagram, in which case IP constructs the complete datagram and continues processing with that. If there is yet no complete set of pieces for this datagram, then all data thus far received is held (but only one copy of each data byte from the datagram) in hopes that the rest of the pieces of the fragmented datagram will arrive and we will be able to proceed. We allow IPFRAGTTL (currently 15 in <netinet/ip.h>) seconds for all the fragments of a datagram to arrive, and discard partial fragments then if the datagram has not yet been completely assembled.

When we have a complete input datagram it is passed out to the appropriate protocol's input routine: either *tcp*(4P), *udp*(4P), *nd*(4P), *icmp*(4P) or a user process through a raw IP socket as described below.

Datagrams are output by the system-implemented protocols *tcp*(4P), *udp*(4P), *nd*(4P), and *icmp*(4P); as well as by packet forwarding operations and user processes through raw IP sockets. Output packets are normally subjected to routing as described in *routing*(4N). However, special processes such as the routing daemon *routed*(8C) occasionally use the SO_DONTROUTE socket option to make packets avoid the routing tables and go directly to the network interface with the network number which the packet is addressed to. This may be used to test the ability of the hardware to transmit and receive packets even when we believe that the hardware is broken and have therefore deleted it from the routing tables.

If there is no route to a destination address or if the SO_DONTROUTE option is given and there is no interface on the network specified by the destination address, then the IP output routine returns a ENETUNREACH error. (This and the other IP output errors are reflected back to user processes through the various protocols, which individually describe how errors are reported.)

In the (hopefully normal) case where there is a suitable route or network interface, the destination address is checked to see if it specifies a broadcast (address INADDR_ANY; see *inet*(4F)); if it does, and the hardware interface does not support broadcasts, then an EADDRNOTAVAIL is returned; if the caller is not the super-user then a EACCESS error will be returned. IP also does not allow broadcast messages to be fragmented, returning a EMSGSIZE error in this case.

If the datagram passes all these tests, and is small enough to be sent in one chunk, then the system calls the output routine for the particular hardware interface to transmit the packet. The interface may give an error indication, which is reflected to IP output's caller; see the documentation for the specific interface for a description of errors it may encounter. If a datagram is to be fragmented, it may have the IP_DF (don't fragment) flag set (although currently this can happen only for forwarded datagrams). If it does, then the datagram will be rejected (and result in an ICMP error datagram). If the system runs out of buffer space in fragmenting a datagram then a ENOBUFS error will be returned.

IP provides a space of 255 protocols. The known protocols are defined in <netinet/in.h>. The ICMP, TCP, UDP and ND protocols are processed internally by the system; others may be accessed through a raw socket by doing:

```
s = socket(AF_INET, SOCK_RAW, IPPROTO_xxx);
```

Datagrams sent from this socket will have the current host's address and the specified protocol number; the raw IP driver will construct an appropriate header. When IP datagrams are received for this protocol they are queued on the raw socket where they may be read with *recvfrom;* the source IP address is reflected in the received address.

SEE ALSO

send(2), recv(2), inet(4F)
Internet Protocol, RFC791, USC-ISI (Sun 800-1063-01)

BUGS

One should be able to send and receive IP options.

Raw sockets should receive ICMP error packets relating to the protocol; currently such packets are simply discarded.

NAME

ip – Disk driver for Interphase 2180 SMD Disk Controller

SYNOPSIS — SUN-2

controller ipc0 at mbio ? csr 0x040 priority 2
controller ipc1 at mbio ? csr 0x044 priority 2
disk ip0 at ipc0 drive0
disk ip1 at ipc0 drive1
disk ip2 at ipc1 drive0
disk ip3 at ipc1 drive1

DESCRIPTION

Special files *ip** refer to disk devices controlled by an Interphase SMD 2180 disk controller.

The standard *ip* device names begin with the letters "ip", followed by the drive unit number, followed by a letter from the series a – h to name one of the eight partitions on the drive. For example, */dev/ip1c* refers to partition c on the second drive controlled by the Interphase controller.

The device names provide the binding into the minor device numbers for the driver software. Files with minor device numbers 0 through 7 refer to the eight partitions (a – h) of unit 0; files with device numbers 8 through 15 refer to the eight partitions of drive 1, and so on.

The block files access the disk via the system's normal buffering mechanism, and may be read and written without regard to physical disk records. There is also a 'raw' interface which provides for direct transmission between the disk and the user's read or write buffer. A single read or write call results in exactly one I/O operation and therefore raw I/O is considerably more effficient when many words are transmitted. Raw files conventionally have a leading "r" — */dev/rip0c*, for instance.

In raw I/O, counts should be a multiple of 512 bytes (a disk sector). Likewise *seek* calls should specify a multiple of 512 bytes.

DISK SUPPORT

This driver handles all SMD drives by reading a label from sector 0 of the drive which describes the disk geometry and partitioning.

The ip?a partition is normally used for the root file system on a disk, the ip?b partition as a paging area, and the ip?c partition for pack-pack copying (it normally maps the entire disk). The rest of the disk is normally the ip?g partition.

FILES

/dev/ip[0-7][a-h] block files
/dev/rip[0-7][a-h] raw files

SEE ALSO

dkio(4S), xy(4S)
"Interphase SMD2180 Storage Module Controller/Formatter – User's Guide" (Sun 800-0274)

DIAGNOSTICS

ip%d: SMD-2180. When booting tells the controller type.

ip%d: initialization failed. Because the controller didn't respond; perhaps another device is at the address the system expected an Interphase controller at.

ip%d: error %x reading label on head %d. Error reading drive geometry/partition table information.

ip%d: Corrupt label on head %d. The geometry/partition label checksum was incorrect.

ip%d: Misplaced label on head %d. A disk label was copied to the wrong head on the disk; shoudn't happen.

ip%d: Unsupported phys partition # %d. This indicates a bad label.

ip%d: unit not online.

ip%d%c: *cmd how (msg)* **blk %d**. A command such as read, write, or format encountered a error condition (how): either it *failed*, the unit was *restored*, or an operation was *retry*'ed. The *msg* is derived from the error number given by the controller, indicating a condition such as ''drive not ready'', ''sector not found'' or ''disk write protected''.

BUGS

In raw I/O *read* and *write*(2) truncate file offsets to 512-byte block boundaries, and *write* scribbles on the tail of incomplete blocks. Thus, in programs that are likely to access raw devices, *read, write* and *lseek*(2) should always deal in 512-byte multiples.

NAME

kb – Sun keyboard

SYNOPSIS

pseudo-device kb*number*

DESCRIPTION

Kb provides access to the Sun workstation keyboard translation. Definitions for altering keyboard translation are in <sundev/kbio.h> and <sundev/kbd.h>. The *number* argument specifies the maximum number of keyboards supported by the system.

Keyboard Translation State:

The call KIOCTRANS controls the presence of keyboard translation:

```
#define  TR_NONE      0
#define  TR_ASCII     1
#define  TR_EVENT     2

int x;
err = ioctl(fd, KIOCTRANS, &x);
```

When *x* is TR_NONE, keyboard translation is turned off and up/down key codes are reported. Specifying *x* as TR_ASCII causes ASCII to be reported. Specifying *x* as TR_EVENT causes *Firm_events* to be reported (see below).

The call KIOCGTRANS determines the current state of keyboard translation.

```
int x;
err = ioctl(fd, KIOCGTRANS, &x);
```

Keyboard Translation Table Entries:

The call KIOCSETKEY changes a keyboard translation table entry:

```
struct    kiockey {
          int       kio_tablemask;    /* Translation table (one of: 0, CAPSMASK,
                                         SHIFTMASK, CTRLMASK, UPMASK) */
#define KIOCABORT1    -1              /* Special "mask": abort1 keystation */
#define KIOCABORT2    -2              /* Special "mask": abort2 keystation */
          u_char    kio_station;      /* Physical keyboard key station (0-127) */
          u_char    kio_entry;        /* Translation table station's entry */
          char      kio_string[10];   /* Value for STRING entries (null terminated) */
};

    struct kiockey key;
    err = ioctl(fd, KIOCSETKEY, &key);
```

Set *kio_tablemask* table's *kio_station* to *kio_entry*. Copy *kio_string* to string table if *kio_entry* is between STRING and STRING+15. This call may return EINVAL if there are invalid arguments.

There are a couple special values of *kio_tablemask* that affect the two step ''break to the prom monitor'' sequence. The usual sequence is *<Setup>a*. If *kio_tablemask* is KIOCABORT1 then the value of *kio_station* is set to be the first keystation in the sequence. If *kio_tablemask* is KIOCABORT2 then the value of *kio_station* is set to be the second keystation in the sequence.

The call KIOCGETKEY determines the current value of a keyboard translation table entry:

```
struct kiockey key;
err = ioctl(fd, KIOCGETKEY, &key);
```

Get *kio_tablemask* table's *kio_station* to *kio_entry*. Get *kio_string* from string table if *kio_entry* is between STRING and STRING+15. This call may return EINVAL if there are invalid arguments.

Keyboard Type:

TBD The call KIOCTYPE returns the type of the keyboard:

```
#define  KB_KLUNK      0x00           /* Micro Switch 103SD32-2 */
#define  KB_VT100      0x01           /* Keytronics VT100 compatible */
#define  KB_SUN2       0x02           /* Sun-2 custom keyboard */
#define  KB_SUN3       0x03           /* Sun-3 custom keyboard */
#define  KB_ASCII      0x0F           /* Ascii terminal masquerading as kbd */

int x;
err = ioctl(fd, KIOCTYPE, &x);
```

When *x* is −1, the keyboard type is unknown.

Keyboard Commands:

The call KIOCCMD sends a command to the keyboard:

```
/*
 * Commands to the Sun-2 keyboard.
 */
#define  KBD_CMD_RESET      0x01        /* Reset keyboard as if power-up */
#define  KBD_CMD_BELL       0x02        /* Turn on the bell */
#define  KBD_CMD_NOBELL     0x03        /* Turn off the bell */

/*
 * Commands to the Sun-3 keyboard.  KBD_CMD_BELL & KBD_CMD_NOBELL work
 * as well.
 */
#define  KBD_CMD_CLICK      0x0A        /* Turn on the click annunciator */
#define  KBD_CMD_NOCLICK0x0B            /* Turn off the click annunciator */

int x;
err = ioctl(fd, KIOCCMD, &x);
```

Inappropriate commands for particular keyboard types are ignored. Since there is no reliable way to get the state of the bell or click (because we can't query the kdb, and also one could do writes to the appropriate serial driver--thus going around this ioctl) we don't provide an equivalent state querying ioctl.

FILES

/dev/kbd

SEE ALSO

kbd(5), click(1)

The SunView System Programmer's Guide - Appendix: Writing a Virtual User Input Device Driver (describes *Firm_event* format)

NAME

le – Sun-3/50 10 Mb/s Ethernet interface

SYNOPSIS

device le0 at obio ? csr 0x120000 priority 3

DESCRIPTION

The *le* interface provides access to a 10 Mb/s Ethernet network through a Sun-3 controller using the AMD LANCE (Local Area Network Controller for Ethernet) Am7990 chip. For a general description of network interfaces see *if*(4N).

The synopsis line above specifies the first and only Ethernet controller on a Sun-3/50.

DIAGNOSTICS

le%d: transmitter frozen -- resetting A bug in the LANCE chip has caused the chip's transmitter section to stop. The driver has detected this condition and reinitialized the chip.

le%d: out of mbufs: output packet dropped The driver has run out of memory to use to buffer packets on output. The packet being transmitted at the time of occurrence is lost. This error is usually symptomatic of trouble elsewhere in the kernel.

le%d: stray transmitter interrupt The LANCE chip has signalled that it completed transmitting a packet but the driver has sent no such packet.

le%d: LANCE Rev C/D Extra Byte(s) bug; Packet dropped The LANCE chip's internal silo pointers have become misaligned. This error arises from a chip bug.

le%d: trailer error An incoming packet claimed to have a trailing header but did not.

le%d: runt packet An incoming packet's size was below the Ethernet minimum transmission size.

le%d: Receive buffer error - BUFF bit set in rmd This error ''should never happen,'' as it occurs only in conjunction with a LANCE feature that the driver does not use.

le%d: Received packet with STP bit in rmd cleared This error ''should never happen,'' as it occurs only in conjunction with a LANCE feature that the driver does not use.

le%d: Received packet with ENP bit in rmd cleared This error ''should never happen,'' as it occurs only in conjunction with a LANCE feature that the driver does not use.

le%d: Transmit buffer error - BUFF bit set in tmd Excessive bus contention has prevented the LANCE chip from gathering packet contents quickly enough to sustain the packet's transmission over the Ethernet. The affected packet is lost.

le%d: Transmit late collision - Net problem? A packet collision has occurred after the channel's slot time has elapsed. This error usually indicates faulty hardware elsewhere on the net.

le%d: No carrier - transceiver cable problem? The LANCE chip has lost input to its carrier detect pin while trying to transmit a packet.

le%d: Transmit retried more than 16 times - net jammed Network activity has become so intense that sixteen successive transmission attempts failed, causing the LANCE chip to give up on the current packet.

le%d: missed packet The driver has dropped an incoming packet because it had no buffer space for it.

le%d: Babble error - sent a packet longer than the maximum length While transmitting a packet, the LANCE chip has noticed that the packet's length exceeds the maximum allowed for Ethernet. This error indicates a kernel bug.

le%d: Memory Error! Ethernet chip memory access timed out The LANCE chip timed out while trying to acquire the bus for a DVMA transfer.

le%d: Reception stopped Because of some other error, the receive section of the LANCE chip shut down and had to be restarted.

le%d: Transmission stopped Because of some other error, the transmit section of the LANCE chip shut down and had to be restarted.

NAME

lo – software loopback network interface

SYNOPSIS

pseudo-device loop

DESCRIPTION

The *loop* device is a software loopback network interface; see *if*(4N) for a general description of network interfaces.

The *loop* interface is used for performance analysis and software testing, and to provide guaranteed access to Internet protocols on machines with no local network interfaces. A typical application is the *comsat*(8C) server which accepts notification of mail delivery through a particular port on the loopback interface.

By default, the loopback interface is accessible at Internet address 127.0.0.1 (non-standard); this address may be changed with the SIOCSIFADDR ioctl.

DIAGNOSTICS

lo%d: can't handle af%d. The interface was handed a message with addresses formatted in an unsuitable address family; the packet was dropped.

SEE ALSO

if(4N), inet(4F)

BUGS

It should handle all address and protocol families. An approved network address should be reserved for this interface.

NAME

mem, kmem, vme16d16, vme24d16, vme32d16, vme16d32, vme24d32, vme32d32, mbmem, mbio, – main memory and bus I/O space

SYNOPSIS

None; included with standard system.

DESCRIPTION

These devices are special files that map memory and bus I/O space. They may be read, written, seek'ed and (except for kmem) *mmap*(2)'ed.

Mem is a special file that is an image of the physical memory of the computer. It may be used, for example, to examine (and even to patch) the system.

Kmem is a special file that is an image of the kernel virtual memory of the system.

vme16d16 (also known as *vme16*) is a special file that is an image of VMEbus 16-bit addresses with 16-bit data. *Vme16* address space extends from 0 to 64K.

vme24d16 (also known as *vme24*) is a special file that is an image of VMEbus 24-bit addresses with 16-bit data. *Vme24* address space extends from 0 to 16 Megabytes. The VME 16-bit address space overlaps the top 64K of the 24-bit address space.

SUN-3 VMEBUS ONLY

vme32d16 is a special file that is an image of VMEbus 32-bit addresses with 16-bit data.

vme16d32 is a special file that is an image of VMEbus 16-bit addresses with 32-bit data.

vme24d32 is a special file that is an image of VMEbus 24-bit addresses with 32-bit data.

vme32d32 (also known as *vme32*) is a special file that is an image of VMEbus 32-bit addresses with 32-bit data. *Vme32* address space extends from 0 to 4 Giggabytes. The VME 24-bit address space overlaps the top 16 Megabytes of the 32-bit address space.

*vme** type special files can only be accessed in VME based systems.

SUN-2 MULTIBUS ONLY

Mbmem is a special file that is an image of the Multibus memory of the system. Multibus memory is in the range from 0 to 1 Megabyte. *Mbmem* can only be accessed in Multibus based systems.

Mbio is a special file that is an image of the Multibus I/O space. Multibus I/O space extends from 0 to 64K. *Mbio* can only be accessed in Multibus based systems.

When reading and writing *mbmem* and *mbio* odd counts or offsets cause byte accesses and even counts and offsets cause word accesses.

FILES

/dev/mem
/dev/kmem
/dev/mbmem
/dev/mbio
/dev/vme16d16
/dev/vme16
/dev/vme24d16
/dev/vme24
/dev/vme32d16
/dev/vme16d32
/dev/vme24d32
/dev/vme32d32
/dev/vme32

NAME

mouse – Sun mouse

SYNOPSIS

pseudo-device ms3

DESCRIPTION

The *mouse* interface provides access to the Sun Workstation mouse.

The mouse incorporates a microprocessor which generates a byte-stream protocol encoding mouse motions.

Each mouse sample in the byte stream consists of three bytes: the first byte gives the button state with value 0x87|~*but*, where *but* is the low three bits giving the mouse buttons, where a 0 (zero) bit means that a button is pressed, and a 1 (one) bit means a button is not pressed. Thus if the left button is down the value of this sample is 0x83, while if the right button is down the byte is 0x86.

The next two bytes of each sample give the *x* and *y* delta's of this sample as signed bytes. The mouse uses a lower-left coordinate system, so moves to the right on the screen yield positive *x* values and moves down the screen yield negative *y* values.

The beginning of a sample is identifiable because the delta's are constrained to not have values in the range 0x80-0x87.

The mouse can be used as a device that emits *Firm_events* as specified by the protocol of a *Virtual User Input Device*. It understands VUIDSFORMAT, VUIDGFORMAT, VUIDSADDR and VUIDGADDR ioctls (see reference below).

FILES

/dev/mouse

SEE ALSO

win(4S)
The SunView System Programmer's Guide

NAME

mti – Systech MTI-800/1600 multi-terminal interface

SYNOPSIS — SUN-3

device mti0 at vme16d16 ? csr 0x620 flags 0xffff priority 4 vector mtiintr 136

SYNOPSIS — SUN-2

device mti0 at mbio ? csr 0x620 flags 0xffff priority 4
device mti0 at vme16 ? csr 0x620 flags 0xffff priority 4 vector mtiintr 136

DESCRIPTION

The Systech MTI card provides 8 (MTI-800) or 16 (MTI-1600) serial communication lines with modem control. Each line behaves as described in *tty*(4). Input and output for each line may independently be set to run at any of 16 speeds; see *tty*(4) for the encoding.

Bit *i* of flags may be specified to say that a line is not properly connected, and that the line *i* should be treated as hard-wired with carrier always present. Thus specifying "flags 0x0004" in the specification of mti0 would cause line tty02 to be treated in this way.

To allow a single tty line to be connected to a modem and used for both incoming and outgoing calls, a special feature, controlled by the minor device number, has been added. Minor device numbers in the range 0 – 127 correspond directly to the normal tty lines and are named *tty**. Minor device numbers in the range 128 – 256 correspond to the same physical lines as those above (i.e. the same line as the minor device number minus 128) and are (conventionally) named *cua**. The *cua* lines are special in that they can be opened even when there is no carrier on the line. Once a *cua* line is opened, the corresponding tty line can not be opened until the *cua* line is closed. Also, if the *tty* line has been opened successfully (usually only when carrier is recognized on the modem) the corresponding *cua* line can not be opened. This allows a modem to be attached to */dev/tty00* (usually renamed to */dev/ttyd0*) and used for dialin (by enabling the line for login in */etc/ttys*) and also used for dialout (by *tip*(1C) or *uucp*(1C)) as */dev/cua0* when no one is logged in on the line. Note that the bit in the flags word in the config file (see above) must be zero for this line.

WIRING

The Systech requires the CTS modem control signal to operate. If the device does not supply CTS then RTS should be jumpered to CTS at the distribution panel (short pins 4 to 5). Also, the CD (carrier detect) line does not work properly. When connecting a modem, the modem's CD line should be wired to DSR, which the software will treat as carrier detect.

FILES

/dev/tty0[0-9a-f]	hardwired tty lines
/dev/ttyd[0-9a-f]	dialin tty lines
/dev/cua[0-9a-f]	dialout tty lines

SEE ALSO

tty(4), zs(4S)
The *MTI-800A/1600A Multiple Terminal Interface User's Manual, Rev. D*, which comes with the multiplexer.

DIAGNOSTICS

Most of these diagnostics "should never happen" and their occurrence usually indicates problems elsewhere in the system.

mti%d,%d: silo overflow. More than 512 characters have been received by the mti hardware without being read by the software. Extremely unlikely to occur.

mti%d: error %x. The mti returned the indicated error code. See the mti manual.

mti%d: DMA output error. The mti encountered an error while trying to do DMA output.

mti%d: impossible response %x. The mti returned an error it couldn't understand.

NAME

mtio – UNIX system magnetic tape interface

SYNOPSIS

#include <sys/ioctl.h>
#include <sys/mtio.h>

DESCRIPTION

The files *mt0*, ..., *mt15* refer to the UNIX system magnetic tape drives, which read and write magnetic tape in 2048 byte blocks (the 2048 is actually BLKDEV_IOSIZE in <sys/param.h>). The following description applies to any of the transport/controller pairs. The files *mt0*, ..., *mt3* and *mt8*, ..., *mt11* are rewound when closed; the others are not. When a nine track tape file, open for writing or just written, is closed, two end-of-files are written; if the tape is not to be rewound it is positioned with the head between the two tape-marks. When a 1/4" tape file, (due to a bug, only if) just written, is closed, only one end of file mark is written because of the inability to overwrite data on a 1/4" tape; see below.

1/4" tapes are not able to back up and always write fixed sized blocks. Since they cannot back up, they cannot support backward space file and backward space record. Since they always write fixed sized blocks, the size of transfers using the raw interface (see below) must be a multiple of the underlying block-size, usually 512 bytes.

1/4" tapes also have an unusual tape format. They have parallel tracks, but only record information on one track at a time, switching to another track near the physical end of the medium. They erase all the tracks at once while writing the first track. Therefore, they cannot, in general, overwrite previously written data. If the old data were not on the first track, it would not be erased before being overwritten, and the result would be unreadable.

The *mt* files discussed above are useful when it you want to access the tape in a way compatible with ordinary files. When using foreign tapes, and especially when reading or writing long records, the 'raw' interface is appropriate. The associated files are named *rmt0*, ..., *rmt15*, but the same minor-device considerations as for the regular files still apply. Each *read* or *write* call reads or writes the next record on the tape. In the write case the record has the same length as the buffer given. During a read, the record size is passed back as the number of bytes read, provided it is no greater than the buffer size. In raw tape I/O seeks are ignored. A zero byte count is returned when a tape mark is read, but another read will fetch the first record of the new tape file.

A number of additional ioctl operations are available on raw magnetic tape. The following definitions are from <sys/mtio.h>:

```
/*
 * Structures and definitions for mag tape I/O control commands
 */

/* structure for MTIOCTOP - mag tape op command */
struct  mtop    {
        short   mt_op;                  /* operations defined below */
        daddr_t mt_count;               /* how many of them */
};

/* operations */
#define MTWEOF      0           /* write an end-of-file record */
#define MTFSF 1             /* forward space file */
#define MTBSF 2             /* backward space file */
#define MTFSR 3             /* forward space record */
#define MTBSR4              /* backward space record */
#define MTREW       5           /* rewind */
#define MTOFFL      6           /* rewind and put the drive offline */
#define MTNOP       7           /* no operation, sets status only */
```

```
#define  MTRETEN      8                    /* retension the tape */
#define  MTERASE      9                    /* erase the entire tape */

/* structure for MTIOCGET - mag tape get status command */

struct   mtget    {
         short    mt_type;         /* type of magtape device */
         /* the following two registers are grossly device dependent */
         short    mt_dsreg;                /* ``drive status'' register */
         short    mt_erreg;                /* ``error'' register */
         /* end device-dependent registers */
         short    mt_resid;                /* residual count */
         /* the following two are not yet implemented */
         daddr_t  mt_fileno;               /* file number of current position */
         daddr_t  mt_blkno;                /* block number of current position */
         /* end not yet implemented */
};

/*
 * Constants for mt_type byte
 */
#define  MT_ISTS      0x01                       /* vax: unibus ts-11 */
#define  MT_ISHT      0x02                       /* vax: massbus tu77, etc */
#define  MT_ISTM      0x03                       /* vax: unibus tm-11 */
#define  MT_ISMT      0x04                       /* vax: massbus tu78 */
#define  MT_ISUT      0x05                       /* vax: unibus gcr */
#define  MT_ISCPC     0x06                       /* sun: Multibus tapemaster */
#define  MT_ISAR      0x07                       /* sun: Multibus archive */
#define  MT_ISSC      0x08                       /* sun: SCSI archive */
#define  MT_ISXY      0x09                       /* sun: Xylogics 472 */

/* mag tape io control commands */
#define  MTIOCTOP     _IOW(m, 1, struct mtop)  /* do a mag tape op */
#define  MTIOCGET     _IOR(m, 2, struct mtget) /* get tape status */

#ifndef KERNEL
#define  DEFTAPE      "/dev/rmt12"
#endif
```

FILES

/dev/mt*
/dev/rmt*
/dev/rar*

SEE ALSO

mt(1), tar(1), ar(4s), tm(4s), st(4s), xt(4s)

NAME

nd – network disk driver

SYNOPSIS

pseudo-device nd

DESCRIPTION

The network disk device, */dev/nd**, allows a client workstation to perform disk I/O operations on a server system over the network. To the client system, this device looks like any normal disk driver: it allows read/write operations at a given block number and byte count. Note that this provides a network *disk block* access service rather than a network *file* access service.

Typically the client system will have no disks at all. In this case */dev/nd0* contains the client's root file system (including */usr* files), and *nd1* is used as a paging area. Client access to these devices is converted to *net disk protocol* requests and sent to the server system over the network. The server receives the request, performs the actual disk I/O, and sends a response back to the client.

The server contains a table which lists the net address of each of his clients and the server disk partition which corresponds to each client unit number (nd0,1,...). This table resides in the server kernel in a structure owned by the nd device. The table is initialized by running the program */etc/nd* with text file */etc/nd.local* as its input. */etc/nd* then issues *ioctl*(2) functions to load the table into the kernel.

In addition to the read/write units */dev/nd**, there are *public* read-only units which are named */dev/ndp**. The correspondence to server partitions is specified by the */etc/nd.local* text file, in a similar manner to the private partitions. The public units can be used to provide shared access to binaries or libraries (*/bin, /usr/bin, /usr/ucb, /usr/lib*) so that each diskless client does not have to consume space in his private partitions for these files. This is done by providing a public file system at the server (*/dev/ndp0*) which is mounted on */pub* of each diskless client. The clients then use symbolic links to read the public files: */bin -> /pub/bin, /usr/ucb -> /pub/usr/ucb.* One requirement in this case is that the server (who has read/write access to this file system) should not perform write activity with any public filesystem. This is because each client is locally cacheing blocks, and may get out of sync with the physical disk image. In certain cases, the client will detect an inconsistency and panic.

One last type of unit is provided for use by the server. These are called *local* units and are named */dev/ndl**. The Sun physical disk sector 0 label only provides a limited number of partitions per physical disk (eight). Since this number is small and these partitions have somewhat fixed meanings, the nd driver itself has a *subpartitioning* capability built-in. This allows the large server physical disk partition (e.g. */dev/xy0g*) to be broken up into any number of diskless client partitions. Of course on the client side these would be referenced as */dev/nd0,1,...* ; but the server needs to reference these client partitions from time to time, to do *mkfs*(8) and *fsck*(8) for example. The */dev/ndl** entries allow the server 'local' access to his subpartitions without causing any net activity. The actual local unit number to client unit number correspondence is again recorded in the */etc/nd.local* text file.

The nd device driver is the same on both the client and server sides. There are no user level processes associated with either side, thus the latency and transfer rates are close to maximal.

The minor device and ioctl encoding used is given in file *<sun/ndio.h>*. The low six bits of the minor number are the unit number. The 0x40 bit indicates a *public* unit; the 0x80 bit indicates a *local* unit.

INITIALIZATION

No special initialization is required on the client side; he finds the server by broadcasting the initial request. Upon getting a response, he locks onto that server address.

At the server, the *nd*(8c) command initializes the network disk service by issuing ioctl's to the kernel.

ERRORS

Generally physical disk I/O errors detected at the server are returned to the client for action. If the server is down or unaccessable, the client will see the console message:

```
        nd:  file server not responding: still trying.
```

The client continues (forever) making his request until he gets positive acknowledgement from the server.

This means the server can crash or power down and come back up without any special action required of the user at the client machine. It also means the process performing the I/O to *nd* will block, insensitive to signals, since the process is sleeping inside the kernel at PRIBIO.

PROTOCOL AND DRIVER INTERNALS

The protocol packet is defined in *<sun/ndio.h>* and also included below:

```
/*
 * 'nd' protocol packet format.
 */
struct ndpack {
        struct  ip np_ip;/* ip header, proto IPPROTO_ND */
        u_char  np_op;          /* operation code, see below */
        u_char  np_min;         /* minor device */
        char    np_error;       /* b_error */
        char    np_ver;         /* version number */
        long    np_seq;         /* sequence number */
        long    np_blkno;       /* b_blkno, disk block number */
        long    np_bcount;      /* b_bcount, byte count */
        long    np_resid;       /* b_resid, residual byte count */
        long    np_caddr;       /* current byte offset of this packet */
        long    np_ccount;      /* current byte count of this packet */
};                      /* data follows */

/*
 * np_oe operation codes.
 */
#define NDOPREAD        1       /* read */
#define NDOPWRITE       2       /* write */
#define NDOPERROR       3       /* error */
#define NDOPCODE        7       /* op code mask */
#define NDOPWAIT        010     /* waiting for DONE or next request */
#define NDOPDONE        020     /* operation done */

/*
 * misc protocol defines.
 */
#define NDMAXDATA   1024        /* max data per packet */
#define NDMAXIO     63*1024     /* max np_bcount */
```

IP datagrams were chosen instead of UDP datagrams because only the IP header is checksummed, not the entire packet as in UDP. Also the kernel level interface to the IP layer is simpler. The *min, blkno,* and *bcount* fields are copied directly from the client's strategy request. The sequence number field *seq* is incremented on each new client request and is matched with incoming server responses. The server essentially echos the request header in his responses, altering certain fields. The *caddr* and *ccount* fields show the current byte address and count of the data in this packet, or the data expected to be sent by the other side.

The protocol is very simple and driven entirely from the client side. As soon as the client ndstrategy routine is called, the request is sent to the server; this allows disk sorting to occur at the server as soon as possible. Transactions which send data (client writes on the client side, client reads on the server side) can only send a set number of packets of NDMAXDATA bytes each, before waiting for an acknowledgement. The defaults are currently set at 6 packets of 1K bytes each; the NDIOCETHER ioctl allows setting this value on the server side. This allows the normal 4K byte case to occur with just one 'transaction'. The NDOPWAIT bit is set in the *op* field by the sender to indicate he will send no more until acknowledged (or requested) by the other side. The NDOPDONE bit is set by the server side to indicate the request operation has completed; for both the read and write cases this means the requested disk I/O has actually occured.

Requests received by the server are entered on an active list which is timed out and discarded if not completed within NDXTIMER seconds. Requests received by the server allocate a *bcount* size buffer to minimize buffer copying. Contiguous DMA disk I/O thus occurs in the same size chunks it would if requested from a local physical disk.

BOOTSTRAP

The Sun workstation has PROM code to perform a net boot using this driver. Usually, the boot files are obtained from public device 0 (*/dev/ndp0*) on the server with which the client is registered; this allows multiple servers to exist on the same net (even running different releases of kernel and boot software). If the station you are booting is not registered on any of the servers, you will have to specify the hex Internet host number of the server in a boot command string like: 'bec(0,5,0)vmunix'.

This booting performs exactly the same steps involved in a real disk boot:

1) User types 'b' to PROM monitor.

2) PROM loads blocks 1 thru 15 of */dev/ndp0* (*bootnd*).

3) *bootnd* loads */boot*.

4) */boot* loads */vmunix*.

SEE ALSO

ioctl(2), nd(8C)

BUGS

The operations described in *dkio* (4) are not supported.

The local host's disk buffer cache is not used by network disk access. This means that if either a local host or a remote host is writing, the changes will be visible at random based on the cache hit frequency on the local host. Use *sync* on the server to force the data out to disk. If both the local and remote hosts are writing to the same filesystem, one machine's changes can be randomly lost, based again on cache hit and deferred write timings.

If an R/O remote file system is mounted R/W by mistake, it is impossible to umount it.

NAME

nit – Network Interface Tap Protocol

SYNOPSIS

options NIT

DESCRIPTION

nit is a provisional protocol familty which runs on top of the kernel raw socket code and provides the superuser with a tee connection into a specified network interface. For example, it provides the unprocessed packet read and write capability on the Ethernet interface *ie*(4S).

nit uses two structures to communicate information, the *nit_ioc* structure, which contains the ioctl information used to set parameter values; and the *nit_hdr* structure, which contains per packet statistics and is prepended to every delivered packet. When setting parameters, values that are otherwise impossible mean "don't change".

nit collects incoming packets into chunks to reduce the per packet overhead. The chunks are returned by *read*(2) and *recv*(2) system calls. Outgoing packets are not buffered. The ioctl value *nioc_chunksize* sets the size of the incoming chunk. *Nioc_bufalign* and *nioc_bufoffset* control packet placement within buffers. The (nit) header for each packet in a buffer starts *nioc_bufoffset* bytes past some multiple of *nioc_bufalign* bytes from the beginning. The packet itself appears immediately beyond the header. *nit* also limits the amount of buffer space consumed. To change the default, set *nioc_bufspace*.

nit performs packet filtering and data selection on incoming packets. The data selection criterion is the length of the initial portion of the data packet to return to the user. The filtering criteria are packet destination and packet type. The filtering and data selection criteria are set via *nioc_snaplen*, *nioc_flags*, and *nioc_typetomatch*. The choices for destination are either normal or promiscuous. Normal destination filtering considers only those packets that are normally received by the machine running *nit* (both host specific and broadcast packets). Promiscuous destination filtering considers every packet visible on the network; this can place a large demand on the processor if there are many packets to receive. The packets are further filtered on type, an interface specific quantity. For the Ethernet interfaces, the type field is the packet type from the Ethernet header. See *<netinet/if_ether.h>*.

Outgoing packets are not (yet) handled in a general way, since there is no one address family which says "send the packet as is", where the data portion of the packet contains a complete packet to be transmitted without further processing. Therefore, in general, you can't send arbitrary packets. For the Ethernet, however, the address family AF_UNSPEC is defined so that the remaining 14 bytes of the *sockaddr* correspond the the first 14 bytes of the outgoing packet, which are the (6 byte) destination address, the (6 byte) source address (possibly overridden), and the (2 byte) type. See struct *ether_header* in *<netinet/if_ether.c>*. Therefore, for Ethernet in particular, it is possible to transmit an arbitrary packet. In the example which follows, *rarp_write* accepts an arbitrary packet and performs the interface specific manipulations required to transmit that packet.

The following definitions are taken from *<net/nit.h>*.

```
#define NITIFSIZ  10          /* size of ifname in sockaddr */
#define NITBUFSIZ 1024        /* buffers are rounded up to a
                               * multiple of this size (MCLBYTES) */
struct sockaddr_nit {
      u_short     snit_family;
      caddr_t     snit_cookie;            /* link to filtering */
      char  snit_ifname[NITIFSIZ];        /* interface name (eg, ie0) */
};

/* Header preceeding each packet returned to user */
struct nit_hdr {
      int   nh_state;         /* state of tap -- see below */
      struct timeval nh_timestamp;  /* time of arriving packet */
      int   nh_wirelen;       /* length (with header) off wire */
```

```
        union {
              int   info;        /* generic information */
              int   datalen;     /* length of saved packet portion */
              int   dropped;     /* number of dropped matched packets */
              int   seqno;       /* sequence number */
        } nh_un;
  };
  #define nh_info         nh_un.info
  #define nh_datalen      nh_un.datalen
  #define nh_dropped      nh_un.dropped
  #define nh_seqno        nh_un.seqno

  /* Ioctl parameter block */
  struct nit_ioc {
        int   nioc_bufspace;           /* total buffer space to use */
        int   nioc_chunksize;          /* size of chunks to send */
        u_int nioc_typetomatch;        /* magic type with which to match */
        int   nioc_snaplen;            /* length of packet portion to snap */
        int   nioc_bufalign;           /* packet header alignment multiple */
        int   nioc_bufoffset;          /* packet header alignment offset */
        struct  timeval nioc_timeout;  /* delay after packet before drain */
        int   nioc_flags;              /* see below */
  };
  #define NT_NOTYPES      ((u_int)0)   /* match no packet types */
  #define NT_ALLTYPES     ((u_int)-1)  /* match all packet types */

  #define NF_PROMISC      0x01         /* enter promiscuous mode */
  #define NF_TIMEOUT      0x02         /* timeout value valid */
  #define NF_BUSY         0x04         /* buffer is busy (has data) */

  /*
   * States for the packet capture portion of nit,
   * some of which are passed to the user.
   */
  #define NIT_QUIET       0     /* inactive */
  #define NIT_CATCH       1     /* capturing packets */
  #define NIT_NOMBUF      2     /* discarding -- out of mbufs */
  #define NIT_NOCLUSTER   3     /* discarding -- out of mclusters */
  #define NIT_NOSPACE     4     /* discarding -- would exceed bufspace */
  /* Pseudo-states returned in information packets */
  #define NIT_SEQNO       5     /* sequence number of chunk */
```

To use *nit*:

o Include definitions and declare needed variables, for example

```
  #include <sys/types.h>
  #include <sys/time.h>
  #include <sys/socket.h>
  #include <sys/ioctl.h>
  #include <net/nit.h>
  #include <net/if.h>

  struct sockaddr_nit snit;
  struct nit_ioc nioc;
```

- o Create a socket with the call

```
   s = socket(AF_NIT, SOCK_RAW, NITPROTO_RAW);
```

- o Bind it to an interface with a code fragment like

```
   snit.snit_family = AF_NIT;
   strncpy(snit.snit_ifname, "ie0", sizeof (snit.snit_ifname));
   bind(s, (struct sockaddr *)&snit, sizeof (snit));
```

- o To establish the operating modes, issue an ioctl; for example

```
   bzero(&nioc, sizeof(nioc));
   nioc.nioc_bufspace = NITBUFSIZ;
   nioc.nioc_chunksize = NITBUFSIZ;
   nioc.nioc_typetomatch = NT_ALLTYPES;
   nioc.nioc_snaplen = 32767;
   nioc.nioc_flags = NF_TIMEOUT;
   nioc.nioc_timeout.tv_usec = 200;
   if (ioctl(if_fd, SIOCSNIT, &nioc) != 0) {
         perror("nit ioctl");
         exit(2);
   }
```

- o To receive packets, issue *reads* (or *recvs*). To transmit packets, issue *writes* (or *sends*). For example, the following routine will transmit an arbitrary packet (including address information) on the Ethernet. Note that the Ethernet addresses and type are provided in the incoming buffer *buf*, and must be moved into the *sockaddr* destination address to satisfy the kernel.

```
   rarp_write(fd, buf, len)
         int fd, len;
         char *buf;
   {
         struct sockaddr sa;
         int offset = sizeof(sa.sa_data);
         int result;

         sa.sa_family = AF_UNSPEC;
         bcopy(buf, sa.sa_data, offset);
         result = sendto(fd, buf+offset, len-offset,
             0, &sa, sizeof(sa));
         return (result+offset);
   }
```

SEE ALSO

bind(2), config(8), ec(4S), ie(4S), if(4N), ioctl(2), read(2), recv(2), send(2), socket(2), write(2).
Network Implementation in *Networking on the Sun Workstation.*

BUGS

This protocol is provisional, and is subject to change.

Buffering is limited to 32767 bytes.

Interface ioctl's may have different semantics on a nit socket.

nit is unable to see outgoing transmissions on some interfaces.

The selection criteria is very simplistic. Therefore, many packets may be passed to the user program, especially in promiscuous mode.

NAME
null – data sink

SYNOPSIS
None; included with standard system.

DESCRIPTION
Data written on a null special file is discarded.

Reads from a null special file always return an end-of-file indication.

FILES
/dev/null

NAME

pty – pseudo terminal driver

SYNOPSIS

pseudo-device pty

DESCRIPTION

The *pty* driver provides support for a pair of devices collectively known as a *pseudo-terminal*. The two devices comprising a pseudo-terminal are known as a *master* and a *slave*. The slave device provides an interface identical to that described in *tty*(4), but instead of having a hardware interface such as the Zilog chip and associated hardware used by *zs*(4S) supporting the terminal functions, the functions of the terminal are implemented by another process manipulating the master side of the pseudo-terminal.

The master and the slave sides of the pseudo-terminal are tightly connected. Any data written on the master device is given to the slave device as input, as though it had been received from a hardware interface. Any data written on the slave terminal can be read from the master device (rather than being transmitted from a UART).

In configuring, if no optional ''count'' is given in the specification, 16 pseudo terminal pairs are configured.

A few special ioctl's are provided on the control-side devices of pseudo-terminals to provide the functionality needed by applications programs to emulate real hardware interfaces:

TIOCSTOP
: Stops output to a terminal (that is, like typing ^S). Takes no parameter.

TIOCSTART
: Restarts output (stopped by TIOCSTOP or by typing ^Q). Takes no parameter.

There are also two independent modes which can be used by applications programs:

TIOCPKT
: Enable/disable *packet* mode. Packet mode is enabled by specifying (by reference) a nonzero parameter and disabled by specifying (by reference) a zero parameter. When applied to the master side of a pseudo terminal, each subsequent *read* from the terminal will return data written on the slave part of the pseudo terminal preceded by a zero byte (symbolically defined as TIOCPKT_DATA), or a single byte reflecting control status information. In the latter case, the byte is an inclusive-or of zero or more of the bits:

  TIOCPKT_FLUSHREAD
  : whenever the read queue for the terminal is flushed.

  TIOCPKT_FLUSHWRITE
  : whenever the write queue for the terminal is flushed.

  TIOCPKT_STOP
  : whenever output to the terminal is stopped a la ^S.

  TIOCPKT_START
  : whenever output to the terminal is restarted.

  TIOCPKT_DOSTOP
  : whenever *t_stopc* is ^S and *t_startc* is ^Q.

  TIOCPKT_NOSTOP
  : whenever the start and stop characters are not ^S/^Q.

  This mode is used by *rlogin*(1C) and *rlogind*(8C) to implement a remote-echoed, locally ^S/^Q flow-controlled remote login with proper back-flushing of output when interrupts occur; it can be used by other similar programs.

TIOCREMOTE
: A mode for the master half of a pseudo terminal, independent of TIOCPKT. This mode causes

input to the pseudo terminal to be flow controlled and not input edited (regardless of the terminal mode). Each write to the control terminal produces a record boundary for the process reading the terminal. In normal usage, a write of data is like the data typed as a line on the terminal; a write of 0 bytes is like typing an end-of-file character. TIOCREMOTE can be used when doing remote line editing in a window manager, or whenever flow controlled input is required.

FILES

/dev/pty[p-r][0-9a-f]	master pseudo terminals
/dev/tty[p-r][0-9a-f]	slave pseudo terminals

BUGS

It is apparently not possible to send an EOT by writing zero bytes in TIOCREMOTE mode.

NAME

routing – system supporting for local network packet routing

DESCRIPTION

The network facilities provided general packet routing, leaving routing table maintenance to applications processes.

A simple set of data structures comprise a ''routing table'' used in selecting the appropriate network interface when transmitting packets. This table contains a single entry for each route to a specific network or host. A user process, the routing daemon, maintains this data base with the aid of two socket specific *ioctl*(2) commands, SIOCADDRT and SIOCDELRT. The commands allow the addition and deletion of a single routing table entry, respectively. Routing table manipulations may only be carried out by super-user.

A routing table entry has the following form, as defined in *<net/route.h>*:

```
struct rtentry {
        u_long  rt_hash;
        struct  sockaddr rt_dst;
        struct  sockaddr rt_gateway;
        short   rt_flags;
        short   rt_refcnt;
        u_long  rt_use;
        struct  ifnet *rt_ifp;
};
```

with *rt_flags* defined from:

```
#define RTF_UP          0x1     /* route usable */
#define RTF_GATEWAY     0x2     /* destination is a gateway */
#define RTF_HOST        0x4     /* host entry (net otherwise) */
```

Routing table entries come in three flavors: for a specific host, for all hosts on a specific network, for any destination not matched by entries of the first two types (a wildcard route). When the system is booted, each network interface autoconfigured installs a routing table entry when it wishes to have packets sent through it. Normally the interface specifies the route through it is a ''direct'' connection to the destination host or network. If the route is direct, the transport layer of a protocol family usually requests the packet be sent to the same host specified in the packet. Otherwise, the interface may be requested to address the packet to an entity different from the eventual recipient (i.e. the packet is forwarded).

Routing table entries installed by a user process may not specify the hash, reference count, use, or interface fields; these are filled in by the routing routines. If a route is in use when it is deleted (*rt_refcnt* is non-zero), the resources associated with it will not be reclaimed until all references to it are removed.

The routing code returns EEXIST if requested to duplicate an existing entry, ESRCH if requested to delete a non-existant entry, or ENOBUFS if insufficient resources were available to install a new route.

User processes read the routing tables through the */dev/kmem* device.

The *rt_use* field contains the number of packets sent along the route. This value is used to select among multiple routes to the same destination. When multiple routes to the same destination exist, the least used route is selected.

A wildcard routing entry is specified with a zero destination address value. Wildcard routes are used only when the system fails to find a route to the destination host and network. The combination of wildcard routes and routing redirects can provide an economical mechanism for routing traffic.

SEE ALSO

route(8C), routed(8C)

NAME

sd – Disk driver for Adaptec ST-506 Disk Controllers

SYNOPSIS — SUN-3

controller sc0 at vme24d16 ? csr 0x200000 priority 2 vector scintr 0x40
controller si0 at vme24d16 ? csr 0x200000 priority 2 vector siintr 0x40
controller si0 at obio ? csr 0x140000 priority 2
disk sd0 at sc0 drive 0 flags 0
disk sd1 at sc0 drive 1 flags 0
disk sd0 at si0 drive 0 flags 0
disk sd1 at si0 drive 1 flags 0

The first two **controller** lines above specify the first SCSI controller on a Sun-3/160. The third **controller** line above specifies the first and only SCSI controller on a Sun-3/50. The four **disk** lines specify the first and second disk drives on the first SCSI controller in a system.

SYNOPSIS — SUN-2

controller sc0 at mbmem ? csr 0x80000 priority 2
controller sc1 at mbmem ? csr 0x84000 priority 2
controller sc0 at vme24 ? csr 0x200000 priority 2 vector scintr 0x40
disk sd0 at sc0 drive 0 flags 0
disk sd1 at sc0 drive 1 flags 0
disk sd2 at sc1 drive 0 flags 0
disk sd3 at sc1 drive 1 flags 0

The first two **controller** lines above specify the first and second SCSI controllers on a Sun-2/120 or Sun-2/170. The third **controller** line above specifies the first controller on a Sun-2/160. The four **disk** lines specify the first and second disk drives on the first and second SCSI controllers in a system.

DESCRIPTION

Files with minor device numbers 0 through 7 refer to various portions of drive 0. The standard device names begin with "sd" followed by the drive number and then a letter a-h for partitions 0-7 respectively. The character ? stands here for a drive number in the range 0-7.

The block file's access the disk via the system's normal buffering mechanism and may be read and written without regard to physical disk records. There is also a 'raw' interface which provides for direct transmission between the disk and the user's read or write buffer. A single read or write call usually results in one I/O operation; therefore raw I/O is considerably more efficient when many words are transmitted. The names of the raw files conventionally begin with an extra 'r.'

In raw I/O, requests to the SCSI disk must have an offset on a 512 byte boundary, and their length must be a multiple of 512 bytes or the driver will return an error (EINVAL). Likewise *seek* calls should specify a multiple of 512 bytes.

DISK SUPPORT

This driver handles all ST-506 drives, by reading a label from sector 0 of the drive which describes the disk geometry and partitioning.

The sd?a partition is normally used for the root file system on a disk, the sd?b partition as a paging area, and the sd?c partition for pack-pack copying (it normally maps the entire disk). The rest of the disk is normally the sd?g partition.

FILES

/dev/sd[0-7][a-h]	block files
/dev/rsd[0-7][a-h]	raw files

SEE ALSO

dkio(4S)
Adaptec ACB 4000 and 5000 Series Disk Controllers OEM Manual

DIAGNOSTICS

sd%d%c: *cmd how (msg)* **blk %d**. A command such as read or write encountered a error condition (how): either it *failed*, the unit was *restored*, or an operation was *retry*'ed. The *msg* is derived from the error number given by the controller, indicating a condition such as ''drive not ready'' or ''sector not found''.

NAME

st – Driver for Sysgen SC 4000 (Archive) and the Emulex MT-02 Tape Controller

SYNOPSIS — SUN-3

controller sc0 at vme24d16 ? csr 0x200000 priority 2 vector scintr 64
controller si0 at vme24d16 ? csr 0x200000 priority 2 vector siintr 64
controller si0 at obio ? csr 0x140000 priority 2
tape st0 at sc0 drive 32 flags 1
tape st0 at si0 drive 32 flags 1

The first two **controller** lines above specify the first SCSI controller on a Sun-3/160. The third **controller** line above specifies the first and only SCSI controller on a Sun-3/50. The four **tape** lines specify the first and second tape drives on the first SCSI controller in a system.

SYNOPSIS — SUN-2

controller sc0 at mbmem ? csr 0x80000 priority 2
controller sc0 at vme24 ? csr 0x200000 priority 2 vector scintr 64
controller sc1 at mbmem ? csr 0x84000 priority 2
tape st0 at sc0 drive 32 flags 1
tape st1 at sc1 drive 32 flags 1

The first two **controller** lines above specify the first and second SCSI controllers on a Sun-2/120 or Sun-2/170. The third **controller** line above specifies the first controller on a Sun-2/160. The four **tape** lines specify the first and second tape drives on the first and second SCSI controllers in a system.

DESCRIPTION

In the synopsis lines above, the first line specifies the first SCSI controller on a Sun-2/120 or Sun-2/170; the second specifies the first such controller on a Sun-2/160; the third specifies the first SCSI controller on a Sun-3/160; the fourth specifies the first and only SCSI controller on a Sun-3/50. The last two lines specify the first tape drive on the first SCSI controller in a system.

The Sysgen tape controller is a SCSI bus interface to an Archive streaming tape drive. It provides a standard tape interface to the device, see *mtio*(4), with some deficiencies listed under BUGS below. To utilize the QIC 24 format, access the logical device that is eight more than the default physical (QIC 11) device (that is, rst0 = QIC 11, rst8 = QIC 24).

FILES

/dev/rst[0-3]	QIC 11 Format
/dev/rst[8-11]	QIC 24 Format
/dev/nrst[0-3]	non-rewinding QIC 11 Format
/dev/nrst[8-11]	non-rewinding QIC 24 Format

SEE ALSO

mtio(4)
Sysgen SC4000 Intelligent Tape Controller Product Specification
Archive Intelligent Tape Drive Theory of Operation, Archive Corporation (Sun 8000-1058-01)
Archive Product Manual (Sidewinder 1/4" Streaming Cartridge Tape Drive) (Sun 800-0628-01)
Emulex MT02 Tape Controller Technical Manual

DIAGNOSTICS

st*: tape not online.

st*: no cartridge in drive.

st*: cartridge is write protected.

st*: format change failed.

st*: device not supported.

BUGS

The tape cannot reverse direction so the BSF and BSR ioctls are not supported.

The FSR ioctl is not supported.

Most disk I/O over the SCSI bus is prevented when the tape is in use. This is because the controller does not free the bus while the tape is in motion (even during rewind).

When using the raw device, the number of bytes in any given transfer must be a multiple of 512. If it is not, the device driver returns an error.

The driver will only write an end of file mark on close if the last operation was a write, without regard for the mode used when opening the file. This will cause empty files to be deleted on a raw tape copy operation.

Some older systems may not support the QIC 24 device, and may complain (or exhibit erratic behavior) when the user attempts a QIC 24 device access.

NAME

tcp – Internet Transmission Control Protocol

SYNOPSIS

None; included automatically with *inet*(4F).

DESCRIPTION

TCP is a connection-oriented, end-to-end reliable protocol designed to fit into a layered hierarchy of protocols which support multi-network applications. TCP provides for reliable inter-process communication between pairs of processes in host computers attached to distinct but interconnected computer communication networks. Very few assumptions are made as to the reliability of the communication protocols below TCP layer. TCP assumes it can obtain a simple, potentially unreliable datagram service from the lower level protocols. In principle, TCP should be able to operate above a wide spectrum of communication systems ranging from hard-wired connections to packet-switched or circuit switched networks.

TCP fits into a layered protocol architecture just above the basic Internet Protocol (IP) described in *ip*(4P) which provides a way for TCP to send and receive variable-length segments of information enclosed in Internet datagram "envelopes." The Internet datagram provides a means for addressing source and destination TCPs in different networks, deals with any fragmentation or reassembly of the TCP segments required to achieve transport and delivery through multiple netwokrs and interconnecting gateways, and has the ability to carry information on the precedence, security classification and compartmentalization of the TCP segments (although this is not currently implemented under the UNIX system.)

An application process interfaces to TCP through the *socket*(2) abstraction and the related calles *bind*(2), *listen*(2), *accept*(2), *connect*(2), *send*(2) and *recv*(2). The primary purpose of TCP is to provide a reliable bidirectional virtual circuit service between pairs of processes. In general, the TCP's decide when to block and forward data at their own convenience. In the UNIX system implementation, it is assumed that any buffering of data is done at the user level, and the TCP's transmit available data as soon as possible to their remote peer. They do this and always set the PUSH bit indicating that the transferred data should be made available to the user process at the remote end as soon as practicable.

To provide reliable data TCP must recover from data that is damaged, lost, duplicated, or delivered out of order by the underlying internet communications system. This is achieved by assigning a sequence number to each byte of data transmitted and requiring a positive acknowledgement from the receiving TCP. If the ACK is not received within an (adaptively determined) timeout interval, the data is retransmitted. At the receiver, the sequence numbers are used to correctly order segments that may be received out of order and to eliminate duplicates. Damage is handled by adding a checksum to each segment transmitted, checking it at the receiver, and discarding damaged segments. As long as the TCP's continue to function properly and the internet system does not become disjoint, no tranmission errors will affect the correct delivery of data, as TCP recovers from communications errors.

TCP provides flow control over the transmitted data. The receiving TCP is allowed to specify the amount of data which may be sent by the sender, by returning a *window* with every acknowledgement indicating a range of acceptable sequence numbers beyond the last segment successfully received. The window indicates an allowed number of bytes that the sender may transmit before receiving further permission.

TCP extends the standard 32-bit Internet host addresses with a 16-bit port number space; the combined addresses are available at the UNIX system process level in the standard *sockaddr_in* format described in *inet*(4F).

Sockets utilizing the tcp protocol are either "active" or "passive". Active sockets initiate connections to passive sockets. By default TCP sockets are created active; to create a passive socket the *listen*(2) system call must be used after binding the socket to an address with the *bind*(2) system call. Only passive sockets may use the *accept*(2) call to accept incoming connections. Only active sockets may use the *connect*(2) call to initiate connections.

Passive sockets may "underspecify" their location to match incoming connection requests from multiple networks. This technique, termed "wildcard addressing", allows a single server to provide service to clients on multiple networks. To create a socket which listens on all networks, the Internet address

INADDR_ANY must be bound. The TCP port may still be specified at this time; if the port is not specified the system will assign one. Once a connection has been established the socket's address is fixed by the peer entity's location. The address assigned the socket is the address associated with the network interface through which packets are being transmitted and received. Normally this address corresponds to the peer entity's network. See *inet*(4F) for a complete description of addressing in the Internet family.

A TCP connection is created at the server end by doing a *socket*(2), a *bind*(2) to establish the address of the socket, a *listen*(2) to cause connection queueing, and then an *accept*(2) which returns the descriptor for the socket. A client connects to the server by doing a *socket*(2) and then a *connect*(2). Data may then be sent from server to client and back using *read*(2) and *write*(2).

TCP implements a very weak out-of-band mechanism, which may be invoked using the out-of-band provisions of *send*(2). This mechanism allows setting an urgent pointer in the data stream; it is reflected to the TCP user by making the byte after the urgent pointer available as out-of-band data and providing a SIOCATMARK ioctl which returns an integer indicating whether the stream is at the urgent mark. The system never returns data across the urgent mark in a single read. Thus, when a SIGURG signal is received indicating the presence of out-of-band data, and the out-of-band data indicates that the data to the mark should be flushed (as in remote terminal processing), it suffices to loop, checking whether you are at the out-of-band mark, and reading data while you are not at the mark.

SEE ALSO

inet(4F), ip(4P)

BUGS

It should be possible to send and receive TCP options.

The system always tries to negotiates the maximum TCP segment size to be 1024 bytes. This can result in poor performance if an intervening network performs excessive fragmentation.

SIOCSHIWAT and SIOCGHIWAT ioctl's to set and get the high water mark for the socket queue, and so that it can be changed from 2048 bytes to be larger or smaller, have been defined (in <sys/ioctl.h>) but not implemented.

NAME

tm – tapemaster 1/2 inch tape drive

SYNOPSIS — SUN-3

controller tm0 at vme16d16 ? csr 0xa0 priority 3 vector tmintr 96
controller tm1 at vme16d16 ? csr 0xa2 priority 3 vector tmintr 97
tape mt0 at tm0 drive 0 flags 1
tape mt0 at tm1 drive 0 flags 1

SYNOPSIS — SUN-2

controller tm0 at mbio ? csr 0xa0 priority 3
controller tm0 at vme16 ? csr 0xa0 priority 3 vector tmintr 96
controller tm1 at mbio ? csr 0xa2 priority 3
controller tm1 at vme16 ? csr 0xa2 priority 3 vector tmintr 97
tape mt0 at tm0 drive 0 flags 1
tape mt0 at tm1 drive 0 flags 1

DESCRIPTION

The Tapemaster tape controller controls Pertec-interface 1/2" tape drives such as the CDC Keystone, providing a standard tape interface to the device, see *mtio*(4).

SEE ALSO

mt(1), tar(1), ar(4S)
CPC Tapemaster Product Specification (Sun 800-0620-01)
CPC Tapemaster Application Note (Sun 800-0622-01)
CDC Streaming Tape Unit 9218X Reference Manual (Sun 800-0623-01)

DIAGNOSTICS

tm%d: no response from ctlr.

tm%d: error %d during config.

mt%d: not online.

mt%d: no write ring.

tmgo: gate wasn't open. Controller lost synch.

tmintr: can't clear interrupts.

tm%d: stray interrupts.

mt%d: hard error bn=%d er=%x.

mt%d: lost interrupt.

BUGS

The Tapemaster controller does not provide for byte-swapping and the resultant system overhead prevents streaming transports from streaming.

If a non-data error is encountered on non-raw tape, it refuses to do anything more until closed.

The system should remember which controlling terminal has the tape drive open and write error messages to that terminal rather than on the console.

NAME

tty – general terminal interface

SYNOPSIS

None; included by default.

DESCRIPTION

This section describes the special file */dev/tty* and the terminal drivers used for conversational computing by serial interfaces such as *zs*(4S), *cons*(4S), and *pty*(4).

Line disciplines.

The system provides different *line disciplines* for controlling communications lines. In this version of the system there are three disciplines available:

old	The old (standard) terminal driver. This is used when using the standard shell *sh*(1) and for compatibility with Version 7 UNIX systems.
new	A newer terminal driver, with features for job control; this must be used when using *csh*(1).
net	A line discipline used for networking and loading data into the system over communications lines. It allows high speed input at very low overhead, and is described in *bk*(4).

Line discipline switching is accomplished with the TIOCSETD *ioctl:*

```
int ldisc = LDISC; ioctl(f, TIOCSETD, &ldisc);
```

where LDISC is OTTYDISC for the standard tty driver, NTTYDISC for the new driver and NETLDISC for the networking discipline. The standard (currently old) tty line discipline is 0 by convention. The current line discipline can be obtained with the TIOCGETD ioctl. Pending input is discarded when the line discipline is changed.

All of the low-speed asynchronous communications ports can use any of the available line disciplines, no matter what hardware is involved. The remainder of this section discusses the "old" and "new" disciplines.

The control terminal.

When a terminal file is opened, it causes the process to wait until a connection is established. In practice, user programs seldom open these files; they are opened by *init*(8) and become a user's standard input and output file.

If a process which has no control terminal opens a terminal file, then that terminal file becomes the control terminal for that process. The control terminal is thereafter inherited by a child process, during a *fork*(2), even if the control terminal is closed.

The file /dev/tty is, in each process, a synonym for a *control terminal* associated with that process. It is useful for programs that wish to be sure of writing messages on the terminal no matter how output has been redirected. It can also be used for programs that demand a file name for output, when typed output is desired and it is tiresome to find out which terminal is currently in use.

A process can remove the association it has with its controlling terminal by opening the file /dev/tty and issuing a

```
ioctl(f, TIOCNOTTY, 0);
```

This is often desirable in server processes.

Process groups.

Command processors such as *csh*(1) can arbitrate the terminal between different *jobs* by placing related jobs in a single process group and associating this process group with the terminal. A terminal's associated process group may be set using the TIOCSPGRP *ioctl*(2):

```
ioctl(fildes, TIOCSPGRP, &pgrp)
```

or examined using TIOCGPGRP, which returns the current process group in *pgrp*. The new terminal driver aids in this arbitration by restricting access to the terminal by processes which are not in the current process group; see Job access control below.

Modes.

The terminal line disciplines have three major modes, characterized by the amount of processing on the input and output characters:

cooked	The normal mode. In this mode lines of input are collected and input editing is done. The edited line is made available when it is completed by a newline or when the *t_brkc* character, normally an EOT (control-D, hereafter ^D), is entered. A carriage return is usually made synonymous with newline in this mode, and replaced with a newline whenever it is typed. All line discipline functions (input editing, interrupt generation, output processing such as delay generation and tab expansion, etc.) are available in this mode.
CBREAK	This mode eliminates the character, word, and line editing input facilities, making the input character available to the user program as it is typed. Flow control, literal-next and interrupt processing are still done in this mode. Output processing is done.
RAW	This mode eliminates all input processing and makes all input characters available as they are typed; no output processing is done either.

The style of input processing can also be very different when the terminal is put in non-blocking i/o mode; see the FNDELAY flag as described in *fcntl*(2). In this case a *read*(2) from the control terminal will never block, but rather return an error indication (EWOULDBLOCK) if there is no input available.

A process may also request a SIGIO signal be sent it whenever input is present. To enable this mode the FASYNC flag should be set using *fcntl*(2).

Input editing.

A UNIX system terminal ordinarily operates in full-duplex mode. Characters may be typed at any time, even while output is occurring, and are only lost when the system's character input buffers become completely choked, which is rare, or when the user has accumulated the maximum allowed number of input characters that have not yet been read by some program. Currently this limit is 256 characters. In the old terminal line discipline all the saved characters are thrown away without notice when the limit is reached; in RAW or CBREAK mode, the new line discipline throws away all input and output, but in cooked mode it refuses to accept any further input and rings the terminal bell.

Input characters are normally accepted in either even or odd parity with the parity bit being stripped off before the character is given to the program. By clearing either the EVEN or ODD bit in the flags word it is possible to have input characters with that parity discarded (see the **Summary** below.)

In all of the line disciplines, it is possible to simulate terminal input using the TIOCSTI ioctl, which takes, as its third argument, the address of a character. The system pretends that this character was typed on the argument terminal, which must be the control terminal except for the super-user (this call is not in standard Version 7 UNIX system).

Input characters are normally echoed by putting them in an output queue as they arrive. This may be disabled by clearing the ECHO bit in the flags word using the *stty*(3C) call or the TIOCSETN or TIOCSETP ioctls (see the **Summary** below).

In cooked mode, terminal input is processed in units of lines. A program attempting to read will normally be suspended until an entire line has been received (but see the description of SIGTTIN in Modes above and FIONREAD in **Summary** below.) No matter how many characters are requested in the read call, at most one line will be returned. It is not, however, necessary to read a whole line at once; any number of characters may be requested in a read, even one, without losing information.

During input, line editing is normally done, with the DELETE character logically erasing the last character typed and a ^U (control-U) logically erasing the entire current input line. These characters never erase beyond the beginning of the current input line or an ^D. These characters may be entered literally by preceding them with '\'; in the old teletype line discipline both the '\' and the character entered literally will appear on the screen; in the new line discipline the '\' will normally disappear.

The line disciplines normally treat either a carriage return or a newline character as terminating an input line, replacing the return with a newline and echoing a return and a line feed. If the CRMOD bit is cleared in the local mode word then the processing for carriage return is disabled, and it is simply echoed as a return, and does not terminate cooked mode input.

In the new line discipline there is a literal-next character ^V which can be typed in both cooked and CBREAK mode preceding any character to prevent its special meaning. This is to be preferred to the use of '\' escaping erase and kill characters, but '\' is (at least temporarily) retained with its old function in the new line discipline.

The new terminal line discipline also provides two other editing characters in normal mode. The word-erase character, normally ^W, erases the preceding word, but not any spaces before it. For the purposes of ^W, a word is defined as a sequence of non-blank characters, with tabs counted as blanks. Finally, the reprint character, normally ^R, retypes the pending input beginning on a new line. Retyping occurs automatically in cooked mode if characters which would normally be erased from the screen are fouled by program output.

Input echoing and redisplay

In the old terminal line discipline, nothing special occurs when an erase character is typed; the erase character is simply echoed. When a kill character is typed it is echoed followed by a new-line (even if the character is not killing the line, because it was preceded by a '\').

The new terminal line discipline has several modes for handling the echoing of terminal input, controlled by bits in a local mode word.

Hardcopy terminals. When a hardcopy terminal is in use, the LPRTERA bit is normally set in the local mode word. Characters which are logically erased are then printed out backwards preceded by '\' and followed by '/' in this mode.

Crt terminals. When a crt terminal is in use, the LCRTBS bit is normally set in the local mode word. The terminal line discipline then echoes the proper number of backspace characters when input is erased to reposition the cursor. If the input has become fouled due to interspersed asynchronous output, the input is automatically retyped.

Erasing characters from a crt. When a crt terminal is in use, the LCRTERA bit may be set to cause input to be erased from the screen with a "backspace-space-backspace" sequence when character or word deleting sequences are used. A LCRTKIL bit may be set as well, causing the input to be erased in this manner on line kill sequences as well.

Echoing of control characters. If the LCTLECH bit is set in the local state word, then non-printing (control) characters are normally echoed as ^X (for some X) rather than being echoed unmodified; delete is echoed as ^?.

The normal modes for using the new terminal line discipline on crt terminals are speed dependent. At speeds less than 1200 baud, the LCRTERA and LCRTKILL processing is painfully slow, so *stty*(1) normally just sets LCRTBS and LCTLECH; at speeds of 1200 baud or greater all of these bits are normally set. The *stty*(1) command summarizes these option settings and the use of the new terminal line discipline as "newcrt."

Output processing.

When one or more characters are written, they are actually transmitted to the terminal as soon as previously-written characters have finished typing. (As noted above, input characters are normally echoed by putting them in the output queue as they arrive.) When a process produces characters more rapidly than they can be typed, it will be suspended when its output queue exceeds some limit. When the queue has drained down to some threshold the program is resumed. Even parity is normally generated on output. The EOT character is not transmitted in cooked mode to prevent terminals that respond to it from hanging up; programs using raw or cbreak mode should be careful.

The terminal line disciplines provide necessary processing for cooked and CBREAK mode output including delay generation for certain special characters and parity generation. Delays are available after backspaces ^H, form feeds ^L, carriage returns ^M, tabs ^I and newlines ^J. The line disciplines will also optionally expand tabs into spaces, where the tab stops are assumed to be set every eight columns. These functions are controlled by bits in the tty flags word; see **Summary** below.

The terminal line disciplines provide for mapping between upper and lower case on terminals lacking lower case, and for other special processing on deficient terminals.

Finally, in the new terminal line discipline, there is an output flush character, normally ^O, which sets the LFLUSHO bit in the local mode word, causing subsequent output to be flushed until it is cleared by a program or more input is typed. This character has effect in both cooked and CBREAK modes and causes pending input to be retyped if there is any pending input. An ioctl to flush the characters in the input and output queues, TIOCFLUSH, is also available.

Upper case terminals and Hazeltines

If the LCASE bit is set in the tty flags, then all upper-case letters are mapped into the corresponding lower-case letter. The upper-case letter may be generated by preceding it by '\'. If the new terminal line discipline is being used, then upper case letters are preceded by a '\' when output. In addition, the following escape sequences can be generated on output and accepted on input:

for	`	|	~	{	}
use	\´	\!	\^	\(	\)

To deal with Hazeltine terminals, which do not understand that ~ has been made into an ASCII character, the LTILDE bit may be set in the local mode word when using the new terminal line discipline; in this case the character ~ will be replaced with the character ` on output.

Flow control.

There are two characters (the stop character, normally ^S, and the start character, normally ^Q) which cause output to be suspended and resumed respectively. Extra stop characters typed when output is already stopped have no effect, unless the start and stop characters are made the same, in which case output resumes.

A bit in the flags word may be set to put the terminal into TANDEM mode. In this mode the system produces a stop character (default ^S) when the input queue is in danger of overflowing, and a start character (default ^Q) when the input has drained sufficiently. This mode is useful when the terminal is actually another machine that obeys the conventions.

Line control and breaks.

There are several *ioctl* calls available to control the state of the terminal line. The TIOCSBRK ioctl will set the break bit in the hardware interface causing a break condition to exist; this can be cleared (usually after a delay with *sleep*(3)) by TIOCCBRK. Break conditions in the input are reflected as a null character in RAW mode or as the interrupt character in cooked or CBREAK mode. The TIOCCDTR ioctl will clear the data terminal ready condition; it can be set again by TIOCSDTR.

When the carrier signal from the dataset drops (usually because the user has hung up his terminal) a SIGHUP hangup signal is sent to the processes in the distinguished process group of the terminal; this usually causes them to terminate (the SIGHUP can be suppressed by setting the LNOHANG bit in the local state word of the driver.) Access to the terminal by other processes is then normally revoked, so any further reads will fail, and programs that read a terminal and test for end-of-file on their input will terminate appropriately.

When using an ACU it is possible to ask that the phone line be hung up on the last close with the TIOCHPCL ioctl; this is normally done on the outgoing line.

Interrupt characters.

There are several characters that generate interrupts in cooked and CBREAK mode; all are sent to the processes in the control group of the terminal, as if a TIOCGPGRP ioctl were done to get the process group and then a *killpg*(2) system call were done, except that these characters also flush pending input and output when typed at a terminal (*a la* TIOCFLUSH). The characters shown here are the defaults; the field names in the structures (given below) are also shown. The characters may be changed.

^C	**t_intrc** (ETX) generates a SIGINT signal. This is the normal way to stop a process which is no longer interesting, or to regain control in an interactive program.
^\	**t_quitc** (FS) generates a SIGQUIT signal. This is used to cause a program to terminate and produce a core image, if possible, in the file **core** in the current directory.
^Z	**t_suspc** (EM) generates a SIGTSTP signal, which is used to suspend the current process group.
^Y	**t_dsuspc** (SUB) generates a SIGTSTP signal as ^Z does, but the signal is sent when a program attempts to read the ^Y, rather than when it is typed.

Job access control.

When using the new terminal line discipline, if a process which is not in the distinguished process group of its control terminal attempts to read from that terminal its process group is sent a SIGTTIN signal. This signal normally causes the members of that process group to stop. If, however, the process is ignoring SIGTTIN, has SIGTTIN blocked, is an *orphan process*, or is in the middle of process creation using *vfork*(2)), it is instead returned an end-of-file. (An *orphan process* is a process whose parent has exited and has been inherited by the *init*(8) process.) Under older UNIX systems these processes would typically have had their input files reset to **/dev/null**, so this is a compatible change.

When using the new terminal line discipline with the LTOSTOP bit set in the local modes, a process is prohibited from writing on its control terminal if it is not in the distinguished process group for that terminal. Processes which are holding or ignoring SIGTTOU signals, which are orphans, or which are in the middle of a *vfork*(2) are excepted and allowed to produce output.

Summary of modes.

Unfortunately, due to the evolution of the terminal drivers and line disciplines, there are 4 different structures which contain various portions of the driver and line discipline data. The first of these (**sgttyb**) contains that part of the information largely common between Version 6 and Version 7 UNIX systems. The second contains additional control characters added in Version 7. The third is a word of local state peculiar to the new terminal line discipline, and the fourth is another structure of special characters added for the new line discipline. In the future a single structure may be made available to programs which need to access all this information; most programs need not concern themselves with all this state.

Basic modes: sgtty.

The basic *ioctl*s use the structure defined in *<sgtty.h>*:

```
struct sgttyb {
        char    sg_ispeed;
        char    sg_ospeed;
        char    sg_erase;
        char    sg_kill;
        short   sg_flags;
};
```

The *sg_ispeed* and *sg_ospeed* fields describe the input and output speeds of the device according to the following table, which corresponds to the DEC DH-11 interface. If other hardware is used, impossible speed changes are ignored. Symbolic values in the table are as defined in *<sys/ttydev.h>*.

B0	0	(hang up dataphone)
B50	1	50 baud
B75	2	75 baud

B110	3	110 baud
B134	4	134.5 baud
B150	5	150 baud
B200	6	200 baud
B300	7	300 baud
B600	8	600 baud
B1200	9	1200 baud
B1800	10	1800 baud
B2400	11	2400 baud
B4800	12	4800 baud
B9600	13	9600 baud
EXTA	14	19200 baud
EXTB	15	External B

In the current configuration, only 110, 150, 300 and 1200 baud are really supported on dial-up lines. Code conversion and line control required for IBM 2741's (134.5 baud) must be implemented by the user's program. The half-duplex line discipline required for the 202 dataset (1200 baud) is not supplied; full-duplex 212 datasets work fine.

The *sg_erase* and *sg_kill* fields of the argument structure specify the erase and kill characters respectively. (Defaults are DELETE and ^U.)

The *sg_flags* field of the argument structure contains several bits that determine the system's treatment of the terminal:

ALLDELAY	0177400	Delay algorithm selection
BSDELAY	0100000	Select backspace delays (not implemented):
BS0	0	
BS1	0100000	
VTDELAY	0040000	Select form-feed and vertical-tab delays:
FF0	0	
FF1	0100000	
CRDELAY	0030000	Select carriage-return delays:
CR0	0	
CR1	0010000	
CR2	0020000	
CR3	0030000	
TBDELAY	0006000	Select tab delays:
TAB0	0	
TAB1	0001000	
TAB2	0004000	
XTABS	0006000	
NLDELAY	0001400	Select new-line delays:
NL0	0	
NL1	0000400	
NL2	0001000	
NL3	0001400	
EVENP	0000200	Even parity allowed on input (most terminals)
ODDP	0000100	Odd parity allowed on input
RAW	0000040	Raw mode: wake up on all characters, 8-bit interface
CRMOD	0000020	Map CR into LF; echo LF or CR as CR-LF
ECHO	0000010	Echo (full duplex)
LCASE	0000004	Map upper case to lower on input
CBREAK	0000002	Return each character as soon as typed
TANDEM	0000001	Automatic flow control

The delay bits specify how long transmission stops to allow for mechanical or other movement when certain characters are sent to the terminal. In all cases a value of 0 indicates no delay.

Backspace delays are currently ignored but might be used for Terminet 300's.

If a form-feed/vertical tab delay is specified, it lasts for about 2 seconds.

Carriage-return delay type 1 lasts about .08 seconds and is suitable for the Terminet 300. Delay type 2 lasts about .16 seconds and is suitable for the VT05 and the TI 700. Delay type 3 is suitable for the concept-100 and pads lines to be at least 9 characters at 9600 baud.

New-line delay type 1 is dependent on the current column and is tuned for Teletype model 37's. Type 2 is useful for the VT05 and is about .10 seconds. Type 3 is unimplemented and is 0.

Tab delay type 1 is dependent on the amount of movement and is tuned to the Teletype model 37. Type 3, called XTABS, is not a delay at all but causes tabs to be replaced by the appropriate number of spaces on output.

Input characters with the wrong parity, as determined by bits 200 and 100, are ignored in cooked and CBREAK mode.

RAW disables all processing save output flushing with LFLUSHO; full 8 bits of input are given as soon as it is available; all 8 bits are passed on output. A break condition in the input is reported as a null character. If the input queue overflows in raw mode it is discarded; this applies to both new and old line discipline.

CRMOD causes input carriage returns to be turned into new-lines; input of either CR or LF causes LF-CR both to be echoed (for terminals with a new-line function).

CBREAK is a sort of half-cooked (rare?) mode. Programs can read each character as soon as typed, instead of waiting for a full line; all processing is done except the input editing: character and word erase and line kill, input reprint, and the special treatment of \ or EOT are disabled.

TANDEM mode causes the system to produce a stop character (default ^S) whenever the input queue is in danger of overflowing, and a start character (default ^Q) when the input queue has drained sufficiently. It is useful for flow control when the 'terminal' is really another computer which understands the conventions.

Note: The same stop- and start-characters are used for both direction on the *tty* line.

Basic ioctls

In addition to the TIOCSETD and TIOCGETD disciplines discussed in **Line disciplines** above, a large number of other *ioctl*(2) calls apply to terminals, and have the general form:

#include <sgtty.h>

ioctl(fildes, code, arg)
struct sgttyb *arg;

The applicable codes are:

TIOCGETP	Fetch the basic parameters associated with the terminal, and store in the pointed-to *sgttyb* structure.
TIOCSETP	Set the parameters according to the pointed-to *sgttyb* structure. The interface delays until output is quiescent, then throws away any unread characters, before changing the modes.
TIOCSETN	Set the parameters like TIOCSETP but do not delay or flush input. Input is not preserved, however, when changing to or from RAW.

With the following codes the *arg* is ignored.

TIOCEXCL	Set "exclusive-use" mode: no further opens are permitted until the file has been closed.
TIOCNXCL	Turn off "exclusive-use" mode.

TIOCHPCL	When the file is closed for the last time, hang up the terminal. This is useful when the line is associated with an ACU used to place outgoing calls.
TIOCFLUSH	All characters waiting in input or output queues are flushed.

The remaining calls are not available in vanilla Version 7 UNIX systems. In cases where arguments are required, they are described; *arg* should otherwise be given as 0.

TIOCSTI	the argument is the address of a character which the system pretends was typed on the terminal.
TIOCSBRK	the break bit is set in the terminal.
TIOCCBRK	the break bit is cleared.
TIOCSDTR	data terminal ready is set.
TIOCCDTR	data terminal ready is cleared.
TIOCGPGRP	arg is the address of a word into which is placed the process group number of the control terminal.
TIOCSPGRP	arg is a word (typically a process id) which becomes the process group for the control terminal.
FIONREAD	returns in the long integer whose address is arg the number of immediately readable characters from the argument unit. This works for files, pipes, and terminals.

Tchars

The second structure associated with each terminal specifies characters that are special in both the old and new terminal interfaces: The following structure is defined in *<sys/ioctl.h>*, which is automatically included in *<sgtty.h>*:

```
struct tchars {
        char    t_intrc;        /* interrupt */
        char    t_quitc;        /* quit */
        char    t_startc;       /* start output */
        char    t_stopc;        /* stop output */
        char    t_eofc;         /* end-of-file */
        char    t_brkc;         /* input delimiter (like nl) */
};
```

The default values for these characters are ^C, ^\, ^Q, ^S, ^D, and −1. A character value of −1 eliminates the effect of that character. The *t_brkc* character, by default −1, acts like a new-line in that it terminates a 'line,' is echoed, and is passed to the program. The 'stop' and 'start' characters may be the same, to produce a toggle effect. It is probably counterproductive to make other special characters (including erase and kill) identical. The applicable ioctl calls are:

TIOCGETC	Get the special characters and put them in the specified structure.
TIOCSETC	Set the special characters to those given in the structure.

Local mode

The third structure associated with each terminal is a local mode word; except for the LNOHANG bit, this word is interpreted only when the new driver is in use. The bits of the local mode word are:

LCRTBS	000001	Backspace on erase rather than echoing erase
LPRTERA	000002	Printing terminal erase mode
LCRTERA	000004	Erase character echoes as backspace-space-backspace
LTILDE	000010	Convert ~ to ` on output (for Hazeltine terminals)
LLITOUT	000040	Suppress output translations
LTOSTOP	000100	Send SIGTTOU for background output

LFLUSHO	000200	Output is being flushed
LNOHANG	000400	Don't send hangup when carrier drops
	001000	Unimplemented.
LCRTKIL	002000	BS-space-BS erase entire line on line kill
LCTLECH	010000	Echo input control chars as ^X, delete as ^?
LPENDIN	020000	Retype pending input at next read or input character
LDECCTQ	040000	Only ^Q restarts output after ^S, like DEC systems
LNOFLSH	100000	Inhibit flushing of pending I/O when an interrupt character is typed.

The applicable *ioctl* functions are:

TIOCLBIS	arg is the address of a mask which is the bits to be set in the local mode word.
TIOCLBIC	arg is the address of a mask of bits to be cleared in the local mode word.
TIOCLSET	arg is the address of a mask to be placed in the local mode word.
TIOCLGET	arg is the address of a word into which the current mask is placed.

Local special chars

The final structure associated with each terminal is the *ltchars* structure which defines interrupt characters for the new terminal driver. Its structure is:

```
struct ltchars {
        char    t_suspc;        /* stop process signal */
        char    t_dsuspc;       /* delayed stop process signal */
        char    t_rprntc;       /* reprint line */
        char    t_flushc;       /* flush output (toggles) */
        char    t_werasc;       /* word erase */
        char    t_lnextc;       /* literal next character */
};
```

The default values for these characters are ^Z, ^Y, ^R, ^O, ^W, and ^V. A value of −1 disables the character.

The applicable *ioctl* functions are:

TIOCSLTC	args is the address of a *ltchars* structure which defines the new local special characters.
TIOCGLTC	args is the address of a *ltchars* structure into which is placed the current set of local special characters.

FILES

/dev/tty
/dev/tty*
/dev/console

SEE ALSO

csh(1), stty(1), ioctl(2), sigvec(2), stty(3C), getty(8), init(8)

BUGS

Half-duplex terminals are not supported.

Processes that are not invoked with a control terminal, but open a *dialout* line can hang indefinitely. Once the *dialout* line is opened, it becomes the control terminal. Should the process then open /dev/tty, it will hang because /dev/tty resolves to the corresponding *dialin* line. The process will wait for the dialin sequence to complete, even though the line is already connected.

NAME

udp – Internet User Datagram Protocol

SYNOPSIS

None; comes automatically with *inet*(4F).

DESCRIPTION

The User Datagram Protocol (UDP) is defined to make available a datagram mode of packet switched computer communicaton in the environment of an interconnected set of computer networks. The protocol assumes that the Internet Protocol (IP) as described in *ip*(4P) is used as the underlying protocol.

The protocol provides a procedure for application programs to send messages to other programs with a minimum of protocol mechanism. The protocol is transaction oriented, and delivery and duplicate protection are not guaranteed. Applications requiring ordered reliable delivery of streams of data should use the Transmission Control Protocol (TCP) as described in *tcp*(4P).

The UNIX system implementation of UDP makes it available as a socket of type SOCK_DGRAM. UDP sockets are normally used in a connectionless fashion, with the *sendto* and *recvfrom* calls described in *send*(2) and *recv*(2).

A UDP socket is created with a *socket*(2) call:

```
s = socket(AF_INET, SOCK_DGRAM, 0);
```

The socket initially has no address associated with it, and may be given an address with a *bind*(2) call as described in *inet*(4F). If no *bind* call is done, then the address assignment procedure described in *inet*(4F) is repeated as each datagram is sent.

When datagrams are sent the system encapsulates the user supplied data with UDP and IP headers. Unless the invoker is the super-user datagrams which would become broadcast packets on the network to which they are addressed are not allowed. Unless the socket has had a SO_DONTROUTE option enabled (see *socket*(2)) the outgoing datagram is routed through the routing tables as described in *routing*(4N). If there is insufficient system buffer space to temporarily hold the datagram while it is being trasmitted, the *sendto* may result in a ENOBUFS error. Other errors (ENETUNREACH, EADDRNOTAVAIL, EACCES, EMSGSIZE) may be generated by *icmp*(4P) or by the network interfaces themselves, and are reflected back in the *send* call.

As each UDP datagram arrives at a host the system strips out the IP options and checksums the data field, discarding the datagram if the checksum indicates that the datagram has been damaged. If no socket exists for the datagram to be sent to then an ICMP error is returned to the originating socket. If a socket exists for this datagram to be sent to, then we will append the datagram and the address from which it came to a queue associated with the datagram socket. This queue has limited capacity (2048 bytes of datagrams) and arriving datagrams which will not fit within its *high-water* capacity are silently discarded.

UDP processes ICMP errors reflected to it by *icmp*(4P). QUENCH errors are ignored (this is well considered a bug); UNREACH, TIMXCEED and PARAMPROB errors cause the socket to be disconnected from its peer if it was bound to a peer using *bind*(2) so that subsequent attempts to send datagrams via that socket will give an error indication.

The UDP datagram protocol differs from IP datagrams in that it adds a checksum over the data bytes and contains a 16-bit socket address on each machine rather than just the 32-bit machine address; UDP datagrams are addressed to sockets; IP packets are addressed to hosts.

SEE ALSO

recv(2), send(2), inet(4F)
"User Datagram Protocol", RFC768, John Postel, USC-ISI (Sun 800-1054-01)

BUGS

SIOCSHIWAT and SIOCGHIWAT ioctl's to set and get the high water mark for the socket queue, and so that it can be changed from 2048 bytes to be larger or smaller, have been defined (in <sys/ioctl.h>) but not implemented.

Something sensible should be done with QUENCH errors if the socket is bound to a peer socket.

NAME

vp – Ikon 10071-5 Versatec parallel printer interface

SYNOPSIS — SUN-2

device vp0 at mbio ? csr 0x400 priority 2

DESCRIPTION

This Sun interface to the Versatec printer/plotter is supported by the Ikon parallel interface board, a word DMA device, which is output only.

The Versatec is normally handled by the line printer spooling system and should not be accessed by the user directly.

Opening the device */dev/vp0* may yield one of two errors: ENXIO indicates that the device is already in use; EIO indicates that the device is offline.

The printer operates in either print or plot mode. To set the printer into plot mode you should include <vcmd.h> and use the *ioctl*(2) call

```
ioctl(f, VSETSTATE, plotmd);
```

where *plotmd* is defined to be

```
int plotmd[] = { VPLOT, 0, 0 };
```

When going back into print mode from plot mode you normally eject paper by sending it an EOT after putting into print mode:

```
int prtmd[] = { VPRINT, 0, 0 };
...
fflush(vp);
f = fileno (vp);
ioctl(f, VSETSTATE, prtmd);
write(f, "\04", 1);
```

FILES

/dev/vp0

SEE ALSO

Multibus/Versatec Interface, Ikon Corp (Includes Versatec Manual) (Sun 800-1065-01)

BUGS

If you use the standard i/o library on the Versatec, be sure to explicitly set a buffer using *setbuf*, since the library will not use buffered output by default, and will run very slowly.

Writes must start on even byte boundaries and be an even number of bytes in length.

NAME

vpc – Systech VPC-2200 Versatec printer/plotter and Centronics printer interface

SYNOPSIS — SUN-2

device vpc0 at mbio ? csr 0x480 priority 2
device vpc1 at mbio ? csr 0x500 priority 2

DESCRIPTION

This Sun interface to the Versatec printer/plotter and to Centronics printers is supported by the Systech parallel interface board, an output-only byte-wide DMA device. The device has one channel for Versatec devices and one channel for Centronics devices, with an optional long lines interface for Versatec devices.

Devices attached to this interface are normally handled by the line printer spooling system and should not be accessed by the user directly.

Opening the device */dev/vp0* or */dev/lp0* may yield one of two errors: ENXIO indicates that the device is already in use; EIO indicates that the device is offline.

The Versatec printer/plotter operates in either print or plot mode. To set the printer into plot mode you should include <vcmd.h> and use the *ioctl*(2) call:

```
ioctl(f, VSETSTATE, plotmd);
```

where *plotmd* is defined to be

```
int plotmd[ ] = { VPLOT, 0, 0 };
```

When going back into print mode from plot mode you normally eject paper by sending it an EOT after putting into print mode:

```
int prtmd[ ] = { VPRINT, 0, 0 };
...
fflush(vpc);
f = fileno(vpc);
ioctl(f, VSETSTATE, prtmd);
write(f, "\04", 1);
```

FILES

/dev/vp0
/dev/lp0

SEE ALSO

Systech VPC-2200 Versatec Printer/Plotter Controller Technical Manual

BUGS

If you use the standard I/O library on the Versatec, be sure to explicitly set a buffer using *setbuf*, since the library will not use buffered output by default, and will run very slowly.

NAME

win – Sun window system

SYNOPSIS

pseudo-device win*number*
pseudo-device dtop*number*

DESCRIPTION

The *win* pseudo-device accesses the system drivers supporting the Sun window system. *number*, in the device description line above, indicates the maximum number of windows supported by the system. *number* is set to 128 in the *GENERIC* system configuration file used to generate the kernel used in Sun systems as they are shipped. The *dtop* pseudo-device line indicates the number of separate "desktops" (frame buffers) that can be actively running the Sun window system at once. In the *GENERIC* file, this number is set to 4.

Each window in the system is represented by a */dev/win** device. The windows are organized as a tree with windows being subwindows of their parents, and covering/covered by their siblings. Each window has a position in the tree, a position on a display screen, an input queue, and information telling what parts of it are exposed.

The window driver multiplexes keyboard and mouse input among the several windows, tracks the mouse with a cursor on the screen, provides each window access to information about what parts of it are exposed, and notifies the manager process for a window when the exposed area of the window changes so that the window may repair its display.

Full information on the window system functions is given in the *Programmer's Reference Manual for SunWindows.*

FILES

/dev/win[0-9]
/dev/win[0-9][0-9]

SEE ALSO

Programmer's Reference Manual for SunWindows

NAME

xt – Xylogics 472 1/2 inch tape controller

SYNOPSIS — SUN-3

controller xtc0 at vme16d16 ? csr 0xee60 priority 3 vector xtintr 100
controller xtc1 at vme16d16 ? csr 0xee68 priority 3 vector xtintr 101
tape xt0 at xtc0 drive 0 flags 1
tape xt1 at xtc1 drive 0 flags 1

SYNOPSIS — SUN-2

controller xtc0 at mbio ? csr 0xee60 priority 3
controller xtc0 at vme16 ? csr 0xee60 priority 3 vector xtintr 100
controller xtc1 at mbio ? csr 0xee68 priority 3
controller xtc1 at vme16 ? csr 0xee68 priority 3 vector xtintr 101
tape xt0 at xtc0 drive 0 flags 1
tape xt1 at xtc1 drive 0 flags 1

DESCRIPTION

The Xylogics 472 tape controller controls Pertec-interface 1/2" tape drives such as the CDC Keystone III, providing a standard tape interface to the device, see mtio(4). This controller is used to support high speed or high density drives, which are not supported effectively by the older TapeMaster controller (tm(4)).

The flags field is used to control remote density select operation: a 0 specifies no remote density selection is to be attempted, a 1 specifies that the Pertec density-select line is used to toggle between high and low density; a 2 specifies that the Pertc speed-select line is used to toggle between high and low density. The default is 1, which is appropriate for the CDC Keystone III (92185) and the Telex 9250. In no case will the controller select among more than 2 densities.

SEE ALSO

mt(1), *tar*(1), *tm*(4), *mtio*(4)

NAME

xy – Disk driver for Xylogics SMD Disk Controllers

SYNOPSIS — SUN-3

controller xyc0 at vme16d16 ? csr 0xee40 priority 2 vector xyintr 72
controller xyc1 at vme16d16 ? csr 0xee48 priority 2 vector xyintr 73
disk xy0 at xyc0 drive 0
disk xy1 at xyc0 drive 1
disk xy2 at xyc1 drive 0
disk xy3 at xyc1 drive 1

The two controller lines given in the synopsis sections above specify the first and second Xylogics 450 SMD disk controller in a Sun system.

SYNOPSIS — SUN-2

controller xyc0 at vme16 ? csr 0xee40 priority 2 vector xyintr 72
controller xyc1 at vme16 ? csr 0xee48 priority 2 vector xyintr 73
controller xyc0 at mbio ? csr 0xee40 priority 2
controller xyc1 at mbio ? csr 0xee48 priority 2
disk xy0 at xyc0 drive 0
disk xy1 at xyc0 drive 1
disk xy2 at xyc1 drive 0
disk xy3 at xyc1 drive 1

The first two controller lines specify the first and second Xylogics 450 SMD disk controllers in a Sun-2/160 VMEbus based system. The third and fourth controller lines specify the first and second Xylogics 450 SMD disk controllers in a Sun-2/120 or a SUn-2/170 Multibus based system.

DESCRIPTION

Files with minor device numbers 0 through 7 refer to various portions of drive 0; minor devices 8 through 15 refer to drive 1, and so on. The standard device names begin with 'xy' followed by the drive number and then a letter a-h for partitions 0-7 respectively. The character ? stands here for a drive number in the range 0-7.

The block files access the disk via the system's normal buffering mechanism and may be read and written without regard to physical disk records. There is also a 'raw' interface which provides for direct transmission between the disk and the user's read or write buffer. A single read or write call usually results in only one I/O operation; therefore raw I/O is considerably more efficient when many words are transmitted. The names of the raw files conventionally begin with an extra 'r.'

In raw I/O counts should be a multiple of 512 bytes (a disk sector). Likewise *seek* calls should specify a multiple of 512 bytes.

DISK SUPPORT

This driver handles all SMD drives by reading a label from sector 0 of the drive which describes the disk geometry and partitioning.

The xy?a partition is normally used for the root file system on a disk, the xy?b partition as a paging area, and the xy?c partition for pack-pack copying (it normally maps the entire disk). The rest of the disk is normally the xy?g partition.

FILES

/dev/xy[0-7][a-h]	block files
/dev/rxy[0-7][a-h]	raw files

SEE ALSO

dkio(4S)
Xylogics Model 450 Peripheral Processor SMD Disk Subsystem Maintenance and Reference Manual (Sun 800-1025-01)

DIAGNOSTICS

xyc%d: self test error %x - %s. Self test error in controller, see the Maintenance and Reference Manual.

xyc%d: address mode jumper is wrong. The controller is strapped for 24-bit Multibus addresses. Sun systems use 20-bit addresses for Multibus based systems and 24-bit addresses for VMEbus based systems. See the subsection on the Xylogics controller in the appropriate Sun *Hardware Installation Manual* for your machine(s) for instructions on how to set the jumpers on the 450.

xyattach: can't get bad sector info. The bad sector forwarding information for the disk, which is kept on the last cylinder, could not be read.

xy%d: drive type %d clash with xy%d. The 450 does not support mixing the drive types found on these units on a single controller.

xy%d: initialization failed.

xy%d: error %x reading label on head %d. Error reading drive geometry/partition table information.

xy%d: Corrupt label. The geometry/partition label checksum was incorrect.

xy%d: Unsupported phys partition # %d.

xy%d: offline.

xy%d%c: *cmd how (msg)* **blk %d.** A command such as read, write, or format encountered a error condition (how): either it *failed*, the unit was *restored*, or an operation was *retry*'ed. The *msg* is derived from the error number given by the controller, indicating a condition such as 'drive not ready', 'sector not found' or 'disk write protected'.

BUGS

In raw I/O *read* and *write*(2) truncate file offsets to 512-byte block boundaries, and *write* scribbles on the tail of incomplete blocks. Thus, in programs that are likely to access raw devices, *read, write* and *lseek*(2) should always deal in 512-byte multiples.

NAME

zs – zilog 8530 SCC serial comunications driver

SYNOPSIS — SUN-3

device zs0 at obio ? csr 0x20000 flags 3 priority 3
device zs1 at obio ? csr 0x00000 flags 0x103 priority 3

SYNOPSIS — SUN-2

device zs0 at virtual ? csr 0xeec800 flags 3 priority 3
device zs1 at virtual ? csr 0xeec000 flags 0x103 priority 3
device zs2 at mbmem ? csr 0x80800 flags 3 priority 3
device zs3 at mbmem ? csr 0x81000 flags 3 priority 3
device zs4 at mbmem ? csr 0x84800 flags 3 priority 3
device zs5 at mbmem ? csr 0x85000 flags 3 priority 3

DESCRIPTION

The Zilog 8530 provides 2 serial communication lines with full modem control. Each line behaves as described in *tty*(4). Input and output for each line may independently be set to run at any of 16 speeds; see *tty*(4) for the encoding.

Of the synopsis lines above, the line for zs0 specifies the serial I/O ports provided by the CPU board, the line for zs1 specifies the Video Board ports (which are used for keyboard and mouse), the lines for zs2 and zs3 specify the first and second ports on the first SCSI board in a system, and those for zs4 and zs5 specify the first and second ports provided by the second SCSI board in a system, respectively.

Bit *i* of flags may be specified to say that a line is not properly connected, and that the line *i* should be treated as hard-wired with carrier always present. Thus specifying "flags 0x2" in the specification of zs0 would cause line ttyb to be treated in this way.

To allow a single tty line to be connected to a modem and used for both incoming and outgoing calls, a special feature, controlled by the minor device number, has been added. Minor device numbers in the range 0 – 127 correspond directly to the normal tty lines and are named *tty**. Minor device numbers in the range 128 – 256 correspond to the same physical lines as those above (i.e. the same line as the minor device number minus 128) and are (conventionally) named *cua**. The *cua* lines are special in that they can be opened even when there is no carrier on the line. Once a *cua* line is opened, the corresponding tty line can not be opened until the *cua* line is closed. Also, if the *tty* line has been opened successfully (usually only when carrier is recognized on the modem) the corresponding *cua* line can not be opened. This allows a modem to be attached to */dev/ttya* (usually renamed to */dev/ttyd0*) and used for dialin (by enabling the line for login in */etc/ttys*) and also used for dialout (by *tip*(1C) or *uucp*(1C)) as */dev/cua0* when no one is logged in on the line. Note that the bit in the flags word in the config file (see above) must be zero for this line.

FILES

/dev/tty[a, b, s0-s3]
/dev/ttyd[0-9, a-f]
/dev/cua[0-9, a-f]

SEE ALSO

tty(4)
Zilog Z8030/Z8530 SCC Serial Communications Controller (Sun 800-1052-01)

DIAGNOSTICS

zs%d%c: silo overflow. The character input silo overflowed before it could be serviced.

NAME

a.out – assembler and link editor output

SYNOPSIS

#include <a.out.h>
#include <stab.h>
#include <nlist.h>

DESCRIPTION

A.out is the output file of the assembler *as*(1) and the link editor *ld*(1). The link editor makes *a.out* executable if there were no errors and no unresolved external references. Layout information as given in the include file for the Sun system is:

```
/*
* Header prepended to each a.out file.
*/
struct exec {
                unsigned        short           a_machtype;     /* machine type */
                unsigned        short           a_magic;        /* magic number */
                unsigned                        a_text;         /* size of text segment */
                unsigned                        a_data;         /* size of initialized data */
                unsigned                        a_bss;          /* size of uninitialized data */
                unsigned                        a_syms;         /* size of symbol table */
                unsigned                        a_entry;        /* entry point */
                unsigned                        a_trsize;       /* size of text relocation */
                unsigned                        a_drsize;       /* size of data relocation */
};

#define         M_68010         1                               /* runs on either 68010 or 68020 */
#define         M_68020         2                               /* runs only on 68020 */

#define         OMAGIC          0407                            /* magic number for old impure format */
#define         NMAGIC          0410                            /* magic number for read-only text */
#define         ZMAGIC          0413                            /* magic number for demand load format */

#define         PAGSIZ          0x2000                          /* page size - same for sun-2 and sun-3 */
#define         SEGSIZ          0x20000                         /* segment size - same for sun-2 and sun-3 */

/*
* The following macros take exec structures as arguments. N_BADMAG(x) returns
* 0 if the file has a reasonable magic number.
*/
#define         N_BADMAG(x) \
                (((x).a_magic)!=OMAGIC && ((x).a_magic)!=NMAGIC && ((x).a_magic)!=ZMAGIC)

/*
* Offsets to text|symbols|strings.
*/
#define         N_TXTOFF(x) \
                ((x).a_magic==ZMAGIC ? 0 : sizeof (struct exec))
#define N_SYMOFF(x) \
                (N_TXTOFF(x) + (x).a_text+(x).a_data + (x).a_trsize+(x).a_drsize)
#define         N_STROFF(x) \
                (N_SYMOFF(x) + (x).a_syms)
/*
```

```
* Macros which take exec structures as arguments and tell where the
* various pieces will be loaded.
*/
#define         N_TXTADDR(x) PAGSIZ
#define         N_DATADDR(x) \
                (((x).a_magic==OMAGIC)? (N_TXTADDR(x)+(x).a_text) \
                : (SEGSIZ+((N_TXTADDR(x)+(x).a_text-1) & ~(SEGSIZ-1))))
#define N_BSSADDR(x)  (N_DATADDR(x)+(x).a_data)
```

The *a.out* file has five sections: a header, the program text and data, relocation information, a symbol table and a string table (in that order). In the header the sizes of each section are given in bytes. The last three sections may be absent if the program was loaded with the '–s' option of *ld* or if the symbols and relocation have been removed by *strip*(1).

The machine type in the header indicates the type of hardware on which the object code may be executed. Sun-2 code may be executed on Sun-3 systems, but not vice versa. Program files predating release 3.0 are recognized by a machine type of 0.

If the magic number in the header is OMAGIC (0407), it means that this is a non-sharable text which is not to be write-protected, so the data segment is immediately contiguous with the text segment. This is rarely used. If the magic number is NMAGIC (0410) or ZMAGIC (0413), the data segment begins at the first segment boundary following the text segment, and the text segment is not writable by the program; other processes executing the same file will share the text segment. For ZMAGIC format, the text and data sizes must both be multiples of the page size, and the pages of the file will be brought into the running image as needed, and not pre-loaded as with the other formats. This is suitable for large programs and is the default format produced by *ld*(1). The macros N_TXTADDR, N_DATADDR, and N_BSSADDR give the memory addresses at which the text, data, and bss segments, respectively, will be loaded.

In the ZMAGIC format, the size of the header is included in the size of the text section; in other formats, it is not.

When an *a.out* file is executed, three logical segments are set up: the text segment, the data segment (with uninitialized data, which starts off as all 0, following initialized data), and a stack. For the ZMAGIC format, the header is loaded with the text segment; for other formats it is not.

Program execution begins at the address given by the value of the **a-entry** field. In all file types other than XMAGIC, the is the same as N_TXTADDR(x). In ZMAGIC files it is N_TXTADDR + sizeof(struct exec).

The stack starts at the highest possible location in the memory image, and grows downwards. The stack is automatically extended as required. The data segment is extended as requested by *brk*(2) or *sbrk*(2).

After the header in the file follow the text, data, text relocation data relocation, symbol table and string table in that order. The text begins at the beginning of the file for ZMAGIC format or just after the header for the other formats. The N_TXTOFF macro returns this absolute file position when given the name of an exec structure as argument. The data segment is contiguous with the text and immediately followed by the text relocation and then the data relocation information. The symbol table follows all this; its position is computed by the N_SYMOFF macro. Finally, the string table immediately follows the symbol table at a position which can be gotten easily using N_STROFF. The first 4 bytes of the string table are not used for string storage, but rather contain the size of the string table; this size *includes* the 4 bytes; thus, the minimum string table size is 4.

RELOCATION

The value of a byte in the text or data which is not a portion of a reference to an undefined external symbol is exactly that value which will appear in memory when the file is executed. If a byte in the text or data involves a reference to an undefined external symbol, as indicated by the relocation information, then the value stored in the file is an offset from the associated external symbol. When the file is processed by the link editor and the external symbol becomes defined, the value of the symbol is added to the bytes in the file.

If relocation information is present, it amounts to eight bytes per relocatable datum as in the following structure:

```
/*
* Format of a relocation datum.
*/
struct relocation_info {
        int           r_address;        /* address which is relocated */
        unsigned      r_symbolnum:24,/* local symbol ordinal */
                      r_pcrel:1,        /* was relocated pc relative already */
                      r_length:2,       /* 0=byte, 1=word, 2=long */
                      r_extern:1,       /* does not include value of sym referenced */
                      :4;               /* nothing, yet */
};
```

There is no relocation information if a_trsize+a_drsize==0. If r_extern is 0, then r_symbolnum is actually a n_type for the relocation (that is, N_TEXT meaning relative to segment text origin.)

SYMBOL TABLE

The layout of a symbol table entry and the principal flag values that distinguish symbol types are given in the include file as follows:

```
/*
* Format of a symbol table entry.
*/
struct nlist {
        union {
                      char        *n_name;      /* for use when in-memory */
                      long        n_strx;       /* index into file string table */
        } n_un;
        unsigned char n_type;                   /* type flag, that is, N_TEXT etc; see below */
        char          n_other;
        short         n_desc;                   /* see <stab.h> */
        unsigned      n_value;                  /* value of this symbol (or adb offset) */
};
#define         n_hash        n_desc            /* used internally by ld */

/*
* Simple values for n_type.
*/
#define         N_UNDF        0x0               /* undefined */
#define         N_ABS         0x2               /* absolute */
#define         N_TEXT        0x4               /* text */
#define         N_DATA        0x6               /* data */
#define         N_BSS         0x8               /* bss */
#define         N_COMM        0x12              /* common (internal to ld) */
#define         N_FN          0x1f              /* file name symbol */

#define         N_EXT         01                /* external bit, or'ed in */
#define         N_TYPE        0x1e              /* mask for all the type bits */

/*
* Other permanent symbol table entries have some of the N_STAB bits set.
* These are given in <stab.h>
*/
#define         N_STAB          0xe0                    /* if any of these bits set, don't discard */
```

In the *a.out* file a symbol's n_un.n_strx field gives an index into the string table. A n_strx value of 0 indicates that no name is associated with a particular symbol table entry. The field n_un.n_name can be used to refer to the symbol name only if the program sets this up using n_strx and appropriate data from the string table. Because of the union in the nlist declaration, it is impossible in C to statically initialize such a structure. If this must be done (as when using *nlist*(3)) the file <nlist.h> should be included, rather that **<a.out.h>**; this contains the declaration without the union.

If a symbol's type is undefined external, and the value field is non-zero, the symbol is interpreted by the loader *ld* as the name of a common region whose size is indicated by the value of the symbol.

SEE ALSO

adb(1), as(1), cc(1), dbx(1), ld(1), nm(1), pc(1), strip(1)

NAME

aliases – aliases file for sendmail

SYNOPSIS

/usr/lib/aliases
/usr/lib/aliases.dir
/usr/lib/aliases.pag

DESCRIPTION

These files describe user id aliases used by */usr/lib/sendmail*. */usr/lib/aliases* is formatted as a series of lines of the form

name: name_1, name2, name_3, . . .

The *name* is the name to alias, and the *name_n* are the aliases for that name. Lines beginning with white space are continuation lines. Lines beginning with '#' are comments.

Aliasing occurs only on local names. Loops can not occur, since no message will be sent to any person more than once.

After aliasing has been done, local and valid recipients who have a ".forward" file in their home directory have messages forwarded to the list of users defined in that file.

/usr/lib/aliases is only the raw data file; the actual aliasing information is placed into a binary format in the files */usr/lib/aliases.dir* and */usr/lib/aliases.pag* using the program *newaliases*(8). A *newaliases* command should be executed each time that */usr/lib/aliases* is changed for the change to take effect.

Several kinds of *name*'s are special:

owner–mary: fred

any errors resulting from a mail to *mary* are directed to *fred* instead of back to the person who sent the message. This is most useful when *mary* is a mailing list rather than an individual.

beer: :include:/usr/cyndi/beer;

All colons and semicolons are required as shown. The list of names in */usr/cyndi/beer* is included in the *name_n* list for the *beer* alias, in addition to any other names in the *name_n* list. This mechanism is for setting up a mailing list so that */usr/lib/aliases* doesn't have to be changed when people are added to or removed from the list. The included file (that is, */usr/cyndi/beer* in this case) may be changed at any time, and changes take effect immediately.

SEE ALSO

newaliases(8), dbm(3X), sendmail(8)
SENDMAIL Installation and Operation Guide.
SENDMAIL An Internetwork Mail Router.

BUGS

Because of restrictions in *dbm*(3X) a single alias cannot contain more than about 1000 bytes of information. You can get longer aliases by "chaining"; that is, make the last name in the alias be a dummy name which is a continuation alias.

NAME

ar – archive (library) file format

SYNOPSIS

#include <ar.h>

DESCRIPTION

The archive command *ar* combines several files into one. Archives are used mainly as libraries to be searched by the link-editor *ld.*

A file produced by *ar* has a magic string at the start, followed by the constituent files, each preceded by a file header. The magic number and header layout as described in the include file are:

```
/*      @(#)ar.h 1.2 84/12/22 SMI; from UCB 4.1 83/05/03*/

#define ARMAG   "!<arch>\n"
#define SARMAG 8

#define ARFMAG "`\n"

struct ar_hdr {
        char        ar_name[16];
        char        ar_date[12];
        char        ar_uid[6];
        char        ar_gid[6];
        char        ar_mode[8];
        char        ar_size[10];
        char        ar_fmag[2];
};
```

The name is a blank-padded string. The *ar_fmag* field contains ARFMAG to help verify the presence of a header. The other fields are left-adjusted, blank-padded numbers. They are decimal except for *ar_mode*, which is octal. The date is the modification date of the file at the time of its insertion into the archive.

Each file begins on a even (0 mod 2) boundary; a new-line is inserted between files if necessary. Nevertheless the size given reflects the actual size of the file exclusive of padding.

There is no provision for empty areas in an archive file.

The encoding of the header is portable across machines. If an archive contains printable files, the archive itself is printable.

SEE ALSO

ar(1), ld(1), nm(1)

BUGS

File names lose trailing blanks. Most software dealing with archives takes even an included blank as a name terminator.

NAME

core – format of memory image file

SYNOPSIS

#include <sys/core.h>

DESCRIPTION

The UNIX System writes out a memory image of a terminated process when any of various errors occur. See *sigvec*(2) for the list of reasons; the most common are memory violations, illegal instructions, bus errors, and user-generated quit signals. The memory image is called 'core' and is written in the process's working directory (provided it can be; normal access controls apply).

The maximum size of a *core* file is limited by *setrlimit*(2). Files which would be larger than the limit are not created.

Set-user-id programs do not produce core files when they terminate as this would be a security loophole.

The core file consists of a **core** structure defined in the *<sys/core.h>* file. The **core** structure includes the registers, the floating point status, the program's header, the size of the text, data, and stack segments, the name of the program and the number of the signal that terminated the process. The program's header is described by the **exec** structure defined in the *<sys/exec.h>* file.

The remainder of the core file consists first of the data pages and then the stack pages of the process image. The amount of data space image in the core file is given (in bytes) by the *c_dsize* member of the **core** structure. The amount of stack image in the core file is given (in bytes) by the *c_ssize* member of the **core** structure.

SEE ALSO

adb(1), dbx(1), sigvec(2), setrlimit(2)

NAME

cpio – format of cpio archive

DESCRIPTION

The old format *header* structure, when the **c** option is not used, is:

```
struct {
        short   h_magic,
                h_dev,
                h_ino,
                h_mode,
                h_uid,
                h_gid,
                h_nlink,
                h_rdev,
                h_mtime[2],
                h_namesize,
                h_filesize[2];
        char    h_name[h_namesize rounded to a word];
} Hdr;
```

but note that the byte order here is that of the PDP-11 and the VAX, and that for the Sun you have to use *swab*(3) after reading and before writing headers.

When the **c** option is used, the *header* information is described by the statement below:

```
        sscanf(Chdr, "%6o%6o%6o%6o%6o%6o%6o%6o%11lo%6o%6o%s",
                &Hdr.h_magic, &Hdr.h_dev, &Hdr.h_ino, &Hdr.h_mode,
                &Hdr.h_uid, &Hdr.h_gid, &Hdr.h_nlink, &Hdr.h_rdev,
                &Hdr.h_mtime, &Hdr.h_namesize, &Hdr.h_filesize, &Hdr.h_name);
```

Longtime and *Longfile* are equivalent to *Hdr.h_mtime* and *Hdr.h_filesize*, respectively. The contents of each file is recorded in an element of the array of varying length structures, *archive*, together with other items describing the file. Every instance of *h_magic* contains the constant 070707 (octal). The items *h_dev* through *h_mtime* have meanings explained in *stat*(2). The length of the null-terminated path name *h_name*, including the null byte, is given by *h_namesize*.

The last record of the *archive* always contains the name TRAILER!!!. Special files, directories, and the trailer, are recorded with *h_filesize* equal to zero.

SEE ALSO

cpio(1), find(1), stat(2)

NAME

crontab – table of times to run periodic jobs

SYNOPSIS

/usr/lib/crontab

DESCRIPTION

The */etc/cron* utility is a permanent process, started by */etc/rc.local*, that wakes up once every minute. */etc/cron* consults the file */usr/lib/crontab* to find out what tasks are to be done, and at what time.

Each line in */usr/lib/crontab* consists of six fields, separated by spaces or tabs, as follows:

1. minutes field, which can have values in the range 0 through 59.
2. hours field, which can have values in the range 0 through 23.
3. day of the month, in the range 1 through 31.
4. month of the year, in the range 1 through 12.
5. day of the week, in the range 1 through 7. Monday is day 1 in this scheme of things.
6. (the remainder of the line) is the command to be run. A percent character in this field is translated to a new-line character. Only the first line (up to a % or end of line) of the command field is executed by the Shell. The other lines are made available to the command as standard input.

Any of fields 1 through 5 can be a list of values separated by commas. A field can be a pair of numbers separated by a hyphen, indicating that the job is to be done for all the times in the specified range. If a field is an asterisk character (*) it means that the job is done for all possible values of the field.

FILES

/usr/lib/crontab

SEE ALSO

cron(8), rc(8)

EXAMPLE

```
0 0 * * * calendar -
15 0 * * * /etc/sa -s >/dev/null
15 4 * * * find /usr/preserve -mtime +7 -a -exec rm -f {} ;
40 4 * * * find / -name '#*' -atime +3 -exec rm -f {} ;
0,15,30,45 * * * * /etc/atrun
0,10,20,30,40,50 * * * * /etc/dmesg - >>/usr/adm/messages
5 4 * * * sh /etc/newsyslog
```

The *calendar* command run at minute 0 of hour 0 (midnight) of every day. The */etc/sa* command runs at 15 minutes after midnight every day. The two *find* commands run at 15 minutes past four and at 40 minutes past four, respectively, every day of the year. The *atrun* command (which processes shell scripts users have set up with *at*) runs every 15 minutes. The */etc/dmesg* command appends kernel messages to the */usr/adm/messages* file every ten minutes, and finally, the */usr/adm/syslog* script runs at five minutes after four every day.

NAME

dir – format of directories

SYNOPSIS

#include <sys/types.h>
#include <sys/dir.h>

DESCRIPTION

A directory behaves exactly like an ordinary file, save that no user may write into a directory. The fact that a file is a directory is indicated by a bit in the flag word of its i-node entry; see *fs*(5). The structure of a directory entry as given in the include file is:

```
/*
 * A directory consists of some number of blocks of DIRBLKSIZ
 * bytes, where DIRBLKSIZ is chosen such that it can be transferred
 * to disk in a single atomic operation (e.g. 512 bytes on most machines).
 *
 * Each DIRBLKSIZ byte block contains some number of directory entry
 * structures, which are of variable length. Each directory entry has
 * a struct direct at the front of it, containing its inode number,
 * the length of the entry, and the length of the name contained in
 * the entry. These are followed by the name padded to a 4 byte boundary
 * with null bytes. All names are guaranteed null terminated.
 * The maximum length of a name in a directory is MAXNAMLEN.
 *
 * The macro DIRSIZ(dp) gives the amount of space required to represent
 * a directory entry. Free space in a directory is represented by
 * entries which have dp->d_reclen > DIRSIZ(dp). All DIRBLKSIZ bytes
 * in a directory block are claimed by the directory entries. This
 * usually results in the last entry in a directory having a large
 * dp->d_reclen. When entries are deleted from a directory, the
 * space is returned to the previous entry in the same directory
 * block by increasing its dp->d_reclen. If the first entry of
 * a directory block is free, then its dp->d_ino is set to 0.
 * Entries other than the first in a directory do not normally have
 * dp->d_ino set to 0.
 */
#ifdef KERNEL
#define DIRBLKSIZ DEV_BSIZE
#else
#define    DIRBLKSIZ 512
#endif

#define MAXNAMLEN 255

/*
 * The DIRSIZ macro gives the minimum record length which will hold
 * the directory entry. This requires the amount of space in struct direct
 * without the d_name field, plus enough space for the name with a terminating
 * null byte (dp->d_namlen+1), rounded up to a 4 byte boundary.
 */
#undef DIRSIZ
#define DIRSIZ(dp)    ((sizeof (struct direct) - (MAXNAMLEN+1)) + (((dp)->d_namlen+1 + 3) &~ 3))

struct     direct {
		u_long		d_ino;
		short		d_reclen;
		short		d_namlen;
		char		d_name[MAXNAMLEN + 1];
		/* typically shorter */
	};

	struct _dirdesc {
		int		dd_fd;
		long		dd_loc;
		long		dd_size;
		char		dd_buf[DIRBLKSIZ];
	};
```

By convention, the first two entries in each directory are for '.' and '..'. The first is an entry for the directory itself. The second is for the parent directory. The meaning of '..' is modified for the root directory of the master file system ("/"), where '..' has the same meaning as '.'.

SEE ALSO

fs(5), readdir(3)

NAME

dump, dumpdates – incremental dump format

SYNOPSIS

#include <sys/types.h>
#include <sys/inode.h>
#include <dumprestor.h>

DESCRIPTION

Tapes used by *dump* and *restore*(8) contain:

a header record
two groups of bit map records
a group of records describing directories
a group of records describing files

The format of the header record and of the first record of each description as given in the include file *<dumprestor.h>* is:

```
#define NTREC          10
#define MLEN     16
#define MSIZ     4096

#define TS_TAPE        1
#define TS_INODE       2
#define TS_BITS        3
#define TS_ADDR        4
#define TS_END         5
#define TS_CLRI        6
#define MAGIC          (int) 60011
#define CHECKSUM       (int) 84446

struct   spcl {
         int           c_type;
         time_t        c_date;
         time_t        c_ddate;
         int           c_volume;
         daddr_t       c_tapea;
         ino_t         c_inumber;
         int           c_magic;
         int           c_checksum;
         struct        dinode          c_dinode;
         int           c_count;
         char          c_addr[BSIZE];
} spcl;

struct   idates {
         char          id_name[16];
         char          id_incno;
         time_t        id_ddate;
};

#define  DUMPOUTFMT "%-16s %c %s"        /* for printf */
                                         /* name, incno, ctime(date) */
#define  DUMPINFMT   "%16s %c %[^\n]\n"  /* inverse for scanf */
```

NTREC is the default number of 1024 byte records in a physical tape block, changeable by the **b** option to *dump*. MLEN is the number of bits in a bit map word. MSIZ is the number of bit map words.

The TS_ entries are used in the *c_type* field to indicate what sort of header this is. The types and their meanings are as follows:

TS_TAPE	Tape volume label
TS_INODE	A file or directory follows. The *c_dinode* field is a copy of the disk inode and contains bits telling what sort of file this is.
TS_BITS	A bit map follows. This bit map has a one bit for each inode that was dumped.
TS_ADDR	A subrecord of a file description. See *c_addr* below.
TS_END	End of tape record.
TS_CLRI	A bit map follows. This bit map contains a zero bit for all inodes that were empty on the file system when dumped.
MAGIC	All header records have this number in *c_magic*.
CHECKSUM	Header records checksum to this value.

The fields of the header structure are as follows:

c_type	The type of the header.
c_date	The date the dump was taken.
c_ddate	The date the file system was dumped from.
c_volume	The current volume number of the dump.
c_tapea	The current number of this (1024-byte) record.
c_inumber	The number of the inode being dumped if this is of type TS_INODE.
c_magic	This contains the value MAGIC above, truncated as needed.
c_checksum	This contains whatever value is needed to make the record sum to CHECKSUM.
c_dinode	This is a copy of the inode as it appears on the file system; see *fs*(5).
c_count	The count of characters in *c_addr*.
c_addr	An array of characters describing the blocks of the dumped file. A character is zero if the block associated with that character was not present on the file system, otherwise the character is non-zero. If the block was not present on the file system, no block was dumped; the block will be restored as a hole in the file. If there is not sufficient space in this record to describe all of the blocks in a file, TS_ADDR records will be scattered through the file, each one picking up where the last left off.

Each volume except the last ends with a tapemark (read as an end of file). The last volume ends with a TS_END record and then the tapemark.

The structure *idates* describes an entry in the file */etc/dumpdates* where dump history is kept. The fields of the structure are:

id_name	The dumped filesystem is '/dev/*id_nam*'.
id_incno	The level number of the dump tape; see *dump*(8).
id_ddate	The date of the incremental dump in system format see *types*(5).

FILES

/etc/dumpdates

SEE ALSO

dump(8), restore(8), fs(5), types(5)

BUGS

Should more explicitly describe format of dumpdates file.

NAME

environ – user environment

SYNOPSIS

extern char **environ;

DESCRIPTION

An array of strings called the 'environment' is made available by *execve*(2) when a process begins. By convention these strings have the form '*name=value*'. The following names are used by various commands:

PATH	The sequence of directory prefixes that *sh, time, nice*(1), etc., apply in searching for a file known by an incomplete path name. The prefixes are separated by ':'. The *login*(1) process sets PATH=:/usr/ucb:/bin:/usr/bin.
HOME	A user's login directory, set by *login*(1) from the password file *passwd*(5).
TERM	The kind of terminal for which output is to be prepared. This information is used by commands, such as *nroff* or *plot*(1G), which may exploit special terminal capabilities. See */etc/termcap* (*termcap*(5)) for a list of terminal types.
SHELL	The file name of the user's login shell.
TERMCAP	The string describing the terminal in TERM, or the name of the termcap file, see *termcap*(3),*termcap*(5),
EXINIT	A startup list of commands read by *ex*(1), *edit*(1), and *vi*(1).
USER	The login name of the user.

Further names may be placed in the environment by the *export* command and 'name=value' arguments in *sh*(1), or by the *setenv* command if you use *csh*(1). Arguments may also be placed in the environment at the point of an *execve*(2). It is unwise to conflict with certain *sh*(1) variables that are frequently exported by '.profile' files: MAIL, PS1, PS2, IFS.

SEE ALSO

csh(1), ex(1), login(1), sh(1), getenv(3), execve(2), system(3), termcap(3X), termcap(5)

NAME

ethers – ethernet address to hostname database

DESCRIPTION

The *ethers* file contains information regarding the known (48 bit) ethernet addresses of hosts on the internet. For each host on an ethernet, a single line should be present with the following information:

ethernet address
official host name

Items are separated by any number of blanks and/or tabs. A '#' indicates the beginning of a comment extending to the end of line.

The standard form for ethernet addresses is "x:x:x:x:x:x" where *x* is a hexadecimal number between 0 and ff, representing one byte. The address bytes are always in network order. Host names may contain any printable character other than a space, tab, newline, or comment character. It is intended that host names in the *ethers* file correspond to the host names in the *hosts*(5) file.

The *ether_line*() routine from the ethernet address manipulation library, *ethers*(3N) may be used to scan lines of the *ethers* file.

FILES

/etc/ethers

SEE ALSO

ethers(3N), hosts(5)

NAME

exports – NFS file systems being exported

SYNOPSIS

/etc/exports

DESCRIPTION

The file */etc/exports* describes the file systems which are being exported to *nfs*(4) clients. It is created by the system administrator using a text editor and processed by the *mount* request daemon *mountd*(8c) each time a mount request is received.

The file consists of a list of file systems and the *netgroups*(5) or machine names allowed to remote mount each file system. The file system names are left justified and followed by a list of names separated by white space. The names will be looked up in */etc/netgroups* and then in */etc/hosts*. A file system name with no name list following means export to everyone. A "#" anywhere in the file indicates a comment extending to the end of the line it appears on. Lines beginning with white space are continuation lines.

EXAMPLE

```
/usr        clients               # export to my clients
/usr/local                        # export to the world
/usr2       phoenix sun sundae    # export to only these machines
```

FILES

/etc/exports

SEE ALSO

mountd(8c), nfs(4)

NAME

fcntl – file control options

SYNOPSIS

#include <fcntl.h>

DESCRIPTION

The *fcntl*(2) function provides for control over open files. This include file describes *requests* and *arguments* to *fcntl* and *open* (2) as shown below:

```
/*      @(#)fcntl.h 1.2 83/12/08 SMI; from UCB 4.2 83/09/25        */

/*
 * Flag values accessible to open(2) and fcntl(2)
 * (The first three can only be set by open)
 */
#define  O_RDONLY    0
#define  O_WRONLY    1
#define  O_RDWR              2
#define  O_NDELAY    FNDELAY      /* Non-blocking I/O */
#define  O_APPEND    FAPPEND      /* append (writes guaranteed at the end) */

#ifndef  F_DUPFD
/* fcntl(2) requests */
#define  F_DUPFD      0        /* Duplicate fildes */
#define  F_GETFD      1        /* Get fildes flags */
#define  F_SETFD      2        /* Set fildes flags */
#define  F_GETFL      3        /* Get file flags */
#define  F_SETFL      4        /* Set file flags */
#define  F_GETOWN 5  /* Get owner */
#define F_SETOWN 6   /* Set owner */

/* flags for F_GETFL, F_SETFL-- copied from <sys/file.h> */
#define  FNDELAY              00004          /* non-blocking reads */
#define  FAPPEND              00010          /* append on each write */
#define  FASYNC               00100          /* signal pgrp when data ready */
#endif
```

SEE ALSO

fcntl(2), open(2)

NAME

fs, inode – format of file system volume

SYNOPSIS

#include <sys/types.h>
#include <sys/filsys.h>
#include <sys/inode.h>

DESCRIPTION

Every file system storage volume (disk, nine-track tape, for instance) has a common format for certain vital information. Every such volume is divided into a certain number of blocks. The block size is a parameter of the file system. Sectors 0 to 15 on a file system are used to contain primary and secondary bootstrapping programs.

The actual file system begins at sector 16 with the *super block.* The layout of the super block as defined by the include file *<sys/fs.h>* is:

```
#define FS_MAGIC      0x011954
struct    fs {
          struct   fs *fs_link;             /* linked list of file systems */
          struct   fs *fs_rlink;            /*    used for incore super blocks */
          daddr_t  fs_sblkno;               /* addr of super-block in filesys */
          daddr_t  fs_cblkno;               /* offset of cyl-block in filesys */
          daddr_t  fs_iblkno;               /* offset of inode-blocks in filesys */
          daddr_t  fs_dblkno;               /* offset of first data after cg */
          long     fs_cgoffset;             /* cylinder group offset in cylinder */
          long     fs_cgmask;               /* used to calc mod fs_ntrak */
          time_t   fs_time;                 /* last time written */
          long     fs_size;                 /* number of blocks in fs */
          long     fs_dsize;        /* number of data blocks in fs */
          long     fs_ncg;                  /* number of cylinder groups */
          long     fs_bsize;        /* size of basic blocks in fs */
          long     fs_fsize;                /* size of frag blocks in fs */
          long     fs_frag;                 /* number of frags in a block in fs */
/* these are configuration parameters */
          long     fs_minfree;              /* minimum percentage of free blocks */
          long     fs_rotdelay;             /* num of ms for optimal next block */
          long     fs_rps;                  /* disk revolutions per second */
/* these fields can be computed from the others */
          long     fs_bmask;                /* ``blkoff'' calc of blk offsets */
          long     fs_fmask;                /* ``fragoff'' calc of frag offsets */
          long     fs_bshift;               /* ``lblkno'' calc of logical blkno */
          long     fs_fshift;               /* ``numfrags'' calc number of frags */
/* these are configuration parameters */
          long     fs_maxcontig;            /* max number of contiguous blks */
          long     fs_maxbpg;               /* max number of blks per cyl group */
/* these fields can be computed from the others */
          long     fs_fragshift;            /* block to frag shift */
          long     fs_fsbtodb;              /* fsbtodb and dbtofsb shift constant */
          long     fs_sbsize;               /* actual size of super block */
          long     fs_csmask;               /* csum block offset */
          long     fs_csshift;              /* csum block number */
          long     fs_nindir;               /* value of NINDIR */
          long     fs_inopb;                /* value of INOPB */
          long     fs_nspf;                 /* value of NSPF */
          long     fs_sparecon[6];          /* reserved for future constants */
/* sizes determined by number of cylinder groups and their sizes */
        daddr_t fs_csaddr;              /* blk addr of cyl grp summary area */
        long    fs_cssize;              /* size of cyl grp summary area */
        long    fs_cgsize;              /* cylinder group size */
/* these fields should be derived from the hardware */
        long    fs_ntrak;       /* tracks per cylinder */
        long    fs_nsect;       /* sectors per track */
        long    fs_spc;         /* sectors per cylinder */
/* this comes from the disk driver partitioning */
        long    fs_ncyl;                /* cylinders in file system */
/* these fields can be computed from the others */
        long    fs_cpg;                 /* cylinders per group */
        long    fs_ipg;                 /* inodes per group */
        long    fs_fpg;                 /* blocks per group * fs_frag */
/* this data must be re-computed after crashes */
        struct  csum fs_cstotal;  /* cylinder summary information */
/* these fields are cleared at mount time */
        char    fs_fmod;                /* super block modified flag */
        char    fs_clean;               /* file system is clean flag */
        char    fs_ronly;               /* mounted read-only flag */
        char    fs_flags;               /* currently unused flag */
        char    fs_fsmnt[MAXMNTLEN];            /* name mounted on */
/* these fields retain the current block allocation info */
        long    fs_cgrotor;             /* last cg searched */
        struct  csum *fs_csp[MAXCSBUFS];/* list of fs_cs info buffers */
        long    fs_cpc;                 /* cyl per cycle in postbl */
        short   fs_postbl[MAXCPG][NRPOS];/* head of blocks for each rotation */
        long    fs_magic;               /* magic number */
        u_char  fs_rotbl[1];            /* list of blocks for each rotation */
/* actually longer */
};
```

Each disk drive contains some number of file systems. A file system consists of a number of cylinder groups. Each cylinder group has inodes and data.

A file system is described by its super-block, which in turn describes the cylinder groups. The super-block is critical data and is replicated in each cylinder group to protect against catastrophic loss. This is done at file system creation time and the critical super-block data does not change, so the copies need not be referenced further unless disaster strikes.

Addresses stored in inodes are capable of addressing fragments of 'blocks'. File system blocks of at most size MAXBSIZE can be optionally broken into 2, 4, or 8 pieces, each of which is addressable; these pieces may be DEV_BSIZE, or some multiple of a DEV_BSIZE unit.

Large files consist of exclusively large data blocks. To avoid undue wasted disk space, the last data block of a small file is allocated as only as many fragments of a large block as are necessary. The file system format retains only a single pointer to such a fragment, which is a piece of a single large block that has been divided. The size of such a fragment is determinable from information in the inode, using the "blksize(fs, ip, lbn)" macro.

The file system records space availability at the fragment level; to determine block availability, aligned fragments are examined.

The root inode is the root of the file system. Inode 0 can't be used for normal purposes and historically bad blocks were linked to inode 1, thus the root inode is 2 (inode 1 is no longer used for this purpose, however numerous dump tapes make this assumption, so we are stuck with it). The *lost+found* directory is given the next available inode when it is initially created by *mkfs*.

fs_minfree gives the minimum acceptable percentage of file system blocks which may be free. If the freelist drops below this level only the super-user may continue to allocate blocks. This may be set to 0 if no reserve of free blocks is deemed necessary, however severe performance degradations will be observed if the file system is run at greater than 90% full; thus the default value of *fs_minfree* is 10%.

Empirically the best trade-off between block fragmentation and overall disk utilization at a loading of 90% comes with a fragmentation of 4, thus the default fragment size is a fourth of the block size.

Cylinder group related limits: Each cylinder keeps track of the availability of blocks at different rotational positions, so that sequential blocks can be laid out with minimum rotational latency. NRPOS is the number of rotational positions which are distinguished. With NRPOS 8 the resolution of the summary information is 2ms for a typical 3600 rpm drive.

fs_rotdelay gives the minimum number of milliseconds to initiate another disk transfer on the same cylinder. It is used in determining the rotationally optimal layout for disk blocks within a file; the default value for *fs_rotdelay* is 2ms.

Each file system has a statically allocated number of inodes. An inode is allocated for each NBPI bytes of disk space. The inode allocation strategy is extremely conservative.

MAXIPG bounds the number of inodes per cylinder group, and is needed only to keep the structure simpler by having the only a single variable size element (the free bit map).

N.B.: MAXIPG must be a multiple of INOPB(fs).

MINBSIZE is the smallest allowable block size. With a MINBSIZE of 4096 it is possible to create files of size 2^32 with only two levels of indirection. MINBSIZE must be big enough to hold a cylinder group block, thus changes to (struct cg) must keep its size within MINBSIZE. MAXCPG is limited only to dimension an array in (struct cg); it can be made larger as long as that structure's size remains within the bounds dictated by MINBSIZE. Note that super blocks are never more than size SBSIZE.

The path name on which the file system is mounted is maintained in *fs_fsmnt*. MAXMNTLEN defines the amount of space allocated in the super block for this name. The limit on the amount of summary information per file system is defined by MAXCSBUFS. It is currently parameterized for a maximum of two million cylinders.

Per cylinder group information is summarized in blocks allocated from the first cylinder group's data blocks. These blocks are read in from *fs_csaddr* (size *fs_cssize*) in addition to the super block.

N.B.: sizeof (struct csum) must be a power of two in order for the "fs_cs" macro to work.

Super block for a file system: MAXBPC bounds the size of the rotational layout tables and is limited by the fact that the super block is of size SBSIZE. The size of these tables is inversely proportional to the block size of the file system. The size of the tables is increased when sector sizes are not powers of two, as this increases the number of cylinders included before the rotational pattern repeats (*fs_cpc*). The size of the rotational layout tables is derived from the number of bytes remaining in (struct fs).

MAXBPG bounds the number of blocks of data per cylinder group, and is limited by the fact that cylinder groups are at most one block. The size of the free block table is derived from the size of blocks and the number of remaining bytes in the cylinder group structure (struct cg).

Inode: The inode is the focus of all file activity in the UNIX file system. There is a unique inode allocated for each active file, each current directory, each mounted-on file, text file, and the root. An inode is 'named' by its device/i-number pair. For further information, see the include file <sys/inode.h>.

NAME

fstab – static information about the filesystems

SYNOPSIS

#include <fstab.h>

NOTE

This file is obsolete and exists only for compatability. New programs should use *mntent*(5) instead. The routines for accessing */etc/fstab* are now in *getmntent*(3).

DESCRIPTION

The file */etc/fstab* describes the file systems and swapping partitions on the local machine. It is created by the system administrator using a text editor and processed by commands which mount, unmount, check consistency of, dump and restore file systems, and by the system in providing swap space.

It consists of a number of lines of the form:

```
fs_spec:fs_file:fs_type:fs_freq:fs_passno
```

an example of which would be:

```
/dev/xy0a:/:rw:1:1
```

The entries from this file are accessed using the routines in *getfsent*(3), which returns a structure of the following form:

```
struct fstab {
        char   *fs_spec;     /* block special device name */
        char   *fs_file;     /* file system path prefix */
        char   *fs_type;     /* rw,ro,sw or xx */
        int    fs_freq;      /* dump frequency, in days */
        int    fs_passno;    /* pass number on parallel dump */
};
```

The lines in the file give for each file system or swap area on the local machine the disk partition it is contained in *fs_spec* and the directory on which it is to be mounted (unless it is a swap area) in *fs_file* . The fs_spec special file name is the **block** special file name, and not the character special file name which the rest of the entry refers to. If a program needs the character special file name, the program must create it by appending a "r" after the last "/" in the special file name.

The *fs_type* indicates whether it it to be read-only "ro", readable and writable "rw", or readable and writable subject to quotas "rq". If *fs_type* is "sw" then the special file is made available as a piece of swap space by the *swapon*(8) command at the end of the system reboot procedure. The fields other than *fs_spec* and *fs_type* are not used in this case. If *fs_type* is "rq" then at boot time the file system is automatically processed by the *quotacheck*(8) command and disk quotas are then enabled with *quotaon*(8). File system quotas are maintained in a file "quotas", which is located at the root of the associated file system. If *fs_type* is specified as "xx" the entry is ignored. This is useful to show disk partitions which are currently not used.

The field *fs_freq* indicates how often each partition should be dumped by the *dump*(8) command (and triggers that commands w option which tells which file systems should be dumped). Most systems set the *fs_freq* field to 1 indicating that the file systems are dumped each day.

The final field *fs_passno* is used by the disk consistency check program *fsck*(8) to allow overlapped checking of file systems during a reboot. All file systems with *fs_passno* of 1 are first checked simultaneosly, then all file systems with *fs_passno* of 2, and so on. It is usual to make the *fs_passno* of the root file system have the value 1 and then check one file system on each available disk drive in each subsequent pass to the exhaustion of file system partitions.

The */etc/fstab* is only *read* by programs, and not written; it is the duty of the system administrator to properly create and maintain this file. The order of records in */etc/fstab* is important because *fsck, mount,* and *umount* process the file sequentially; file systems must appear *after* file systems they are mounted within.

FILES

/etc/fstab

SEE ALSO

getfsent(3), quotacheck(8), quotaon(8)

NAME

ftpusers – list of users prohibited by ftp

SYNOPSIS

/usr/etc/ftpusers

DESCRIPTION

Ftpusers contains a list of users who cannot access this system using the *ftp* (1) program. *Ftpusers* contains one user name per line.

SEE ALSO

ftp(1), ftpd(8C)

NAME

gettytab – terminal configuration data base

SYNOPSIS

/etc/gettytab

DESCRIPTION

Gettytab is a simplified version of the *termcap*(5) data base used to describe terminal lines. The initial terminal login process *getty*(8) accesses the *gettytab* file each time it starts, allowing simpler reconfiguration of terminal characteristics. Each entry in the data base is used to describe one class of terminals.

There is a default terminal class, *default*, that is used to set global defaults for all other classes. (That is, the *default* entry is read, then the entry for the class required is used to override particular settings.)

CAPABILITIES

Refer to *termcap*(5) for a description of the file layout. The *default* column below lists defaults obtained if there is no entry in the table obtained, nor one in the special *default* table.

Name	Type	Default	Description
ap	bool	false	terminal uses any parity
bd	num	0	backspace delay
bk	str	0377	alternate end of line character (input break)
cb	bool	false	use crt backspace mode
cd	num	0	carriage-return delay
ce	bool	false	use crt erase algorithm
ck	bool	false	use crt kill algorithm
cl	str	NULL	screen clear sequence
co	bool	false	console - add \n after login prompt
ds	str	^Y	delayed suspend character
ec	bool	false	leave echo OFF
ep	bool	false	terminal uses even parity
er	str	^?	erase character
et	str	^D	end of text (EOF) character
ev	str	NULL	initial enviroment
f0	num	unused	tty mode flags to write messages
f1	num	unused	tty mode flags to read login name
f2	num	unused	tty mode flags to leave terminal as
fd	num	0	form-feed (vertical motion) delay
fl	str	^O	output flush character
hc	bool	false	do NOT hangup line on last close
he	str	NULL	hostname editing string
hn	str	hostname	hostname
ht	bool	false	terminal has real tabs
ig	bool	false	ignore garbage characters in login name
im	str	NULL	initial (banner) message
in	str	^C	interrupt character
is	num	unused	input speed
kl	str	^U	kill character
lc	bool	false	terminal has lower case
lm	str	login:	login prompt
ln	str	^V	"literal next" character
lo	str	/bin/login	program to exec when name obtained
nd	num	0	newline (line-feed) delay
nl	bool	false	terminal has (or might have) a newline character
nx	str	default	next table (for auto speed selection)
op	bool	false	terminal uses odd parity

os	num	unused	output speed
pc	str	\0	pad character
pe	bool	false	use printer (hard copy) erase algorithm
pf	num	0	delay between first prompt and following flush (seconds)
ps	bool	false	line connected to a MICOM port selector
qu	str	^\	quit character
rp	str	^R	line retype character
rw	bool	false	do NOT use raw for input, use cbreak
sp	num	0	line speed (input and output)
su	str	^Z	suspend character
tc	str	none	table continuation
td	num	0	tab delay
to	num	0	timeout (seconds)
tt	str	NULL	terminal type (for enviroment)
ub	bool	false	do unbuffered output (of prompts etc)
uc	bool	false	terminal is known upper case only
we	str	^W	word erase character
xc	bool	false	do NOT echo control chars as ^X
xf	str	^S	XOFF (stop output) character
xn	str	^Q	XON (start output) character

If no line speed is specified, speed will not be altered from that which prevails when *getty* is entered. Specifying an input or output speed overrides line speed for stated direction only.

Terminal modes to be used for the output of the message, for input of the login name, and to leave the terminal set as upon completion, are derived from the Boolean flags specified. If the derivation should prove inadequate, any (or all) of these three may be overriden with one of the **f0**, **f1**, or **f2** numeric specifications, which can be used to specify (usually in octal, with a leading '0') the exact values of the flags. Local (new tty) flags are set in the top 16 bits of this (32 bit) value.

Should *getty* receive a null character (presumed to indicate a line break) it will restart using the table indicated by the **nx** entry. If there is none, it will re-use its original table.

Delays are specified in milliseconds, the nearest possible delay available in the tty driver will be used. Should greater certainty be desired, delays with values 0, 1, 2, and 3 are interpreted as choosing that particular delay algorithm from the driver.

The **cl** screen clear string may be preceded by a (decimal) number of milliseconds of delay required (a la termcap). This delay is simulated by repeated use of the pad character **pc**.

The initial message, and login message, **im** and **lm** may include the character sequence **%h** to obtain the hostname. (**%%** obtains a single '%' character.) The hostname is normally obtained from the system, but may be set by the **hn** table entry. In either case it may be edited with **he**. The **he** string is a sequence of characters, each character that is neither '@' nor '#' is copied into the final hostname. A '@' in the **he** string, causes one character from the real hostname to be copied to the final hostname. A '#' in the **he** string, causes the next character of the real hostname to be skipped. Surplus '@' and '#' characters are ignored.

When *getty* execs the login process, given in the **lo** string (usually "/bin/login"), it will have set the enviroment to include the terminal type, as indicated by the **tt** string (if it exists). The ev string, can be used to enter additional data into the environment. It is a list of comma separated strings, each of which will presumably be of the form *name=value*.

If a non-zero timeout is specified, with to, then *getty* will exit within the indicated number of seconds, either having received a login name and passed control to *login*, or having received an alarm signal, and exited. This may be useful to hangup dial in lines.

Output from *getty* is even parity unless **op** is specified. **Op** may be specified with **ap** to allow any parity on input, but generate odd parity output. Note: this only applies while *getty* is being run, terminal driver limitations prevent a more complete implementation. *Getty* does not check parity of input characters in *RAW* mode.

SEE ALSO

termcap(5), getty(8).

NAME

group – group file

SYNOPSIS

/etc/group

DESCRIPTION

Group contains for each group the following information:

- group name
- encrypted password
- numerical group ID
- a comma separated list of all users allowed in the group

This is an ASCII file. The fields are separated by colons; each group is separated from the next by a new-line. If the password field is null, no password is demanded.

This file resides in the */etc* directory. Because of the encrypted passwords, it can and does have general read permission and can be used, for example, to map numerical group ID's to names.

A group file can have a line beginning with a plus (+), which means to incorporate entries from the yellow pages. There are two styles of + entries: All by itself, + means to insert the entire contents of the yellow pages group file at that point; *+name* means to insert the entry (if any) for *name* from the yellow pages at that point. If a + entry has a non-null password or group member field, the contents of that field will overide what is contained in the yellow pages. The numerical group ID field cannot be overridden.

EXAMPLE

```
+myproject:::bill, steve
+:
```

If these entries appear at the end of a group file, then the group *myproject* will have members *bill*and*steve*, and the password and group ID of the yellow pages entry for the group *myproject*. All the groups listed in the yellow pages will be pulled in and placed after the entry for *myproject*.

FILES

/etc/group /etc/yp/group

SEE ALSO

setgroups(2), initgroups(3), crypt(3), passwd(1), passwd(5)

BUGS

The *passwd*(1) command won't change group passwords.

NAME

hosts – host name data base

SYNOPSIS

/etc/hosts

DESCRIPTION

The *hosts* file contains information regarding the known hosts on the DARPA Internet. For each host a single line should be present with the following information:

Internet address
official host name
aliases

Items are separated by any number of blanks and/or tab characters. A '#' indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file. This file is normally created from the official host data base maintained at the Network Information Control Center (NIC), though local changes may be required to bring it up to date regarding unofficial aliases and/or unknown hosts.

Network addresses are specified in the conventional '.' notation using the *inet_addr*() routine from the Internet address manipulation library, *inet*(3N). Host names may contain any printable character other than a field delimiter, newline, or comment character.

EXAMPLE

Here is a typical line from the */etc/hosts* file:

```
        192.9.1.20      gaia                    # Alison Shanks
```

FILES

/etc/hosts

SEE ALSO

gethostent(3N)

NAME

hosts.equiv – list of trusted hosts

DESCRIPTION

Hosts.equiv resides in directory */etc* and contains a list of trusted hosts. When an *rlogin*(1) or *rsh*(1) request from such a host is made, and the initiator of the request is in */etc/passwd*, then no further validity checking is done. That is, *rlogin* does not prompt for a password, and *rsh* completes successfully. So a remote user is "equivalenced" to a local user with the same user ID when the remote user is in *hosts.equiv*.

The format of *hosts.equiv* is a list of names, as in this example:

```
host1
host2
+@group1
-@group2
```

A line consisting of a simple host name means that anyone logging in from that host is trusted. A line consisting of *+@group* means that all hosts in that network group are trusted. A line consisting of *–@group* means that hosts in that group are not trusted. Programs scan *hosts.equiv* linearly, and stop at the first hit (either positive for hostname and +@ entries, or negative for –@ entries). A line consisting of a single + means that everyone is trusted.

The *.rhosts* file has the same format as *hosts.equiv*. When user *XXX* executes *rlogin* or *rsh*, the *.rhosts* file from *XXX*'s home directory is conceptually concatenated onto the end of *hosts.equiv* for permission checking. However, –@ entries are not sticky. If a user is excluded by a minus entry from *hosts.equiv* but included in *.rhosts*, then that user is considered trusted. In the special case when the user is root, then only the */.rhosts* file is checked.

It is also possible to have two entries (separated by a single space) on a line of these files. In this case, if the remote host is equivalenced by the first entry, then the user named by the second entry is allowed to log in as anyone, that is, specify any name to the –l flag (provided that name is in the */etc/passwd* file, of course). Thus

```
sundown john
```

allows *john* to log in from sundown as anyone. The usual usage would be to put this entry in the *.rhosts* file in the home directory for *bill*. Then *john* may log in as *bill* when coming from sundown. The second entry may be a netgroup, thus

```
+@group1 +@group2
```

allows any user in *group2* coming from a host in *group1* to log in as anyone.

FILES

/etc/hosts.equiv
/etc/yp/*domain*/netgroup
/etc/yp/*domain*/netgroup.byuser
/etc/yp/*domain*/netgroup.byhost

SEE ALSO

rlogin(1), rsh(1), netgroup(5)

NAME

kbd – keyboard translation table format and default table

SYNOPSIS

#include <sundev/kbd.h>

DESCRIPTION

Keyboard translation is done in the UNIX kernel via a set of tables. A translation table is 128 bytes of 'entries', which are bytes (unsigned chars). The top 4 bits of each entry are decoded by a case statement in the keyboard translator. If the entry is less than 0x80, it is sent out as an ASCII character (possibly with the META bit OR-ed in). 'Special' entries are 0x80 or greater, and invoke more complicated actions.

```
struct keymap {
        unsigned char    keymap[128];     /* maps keycodes to actions */
};
```

A keyboard is defined by its keymaps.

```
struct keyboard {
        struct keymap    *k_normal;       /* Unshifted */
        struct keymap    *k_shifted;      /* Shifted */
        struct keymap    *k_caps;/* Caps locked */
        struct keymap    *k_control;      /* Controlled */
        struct keymap    *k_up;           /* Key went up */
        int              k_idleshifts;    /* Shifts */
        int              k_idlebuckys;    /* Bucky bits */
        unsigned char    k_abort1;        /* 1st key of abort sequence */
        unsigned char    k_abort2;        /* 2nd key of abort sequence */
};
```

The following defines the bit positions used within k_idleshifts to indicate the 'pressed' (1) or 'released' (0) state of shift keys. The bit numbers and the aggregate masks are defined.

Since it is possible to have more than one bit in the shift mask on at once, there is an implied priority given to each shift state when determining which translation table to use. The order is (from highest priority to lowest) UPMASK, CTRLMASK, SHIFTMASK, and lastly CAPSMASK.

```
#define  CAPSLOCK     0          /* Caps Lock key */
#define  SHIFTLOCK    1          /* Shift Lock key */
#define  LEFTSHIFT    2          /* Left-hand shift key */
#define  RIGHTSHIFT   3          /* Right-hand shift key */
#define  LEFTCTRL     4          /* Left-hand (or only) control key */
#define  RIGHTCTRL    5          /* Right-hand control key */
#define  CAPSMASK     0x0001     /* Caplock translation table */
#define  SHIFTMASK    0x000E     /* Shifted translation table */
#define  CTRLMASK     0x0030     /* Ctrl shift translation table */
#define  UPMASK       0x0080     /* Key up translation table */
```

Special Entry Keys

The 'special' entries' top 4 bits are defined below. Generally they are used with a 4-bit parameter (such as a bit number) in the low 4 bits. The bytes whose top 4 bits are 0x0 thru 0x7 happen to be ASCII characters. They are not special cased, but just normal cased.

```
#define  SHIFTKEYS    0x80
```

thru 0x8F. This key helps to determine the translation table used. The bit position of its bit in 'shiftmask' is added to the entry, for example, SHIFTKEYS+LEFTCTRL. When this entry is invoked, the bit in 'shiftmask' is toggled. Depending which tables you put it in, this works well for hold-down keys or press-on, press-off keys.

#define BUCKYBITS 0x90

thru 0x9F. This key determines the state of one of the 'bucky' bits above the returned ASCII character. This is basically a way to pass mode-key-up/down information back to the caller with each 'real' key depressed. The concept, and name 'bucky' (derivation unknown) comes from the MIT/SAIL 'TV' system — they had TOP, META, CTRL, and a few other bucky bits. The bit position of its bit in 'buckybits', minus 7, is added to the entry; for example, bit 0x00000400 is BUCKYBITS+3. The '-7' prevents us from messing up the ASCII char, and gives us 16 useful bucky bits. When this entry is invoked, the designated bit in 'buckybits' is toggled. Depending which tables you put it in, this works well for hold-down keys or press-on, press-off keys.

#define METABIT 0

Meta key depressed with key. This is the only user accessible bucky bit. This value is added to BUCKYBITS in the translation table.

#define SYSTEMBIT 1

'System' key was down w/key. This is a kernel-accessible bucky bit. This value is added to BUCKYBITS in the translation table. The system key is currently not used except as a place holder to indicate the key used as the *k_abort1* key (as defined above).

```
#define FUNNY 0xA0   /* thru 0xAF. This key does one of 16 funny
                        things based on the low 4 bits: */
#define NOP       0xA0  /* This key does nothing. */
#define OOPS      0xA1  /* This key exists but is undefined. */
#define HOLE      0xA2  /* This key does not exist on the keyboard.
                           Its position code should never be
                           generated. This indicates a software/
                           hardware mismatch, or bugs. */
#define NOSCROLL  0xA3  /* This key alternately sends ^S or ^Q */
#define CTRLS     0xA4  /* This sends ^S and lets NOSCROLL know */
#define CTRLQ 0xA5   /* This sends ^Q and lets NOSCROLL know */
#define RESET     0xA6  /* Kbd was just reset */
#define ERROR 0xA7   /* Kbd just detected an internal error */
#define IDLE      0xA8  /* Kbd is idle (no keys down) */
```

Combinations 0xA9 to 0xAF are reserved for non-parameterized functions.

#define STRING 0xB0

thru 0xBF. The low-order 4 bits index a table select a string to be returned, char by char. Each entry in the table is null terminated.

```
#define KTAB_STRLEN 10     /* Maximum string length (including null) */
```

Definitions for the individual string numbers:

```
#define HOMEARROW       0x00
#define UPARROW         0x01
#define DOWNARROW 0x02
#define LEFTARROW       0x03
#define RIGHTARROW 0x04
```

String numbers 5 thru F are available to users making custom entries.

Function Key Groupings

In the following function key groupings, the low-order 4 bits indicate the function key number within the group:

```
#define  LEFTFUNC          0xC0   /* thru 0xCF.  The 'left' group. */
#define  RIGHTFUNC         0xD0   /* thru 0xDF.  The 'right' group. */
#define  TOPFUNC           0xE0   /* thru 0xEF.  The 'top' group. */
#define  BOTTOMFUNC 0xF0   /* thru 0xFF.  The 'bottom' group. */
#define LF(n)              (LEFTFUNC+(n)-1)
#define RF(n)              (RIGHTFUNC+(n)-1)
#define TF(n)              (TOPFUNC+(n)-1)
#define BF(n)              (BOTTOMFUNC+(n)-1)
```

The actual keyboard positions may not be on the left/right/top/bottom of the physical keyboard (although they usually are). What is important is that we have reserved 64 keys for function keys.

Normally, when a function key is pressed, the following escape sequence is sent through the character stream:

ESC[0..9z

where ESC is a single escape character and 0..9 indicate some number of digits needed to encode the function key as a decimal number.

DEFAULT TABLES

The kernel has initial translation tables, one set for each type of keyboard supported.

```
#include "../sundev/kbd.h"

/* handy way to define control characters in the tables */
#define       c(char)  (char&0x1F)
#define ESC 0x1B


/* Unshifted keyboard table for Micro Switch 103SD32-2 */

static struct keymap keytab_ms_lc = {
/*  0 */     HOLE,   BUCKYBITS+SYSTEMBIT,
                                       LF(2),   LF(3),   HOLE,    TF(1),   TF(2),   TF(3),
/*  8 */     TF(4),   TF(5),   TF(6),   TF(7),   TF(8),   TF(9),   TF(10),  TF(11),
/* 16 */     TF(12), TF(13), TF(14),  c('['),  HOLE,    RF(1),   '+',     '-',
/* 24 */     HOLE,   LF(4),   '\f',    LF(6),   HOLE,    SHIFTKEYS+CAPSLOCK,
                                                                  '1',     '2',
/* 32 */     '3',     '4',     '5',     '6',     '7',     '8',     '9',     '0',
/* 40 */     '-',     '~',     '`',     '\b',    HOLE,    '7',     '8',     '9',
/* 48 */     HOLE,   LF(7),   STRING+UPARROW,
                                                LF(9),   HOLE,    '\t',    'q',     'w',
/* 56 */     'e',     'r',     't',     'y',     'u',     'i',     'o',     'p',
/* 64 */     '{',     '}',     '_',     HOLE,    '4',     '5',     '6',     HOLE,
/* 72 */     STRING+LEFTARROW,
                              STRING+HOMEARROW,
                                       STRING+RIGHTARROW,
                                                HOLE,    SHIFTKEYS+SHIFTLOCK,
                                                                  'a',     's',     'd',
/* 80 */     'f',     'g',     'h',     'j',     'k',     'l',     ';',     ':',
/* 88 */     '|',     '\r',    HOLE,    '1',     '2',     '3',     HOLE,    NOSCROLL,
/* 96 */     STRING+DOWNARROW,
                              LF(15),  HOLE,    HOLE,    SHIFTKEYS+LEFTSHIFT,
                                                                'z',    'x',    'c',
/*104 */        'v',    'b',    'n',    'm',    ',',    '.',    '/',    SHIFTKEYS+RIGHTSHIFT,
/*112 */        NOP,    0x7F,   '0',    NOP,    '.',    HOLE,   HOLE,   HOLE,
/*120 */        HOLE,   HOLE,   SHIFTKEYS+LEFTCTRL,
                                                ' ',    SHIFTKEYS+RIGHTCTRL,
                                                                HOLE,   HOLE,   IDLE,
};

/* Shifted keyboard table for Micro Switch 103SD32-2 */

static struct keymap keytab_ms_uc = {
/*  0 */        HOLE,   BUCKYBITS+SYSTEMBIT,
                                        LF(2),  LF(3),  HOLE,   TF(1),  TF(2),  TF(3),
/*  8 */        TF(4),  TF(5),  TF(6),  TF(7),  TF(8),  TF(9),  TF(10), TF(11),
/* 16 */        TF(12), TF(13), TF(14), c('['), HOLE,   RF(1),  '+',    '-',
/* 24 */        HOLE,   LF(4),  '\f',   LF(6),  HOLE,   SHIFTKEYS+CAPSLOCK,
                                                                        '!',    '"',
/* 32 */        '#',    '$',    '%',    '&',    '\'',   '(',    ')',    '0',
/* 40 */        '=',    '^',    '@',    '\b',   HOLE,   '7',    '8',    '9',
/* 48 */        HOLE,   LF(7),  STRING+UPARROW,
                                                LF(9),  HOLE,   '\t',   'Q',    'W',
/* 56 */        'E',    'R',    'T',    'Y',    'U',    'I',    'O',    'P',
/* 64 */        '[',    ']',    '_',    HOLE,   '4',    '5',    '6',    HOLE,
/* 72 */        STRING+LEFTARROW,
                                STRING+HOMEARROW,
                                        STRING+RIGHTARROW,
                                                HOLE,   SHIFTKEYS+SHIFTLOCK,
                                                                'A',    'S',    'D',
/* 80 */        'F',    'G',    'H',    'J',    'K',    'L',    '+',    '*',
/* 88 */        '\\',   '\r',   HOLE,   '1',    '2',    '3',    HOLE,   NOSCROLL,
/* 96 */        STRING+DOWNARROW,
                                LF(15), HOLE,   HOLE,   SHIFTKEYS+LEFTSHIFT,
                                                                'Z',    'X',    'C',
/*104 */        'V',    'B',    'N',    'M',    '<',    '>',    '?',    SHIFTKEYS+RIGHTSHIFT,
/*112 */        NOP,    0x7F,   '0',    NOP,    '.',    HOLE,   HOLE,   HOLE,
/*120 */        HOLE,   HOLE,   SHIFTKEYS+LEFTCTRL,
                                                ' ',    SHIFTKEYS+RIGHTCTRL,
                                                                HOLE,   HOLE,   IDLE,
};


/* Caps Locked keyboard table for Micro Switch 103SD32-2 */

static struct keymap keytab_ms_cl = {
/*  0 */        HOLE,   BUCKYBITS+SYSTEMBIT,
                                        LF(2),  LF(3),  HOLE,   TF(1),  TF(2),  TF(3),
/*  8 */        TF(4),  TF(5),  TF(6),  TF(7),  TF(8),  TF(9),  TF(10), TF(11),
/* 16 */        TF(12), TF(13), TF(14), c('['), HOLE,   RF(1),  '+',    '-',
/* 24 */        HOLE,   LF(4),  '\f',   LF(6),  HOLE,   SHIFTKEYS+CAPSLOCK,
                                                                        '1',    '2',
/* 32 */        '3',    '4',    '5',    '6',    '7',    '8',    '9',    '0',
/* 40 */        '-',    '~',    '`',    '\b',   HOLE,   '7',    '8',    '9',
/* 48 */        HOLE,   LF(7),  STRING+UPARROW,
                                                LF(9),  HOLE,   '\t',   'Q',    'W',
/* 56 */        'E',    'R',    'T',    'Y',    'U',    'I',    'O',    'P',
/* 64 */        '{',    '}',    '_',    HOLE,   '4',    '5',    '6',    HOLE,
/* 72 */        STRING+LEFTARROW,
                                STRING+HOMEARROW,
                                        STRING+RIGHTARROW,
                                                HOLE,   SHIFTKEYS+SHIFTLOCK,
                                                                'A',    'S',    'D',
/* 80 */        'F',    'G',    'H',    'J',    'K',    'L',    ';',    ':',
/* 88 */        '|',    '\r',   HOLE,   '1',    '2',    '3',    HOLE,   NOSCROLL,
/* 96 */        STRING+DOWNARROW,
                                LF(15), HOLE,   HOLE,   SHIFTKEYS+LEFTSHIFT,
                                                                'Z',    'X',    'C',
/*104 */        'V',    'B',    'N',    'M',    ',',    '.',    '/',    SHIFTKEYS+RIGHTSHIFT,
/*112 */        NOP,    0x7F,   '0',    NOP,    '.',    HOLE,   HOLE,   HOLE,
/*120 */        HOLE,   HOLE,   SHIFTKEYS+LEFTCTRL,
                                                ' ',    SHIFTKEYS+RIGHTCTRL,
                                                                HOLE,   HOLE,   IDLE,
};

/* Controlled keyboard table for Micro Switch 103SD32-2 */

static struct keymap keytab_ms_ct = {
/*  0 */        HOLE,   BUCKYBITS+SYSTEMBIT,
                                        LF(2),  LF(3),  HOLE,   TF(1),  TF(2),  TF(3),
/*  8 */        TF(4),  TF(5),  TF(6),  TF(7),  TF(8),  TF(9),  TF(10), TF(11),
/* 16 */        TF(12), TF(13), TF(14), c('['), HOLE,   RF(1),  OOPS, OOPS,
/* 24 */        HOLE,   LF(4),  '\f',   LF(6),  HOLE,   SHIFTKEYS+CAPSLOCK,
                                                                        OOPS,   OOPS,
/* 32 */        OOPS,   OOPS,   OOPS,   OOPS,   OOPS,   OOPS,   OOPS,   OOPS,
/* 40 */        OOPS,   c('^'), c('@'), '\b',   HOLE,   OOPS,   OOPS,   OOPS,
/* 48 */        HOLE,   LF(7),  STRING+UPARROW,
                                                LF(9),  HOLE,   '\t',   CTRLQ,c('W'),
/* 56 */        c('E'), c('R'), c('T'), c('Y'), c('U'), c('I'), c('O'), c('P'),
/* 64 */        c('['), c(']'), c('_'), HOLE,   OOPS,   OOPS,   OOPS,   HOLE,
/* 72 */        STRING+LEFTARROW,
                                STRING+HOMEARROW,
                                        STRING+RIGHTARROW,
                                                HOLE,   SHIFTKEYS+SHIFTLOCK,
                                                                c('A'), CTRLS, c('D'),
/* 80 */        c('F'), c('G'), c('H'), c('J'), c('K'), c('L'), OOPS,   OOPS,
/* 88 */        c('\\'),
                                '\r',   HOLE,   OOPS,   OOPS,   OOPS,   HOLE,   NOSCROLL,
/* 96 */        STRING+DOWNARROW,
                                LF(15), HOLE,   HOLE,   SHIFTKEYS+LEFTSHIFT,
                                                                c('Z'), c('X'), c('C'),
/*104 */        c('V'), c('B'), c('N'), c('M'), OOPS,   OOPS,   OOPS,   SHIFTKEYS+RIGHTSHIFT,
/*112 */        NOP,    0x7F,   OOPS,   NOP,    OOPS,   HOLE,   HOLE,   HOLE,
/*120 */        HOLE,   HOLE,   SHIFTKEYS+LEFTCTRL,
                                                '\0',   SHIFTKEYS+RIGHTCTRL,
                                                                HOLE,   HOLE,   IDLE,
};
```

```
/* "Key Up" keyboard table for Micro Switch 103SD32-2 */

static struct keymap keytab_ms_up = {
/*  0 */    HOLE,   BUCKYBITS+SYSTEMBIT,
                                    OOPS,   OOPS,   HOLE,   OOPS,   OOPS,   OOPS,
/*  8 */    OOPS,   OOPS,   OOPS,   OOPS,   OOPS,   OOPS,   OOPS,   OOPS,
/* 16 */    OOPS,   OOPS,   OOPS,   NOP,    HOLE,   OOPS,   NOP,    NOP,
/* 24 */    HOLE,   OOPS,   NOP,    OOPS,   HOLE,   SHIFTKEYS+CAPSLOCK,
                                                                    NOP,    NOP,
/* 32 */    NOP,    NOP,    NOP,    NOP,    NOP,    NOP,    NOP,    NOP,
/* 40 */    NOP,    NOP,    NOP,    NOP,    HOLE,   NOP,    NOP,    NOP,
/* 48 */    HOLE,   OOPS,   NOP,    OOPS,   HOLE,   NOP,    NOP,    NOP,
/* 56 */    NOP,    NOP,    NOP,    NOP,    NOP,    NOP,    NOP,    NOP,
/* 64 */    NOP,    NOP,    NOP,    HOLE,   NOP,    NOP,    NOP,    HOLE,
/* 72 */    NOP,    NOP,    NOP,    HOLE,   SHIFTKEYS+SHIFTLOCK,
                                                            NOP,    NOP,    NOP,
/* 80 */    NOP,    NOP,    NOP,    NOP,    NOP,    NOP,    NOP,    NOP,
/* 88 */    NOP,    NOP,    HOLE,   NOP,    NOP,    NOP,    HOLE,   NOP,
/* 96 */    NOP,    OOPS,   HOLE,   HOLE,   SHIFTKEYS+LEFTSHIFT,
                                                            NOP,    NOP,    NOP,
/*104 */    NOP,    NOP,    NOP,    NOP,    NOP,    NOP,    NOP,    SHIFTKEYS+RIGHTSHIFT,
/*112 */    NOP,    NOP,    NOP,    NOP,    NOP,    HOLE,   HOLE,   HOLE,
/*120 */    HOLE,   HOLE,   SHIFTKEYS+LEFTCTRL,
                                            NOP,    SHIFTKEYS+RIGHTCTRL,
                                                            HOLE,   HOLE,   RESET,
};


/* Index to keymaps for Micro Switch 103SD32-2 */
static struct keyboard keyindex_ms = {
            &keytab_ms_lc,
            &keytab_ms_uc,
            &keytab_ms_cl,
            &keytab_ms_ct,
            &keytab_ms_up,
            CTLSMASK,       /* Shift bits which stay on with idle keyboard */
            0x0000,         /* Bucky bits which stay on with idle keyboard */
            1,      77,     /* abort keys */
            0x0000,         /* Shift bits which toggle on down event */
};

/* Unshifted keyboard table for Sun-2 keyboard */

static struct keymap keytab_s2_lc = {
/*  0 */    HOLE,   BUCKYBITS+SYSTEMBIT,
                                    LF(11), LF(2),  HOLE,   TF(1),  TF(2),  TF(11),
/*  8 */    TF(3),  TF(12), TF(4),  TF(13), TF(5),  TF(14), TF(6),  TF(15),
/* 16 */    TF(7),  TF(8),  TF(9),  TF(10), HOLE,   RF(1),  RF(2),  RF(3),
/* 24 */    HOLE,   LF(3),  LF(4),  LF(12), HOLE,   c('['), '1',    '2',
/* 32 */    '3',    '4',    '5',    '6',    '7',    '8',    '9',    '0',
/* 40 */    '-',    '=',    '`',    '\b',   HOLE,   RF(4),  RF(5),  RF(6),
/* 48 */    HOLE,   LF(5),  LF(13), LF(6),  HOLE,   '\t',   'q',    'w',
/* 56 */    'e',    'r',    't',    'y',    'u',    'i',    'o',    'p',
/* 64 */    '[',    ']',    0x7F,   HOLE,   RF(7),  STRING+UPARROW,
                                                            RF(9),  HOLE,
/* 72 */    LF(7),  LF(8),  LF(14), HOLE,   SHIFTKEYS+LEFTCTRL,
                                                    'a',    's',    'd',
/* 80 */    'f',    'g',    'h',    'j',    'k',    'l',    ';',    '\'',
/* 88 */    '\\',   '\r',   HOLE,   STRING+LEFTARROW,
                                            RF(11), STRING+RIGHTARROW,
                                                            HOLE,   LF(9),
/* 96 */    LF(15), LF(10), HOLE,   SHIFTKEYS+LEFTSHIFT,
                                            'z',    'x',    'c',    'v',
/*104 */    'b',    'n',    'm',    ',',    '.',    '/',    SHIFTKEYS+RIGHTSHIFT,
                                                                    '\n',
/*112 */    RF(13), STRING+DOWNARROW,
                            RF(15), HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*120 */    BUCKYBITS+METABIT,
                    ' ',    BUCKYBITS+METABIT,
                                    HOLE,   HOLE,   HOLE,   ERROR,IDLE,
};

/* Shifted keyboard table for Sun-2 keyboard */

static struct keymap keytab_s2_uc = {
/*  0 */    HOLE,   BUCKYBITS+SYSTEMBIT,
                            LF(11), LF(2),  HOLE,   TF(1),  TF(2),  TF(11),
/*  8 */    TF(3),  TF(12), TF(4),  TF(13), TF(5),  TF(14), TF(6),  TF(15),
/* 16 */    TF(7),  TF(8),  TF(9),  TF(10), HOLE,   RF(1),  RF(2),  RF(3),
/* 24 */    HOLE,   LF(3),  LF(4),  LF(12), HOLE,   c('['), '!',    '@',
/* 32 */    '#',    '$',    '%',    '^',    '&',    '*',    '(',    ')',
/* 40 */    '_',    '+',    '~',    '\b',   HOLE,   RF(4),  RF(5),  RF(6),
/* 48 */    HOLE,   LF(5),  LF(13), LF(6),  HOLE,   '\t',   'Q',    'W',
/* 56 */    'E',    'R',    'T',    'Y',    'U',    'I',    'O',    'P',
/* 64 */    '{',    '}',    0x7F,   HOLE,   RF(7),  STRING+UPARROW,
                                                            RF(9),  HOLE,
/* 72 */    LF(7),  LF(8),  LF(14), HOLE,   SHIFTKEYS+LEFTCTRL,
                                                    'A',    'S',    'D',
/* 80 */    'F',    'G',    'H',    'J',    'K',    'L',    ':',    '"',
/* 88 */    '|',    '\r',   HOLE,   STRING+LEFTARROW,
                                            RF(11), STRING+RIGHTARROW,
                                                            HOLE,   LF(9),
/* 96 */    LF(15), LF(10), HOLE,   SHIFTKEYS+LEFTSHIFT,
                                            'Z',    'X',    'C',    'V',
/*104 */    'B',    'N',    'M',    '<',    '>',    '?',    SHIFTKEYS+RIGHTSHIFT,
                                                                    '\n',
/*112 */    RF(13), STRING+DOWNARROW,
                            RF(15), HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*120 */    BUCKYBITS+METABIT,
                    ' ',    BUCKYBITS+METABIT,
                                    HOLE,   HOLE,   HOLE,   ERROR,IDLE,
};


/* Caps Locked keyboard table for Sun-2 keyboard */
```

```
static struct keymap keytab_s2_cl = {
/*  0 */    HOLE,   BUCKYBITS+SYSTEMBIT,
                                  LF(11), LF(2),  HOLE,   TF(1),  TF(2),  TF(11),
/*  8 */    TF(3),  TF(12), TF(4),  TF(13), TF(5),  TF(14), TF(6),  TF(15),
/* 16 */    TF(7),  TF(8),  TF(9),  TF(10), HOLE,   RF(1),  RF(2),  RF(3),
/* 24 */    HOLE,   LF(3),  LF(4),  LF(12), HOLE,   c('['), '1',    '2',
/* 32 */    '3',    '4',    '5',    '6',    '7',    '8',    '9',    '0',
/* 40 */    '-',    '=',    '`',    '\b',   HOLE,   RF(4),  RF(5),  RF(6),
/* 48 */    HOLE,   LF(5),  LF(13), LF(6),  HOLE,   '\t',   'Q',    'W',
/* 56 */    'E',    'R',    'T',    'Y',    'U',    'I',    'O',    'P',
/* 64 */    '[',    ']',    0x7F,   HOLE,   RF(7),  STRING+UPARROW,
                                                          RF(9),  HOLE,
/* 72 */    LF(7),  LF(8),  LF(14), HOLE,   SHIFTKEYS+LEFTCTRL,
                                                  'A',    'S',    'D',
/* 80 */    'F',    'G',    'H',    'J',    'K',    'L',    ';',    '\'',
/* 88 */    '\\',   '\r',   HOLE,   STRING+LEFTARROW,
                                          RF(11), STRING+RIGHTARROW,
                                                          HOLE,   LF(9),
/* 96 */    LF(15), LF(10), HOLE,   SHIFTKEYS+LEFTSHIFT,
                                          'Z',    'X',    'C',    'V',
/*104 */    'B',    'N',    'M',    ',',    '.',    '/',    SHIFTKEYS+RIGHTSHIFT,
                                                                  '\n',
/*112 */    RF(13), STRING+DOWNARROW,
                          RF(15), HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*120 */    BUCKYBITS+METABIT,
                          ' ',    BUCKYBITS+METABIT,
                                  HOLE,   HOLE,   HOLE,   ERROR,IDLE,
};

/* Controlled keyboard table for Sun-2 keyboard */

static struct keymap keytab_s2_ct = {
/*  0 */    HOLE,   BUCKYBITS+SYSTEMBIT,
                                  LF(11), LF(2),  HOLE,   TF(1),  TF(2),  TF(11),
/*  8 */    TF(3),  TF(12), TF(4),  TF(13), TF(5),  TF(14), TF(6),  TF(15),
/* 16 */    TF(7),  TF(8),  TF(9),  TF(10), HOLE,   RF(1),  RF(2),  RF(3),
/* 24 */    HOLE,   LF(3),  LF(4),  LF(12), HOLE,   c('['), '1',    c('@'),
/* 32 */    '3',    '4',    '5',    c('^'), '7',    '8',    '9',    '0',
/* 40 */    c('_'), '=',    c('^'), '\b',   HOLE,   RF(4),  RF(5),  RF(6),
/* 48 */    HOLE,   LF(5),  LF(13), LF(6),  HOLE,   '\t', c('q'),   c('w'),
/* 56 */    c('e'), c('r'), c('t'), c('y'), c('u'), c('i'), c('o'), c('p'),
/* 64 */    c('['), c(']'), 0x7F,   HOLE,   RF(7),  STRING+UPARROW,
                                                          RF(9),  HOLE,
/* 72 */    LF(7),  LF(8),  LF(14), HOLE,   SHIFTKEYS+LEFTCTRL,
                                                  c('a'), c('s'), c('d'),
/* 80 */    c('f'), c('g'), c('h'), c('j'), c('k'), c('l'), ';',    '\'',
/* 88 */    c('\\'),
                    '\r',   HOLE,   STRING+LEFTARROW,
                                          RF(11), STRING+RIGHTARROW,
                                                          HOLE,   LF(9),
/* 96 */    LF(15), LF(10), HOLE,   SHIFTKEYS+LEFTSHIFT,
                                          c('z'), c('x'), c('c'), c('v'),
/*104 */    c('b'), c('n'), c('m'), ',',    '.',    c('_'), SHIFTKEYS+RIGHTSHIFT,
                                                                        '\n',
/*112 */      RF(13), STRING+DOWNARROW,
                                          RF(15), HOLE, HOLE, HOLE, HOLE, HOLE,
/*120 */      BUCKYBITS+METABIT,
                                  c(' '),  BUCKYBITS+METABIT,
                                                  HOLE, HOLE, HOLE, ERROR,IDLE,
};



/* "Key Up" keyboard table for Sun-2 keyboard */

static struct keymap keytab_s2_up = {
/* 0 */       HOLE,  BUCKYBITS+SYSTEMBIT,
                                          OOPS,  OOPS,  HOLE,  OOPS,  OOPS,  OOPS,
/* 8 */       OOPS,  OOPS,  OOPS,  OOPS,  OOPS,  OOPS,  OOPS,  OOPS,
/* 16 */      OOPS,  OOPS,  OOPS,  OOPS,  HOLE,  OOPS,  OOPS,  NOP,
/* 24 */      HOLE,  OOPS,  OOPS,  OOPS,  HOLE,  NOP,   NOP,   NOP,
/* 32 */      NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,
/* 40 */      NOP,   NOP,   NOP,   NOP,   HOLE,  OOPS,  OOPS,  NOP,
/* 48 */      HOLE,  OOPS,  OOPS,  OOPS,  HOLE,  NOP,   NOP,   NOP,
/* 56 */      NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,
/* 64 */      NOP,   NOP,   NOP,   HOLE,  OOPS,  OOPS,  NOP,   HOLE,
/* 72 */      OOPS,  OOPS,  OOPS,  HOLE,  SHIFTKEYS+LEFTCTRL,
                                                        NOP,   NOP,   NOP,
/* 80 */      NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,
/* 88 */      NOP,   NOP,   HOLE,  OOPS,  OOPS,  NOP,   HOLE,  OOPS,
/* 96 */      OOPS,  OOPS,  HOLE,  SHIFTKEYS+LEFTSHIFT,
                                                 NOP,   NOP,   NOP,   NOP,
/*104 */      NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   SHIFTKEYS+RIGHTSHIFT,
                                                                      NOP,
/*112 */      OOPS,  OOPS,  NOP,   HOLE,  HOLE,  HOLE,  HOLE,  HOLE,
/*120 */      BUCKYBITS+METABIT,
                            NOP,   BUCKYBITS+METABIT,
                                          HOLE,  HOLE,  HOLE,  HOLE,  RESET,
};

/* Index to keymaps for Sun-2 keyboard */
static struct keyboard keyindex_s2 = {
              &keytab_s2_lc,
              &keytab_s2_uc,
              &keytab_s2_cl,
              &keytab_s2_ct,
              &keytab_s2_up,
              CAPSMASK,   /* Shift bits which stay on with idle keyboard */
              0x0000,     /* Bucky bits which stay on with idle keyboard */
              1,    77,   /* abort keys */
              0x0000,     /* Shift bits which toggle on down event */
};

/* Unshifted keyboard table for "VT100 style" */

static struct keymap keytab_vt_lc = {
```

```
/*  0 */        HOLE,   BUCKYBITS+SYSTEMBIT,
                                        HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*  8 */        HOLE,   HOLE,   STRING+UPARROW,
                                                STRING+DOWNARROW,
                                                        STRING+LEFTARROW,
                                                                STRING+RIGHTARROW,
                                                                        HOLE,   TF(1),
/* 16 */        TF(2),  TF(3),  TF(4),  c('['), '1',    '2',    '3',    '4',
/* 24 */        '5',    '6',    '7',    '8',    '9',    '0',    '-',    '=',
/* 32 */        '`',    c('H'), BUCKYBITS+METABIT,
                                                '7',    '8',    '9',    '-',    '\t',
/* 40 */        'q',    'w',    'e',    'r',    't',    'y',    'u',    'i',
/* 48 */        'o',    'p',    '[',    ']',    0x7F,   '4',    '5',    '6',
/* 56 */        ',',    SHIFTKEYS+LEFTCTRL,
                                        SHIFTKEYS+CAPSLOCK,
                                                'a',    's',    'd',    'f',    'g',
/* 64 */        'h',    'j',    'k',    'l',    ';',    '\'',   '\r',   '\\',
/* 72 */        '1',    '2',    '3',    NOP,    NOSCROLL,
                                                                SHIFTKEYS+LEFTSHIFT,
                                                                        'z',    'x',
/* 80 */        'c',    'v',    'b',    'n',    'm',    ',',    '.',    '/',
/* 88 */        SHIFTKEYS+RIGHTSHIFT,
                                '\n',   '0',    HOLE,   '.',    '\r',   HOLE,   HOLE,
/* 96 */        HOLE,   HOLE,   ' ',    HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*104 */        HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*112 */        HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*120 */        HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   IDLE,
};


/* Shifted keyboard table for "VT100 style" */

static struct keymap keytab_vt_uc = {
/*  0 */        HOLE,   BUCKYBITS+SYSTEMBIT,
                                        HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*  8 */        HOLE,   HOLE,   STRING+UPARROW,
                                                STRING+DOWNARROW,
                                                        STRING+LEFTARROW,
                                                                STRING+RIGHTARROW,
                                                                        HOLE,   TF(1),
/* 16 */        TF(2),  TF(3),  TF(4),  c('['), '!',    '@',    '#',    '$',
/* 24 */        '%',    '^',    '&',    '*',    '(',    ')',    '_',    '+',
/* 32 */        '~',    c('H'), BUCKYBITS+METABIT,
                                                '7',    '8',    '9',    '-',    '\t',
/* 40 */        'Q',    'W',    'E',    'R',    'T',    'Y',    'U',    'I',
/* 48 */        'O',    'P',    '{',    '}',    0x7F,   '4',    '5',    '6',
/* 56 */        ',',    SHIFTKEYS+LEFTCTRL,
                                        SHIFTKEYS+CAPSLOCK,
                                                'A',    'S',    'D',    'F',    'G',
/* 64 */        'H',    'J',    'K',    'L',    ':',    '"',    '\r',   '|',
/* 72 */        '1',    '2',    '3',    NOP,    NOSCROLL,
                                                                SHIFTKEYS+LEFTSHIFT,
                                                                        'Z',    'X',
/* 80 */    'C',    'V',    'B',    'N',    'M',    '<',    '>',    '?',
/* 88 */    SHIFTKEYS+RIGHTSHIFT,
                            '\n',   '0',    HOLE,   '.',    '\r',   HOLE,   HOLE,
/* 96 */    HOLE,   HOLE,   ' ',    HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*104 */    HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*112 */    HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*120 */    HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   IDLE,
};

/* Caps Locked keyboard table for "VT100 style" */

static struct keymap keytab_vt_cl = {
/* 0 */     HOLE,   BUCKYBITS+SYSTEMBIT,
                                    HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/* 8 */     HOLE,   HOLE,   STRING+UPARROW,
                                            STRING+DOWNARROW,
                                                    STRING+LEFTARROW,
                                                            STRING+RIGHTARROW,
                                                                    HOLE,   TF(1),
/* 16 */    TF(2),  TF(3),  TF(4),  c('['), '1',    '2',    '3',    '4',
/* 24 */    '5',    '6',    '7',    '8',    '9',    '0',    '-',    '=',
/* 32 */    '`',    c('H'), BUCKYBITS+METABIT,
                                            '7',    '8',    '9',    '-',    '\t',
/* 40 */    'Q',    'W',    'E',    'R',    'T',    'Y',    'U',    'I',
/* 48 */    'O',    'P',    '[',    ']',    0x7F,   '4',    '5',    '6',
/* 56 */    ',',    SHIFTKEYS+LEFTCTRL,
                                    SHIFTKEYS+CAPSLOCK,
                                            'A',    'S',    'D',    'F',    'G',
/* 64 */    'H',    'J',    'K',    'L',    ';',    '\'',   '\r',   '\\',
/* 72 */    '1',    '2',    '3',    NOP,    NOSCROLL,
                                                            SHIFTKEYS+LEFTSHIFT,
                                                                    'Z',    'X',
/* 80 */    'C',    'V',    'B',    'N',    'M',    ',',    '.',    '/',
/* 88 */    SHIFTKEYS+RIGHTSHIFT,
                            '\n',   '0',    HOLE,   '.',    '\r',   HOLE,   HOLE,
/* 96 */    HOLE,   HOLE,   ' ',    HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*104 */    HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*112 */    HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/*120 */    HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   IDLE,
};

/* Controlled keyboard table for "VT100 style" */

static struct keymap keytab_vt_ct = {
/* 0 */     HOLE,   BUCKYBITS+SYSTEMBIT,
                                    HOLE,   HOLE,   HOLE,   HOLE,   HOLE,   HOLE,
/* 8 */     HOLE,   HOLE,   STRING+UPARROW,
                                            STRING+DOWNARROW,
                                                    STRING+LEFTARROW,
                                                            STRING+RIGHTARROW,
                                                                    HOLE,   TF(1),
/* 16 */    TF(2),  TF(3),  TF(4),  c('['), '1',    c('@'), '3',    '4',
/* 24 */    '5',    c('^'), '7',    '8',    '9',    '0',    c('_'), '=',
/* 32 */    c('^'),   c('H'),   BUCKYBITS+METABIT,
                                          '7',      '8',      '9',      '-',      '\t',
/* 40 */    CTRLQ,c('W'), c('E'), c('R'),   c('T'),   c('Y'),   c('U'),   c('I'),
/* 48 */    c('O'),   c('P'),   c('['),   c(']'),   0x7F,     '4',      '5',      '6',
/* 56 */    ',',      SHIFTKEYS+LEFTCTRL,
                                SHIFTKEYS+CAPSLOCK,
                                          c('A'),   CTRLS, c('D'),   c('F'),   c('G'),
/* 64 */    c('H'),   c('J'),   c('K'),   c('L'),   ':',      '"',      '\r',     c('\\'),
/* 72 */    '1',      '2',      '3',      NOP,      NOSCROLL,
                                                              SHIFTKEYS+LEFTSHIFT,
                                                                        c('Z'),   c('X'),
/* 80 */    c('C'),   c('V'),   c('B'),   c('N'),   c('M'),   ',',      '.',      c('_'),
/* 88 */    SHIFTKEYS+RIGHTSHIFT,
                      '\n',     '0',      HOLE,     '.',      '\r',     HOLE,     HOLE,
/* 96 */    HOLE,     HOLE,     c(' '),   HOLE,     HOLE,     HOLE,     HOLE,     HOLE,
/*104 */    HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,
/*112 */    HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,
/*120 */    HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     IDLE,
};


/* "Key Up" keyboard table for "VT100 style" */

static struct keymap keytab_vt_up = {
/*  0 */    HOLE,     BUCKYBITS+SYSTEMBIT,
                                HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,
/*  8 */    HOLE,     HOLE,     NOP,      NOP,      NOP,      NOP,      HOLE,     OOPS,
/* 16 */    OOPS,     OOPS,     OOPS,     NOP,      NOP,      NOP,      NOP,      NOP,
/* 24 */    NOP,      NOP,      NOP,      NOP,      NOP,      NOP,      NOP,      NOP,
/* 32 */    NOP,      NOP,      BUCKYBITS+METABIT,
                                          NOP,      NOP,      NOP,      NOP,      NOP,
/* 40 */    NOP,      NOP,      NOP,      NOP,      NOP,      NOP,      NOP,      NOP,
/* 48 */    NOP,      NOP,      NOP,      NOP,      NOP,      NOP,      NOP,      NOP,
/* 56 */    NOP,      SHIFTKEYS+LEFTCTRL,
                                SHIFTKEYS+CAPSLOCK,
                                          NOP,      NOP,      NOP,      NOP,      NOP,
/* 64 */    NOP,      NOP,      NOP,      NOP,      NOP,      NOP,      NOP,      NOP,
/* 72 */    NOP,      NOP,      NOP,      NOP,      NOP,      SHIFTKEYS+LEFTSHIFT,
                                                                        NOP,      NOP,
/* 80 */    NOP,      NOP,      NOP,      NOP,      NOP,      NOP,      NOP,      NOP,
/* 88 */    SHIFTKEYS+RIGHTSHIFT,
                      NOP,      NOP,      HOLE,     NOP,      NOP,      HOLE,     HOLE,
/* 96 */    HOLE,     HOLE,     NOP,      HOLE,     HOLE,     HOLE,     HOLE,     HOLE,
/*104 */    HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,
/*112 */    HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,
/*120 */    HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     HOLE,     RESET,
};


/* Index to keymaps for "VT100 style" keyboard */
static struct keyboard keyindex_vt = {
            &keytab_vt_lc,
            &keytab_vt_uc,
                &keytab_vt_cl,
                &keytab_vt_ct,
                &keytab_vt_up,
                CAPSMASK+CTLSMASK,                      /* Shift keys that stay on at idle keyboard */
                0x0000,             /* Bucky bits that stay on at idle keyboard */
                1,        59,       /* abort keys */
                0x0000,             /* Shift bits which toggle on down event */
};

/* Unshifted keyboard table for Sun-3 keyboard */

static struct keymap keytab_s3_lc = {
/* 0 */         HOLE,     BUCKYBITS+SYSTEMBIT,
                                              HOLE,     LF(2),    HOLE,     TF(1),    TF(2),    HOLE,
/* 8 */         TF(3),    HOLE,     TF(4),    HOLE,     TF(5),    HOLE,     TF(6),    HOLE,
/* 16 */        TF(7),    TF(8),    TF(9),    ALT,      HOLE,     RF(1),    RF(2),    RF(3),
/* 24 */        HOLE,     LF(3),    LF(4),    HOLE,     HOLE,     c('['),   '1',      '2',
/* 32 */        '3',      '4',      '5',      '6',      '7',      '8',      '9',      '0',
/* 40 */        '-',      '=',      '`',      '\b',     HOLE,     RF(4),    RF(5),    RF(6),
/* 48 */        HOLE,     LF(5),    HOLE,     LF(6),    HOLE,     '\t',     'q',      'w',
/* 56 */        'e',      'r',      't',      'y',      'u',      'i',      'o',      'p',
/* 64 */        '[',      ']',      0x7F,     HOLE,     RF(7),    STRING+UPARROW,
                                                                                      RF(9),    HOLE,
/* 72 */        LF(7),    LF(8),    LF(14),   HOLE,     SHIFTKEYS+LEFTCTRL,
                                                                            'a',      's',      'd',
/* 80 */        'f',      'g',      'h',      'j',      'k',      'l',      ';',      '\'',
/* 88 */        '\\',     '\r',     HOLE,     STRING+LEFTARROW,
                                                                  RF(11),   STRING+RIGHTARROW,
                                                                                      HOLE,     LF(9),
/* 96 */        LF(15),   LF(10),   HOLE,     SHIFTKEYS+LEFTSHIFT,
                                                                  'z',      'x',      'c',      'v',
/*104 */        'b',      'n',      'm',      ',',      '.',      '/',      SHIFTKEYS+RIGHTSHIFT,
                                                                                                '\n',
/*112 */        RF(13),   STRING+DOWNARROW,
                                              RF(15),   HOLE,     HOLE,     HOLE,     HOLE,     SHIFTKEYS+CAPSLOCK,
/*120 */        BUCKYBITS+METABIT,
                                    ' ',      BUCKYBITS+METABIT,
                                                        HOLE,     HOLE,     HOLE,     ERROR,IDLE,
};

/* Shifted keyboard table for Sun-3 keyboard */

static struct keymap keytab_s3_uc = {
/* 0 */         HOLE,     BUCKYBITS+SYSTEMBIT,
                                              HOLE,     LF(2),    HOLE,     TF(1),    TF(2),    HOLE,
/* 8 */         TF(3),    HOLE,     TF(4),    HOLE,     TF(5),    HOLE,     TF(6),    HOLE,
/* 16 */        TF(7),    TF(8),    TF(9),    ALT,      HOLE,     RF(1),    RF(2),    RF(3),
/* 24 */        HOLE,     LF(3),    LF(4),    HOLE,     HOLE,     c('['),   '!',  '@',
/* 32 */        '#',      '$',      '%',      '^',      '&',      '*',      '(',      ')',
/* 40 */        '_',      '+',      '~',      '\b',     HOLE,     RF(4),    RF(5),    RF(6),
/* 48 */        HOLE,     LF(5),    HOLE,     LF(6),    HOLE,     '\t',     'Q',      'W',
/* 56 */        'E',      'R',      'T',      'Y',      'U',      'I',      'O',      'P',
/* 64 */        '{',      '}',      0x7F,     HOLE,     RF(7),    STRING+UPARROW,
                                                                        RF(9),    HOLE,
/* 72 */        LF(7),    LF(8),    HOLE,     HOLE,     SHIFTKEYS+LEFTCTRL,
                                                                  'A',      'S',      'D',
/* 80 */        'F',      'G',      'H',      'J',      'K',      'L',      ':',      '"',
/* 88 */        '|',      '\r',     HOLE,     STRING+LEFTARROW,
                                                        RF(11),   STRING+RIGHTARROW,
                                                                            HOLE,     LF(9),
/* 96 */        LF(15),   LF(10),   HOLE,     SHIFTKEYS+LEFTSHIFT,
                                                        'Z',      'X',      'C',      'V',
/*104 */        'B',      'N',      'M',      '<',      '>',      '?',      SHIFTKEYS+RIGHTSHIFT,
                                                                                      '\n',
/*112 */        RF(13),   STRING+DOWNARROW,
                                    RF(15),   HOLE,     HOLE,     HOLE,     HOLE,     SHIFTKEYS+CAPSLOCK,
/*120 */        BUCKYBITS+METABIT,
                          ' ',      BUCKYBITS+METABIT,
                                              HOLE,     HOLE,     HOLE,     ERROR,IDLE,
};


/* Caps Locked keyboard table for Sun-3 keyboard */

static struct keymap keytab_s3_cl = {
/*  0 */        HOLE,     BUCKYBITS+SYSTEMBIT,
                                    HOLE,     LF(2),    HOLE,     TF(1),    TF(2),    HOLE,
/*  8 */        TF(3),    HOLE,     TF(4),    HOLE,     TF(5),    HOLE,     TF(6),    HOLE,
/* 16 */        TF(7),    TF(8),    TF(9),    ALT,      HOLE,     RF(1),    RF(2),    RF(3),
/* 24 */        HOLE,     LF(3),    LF(4),    HOLE,     HOLE,     c('['),   '1',      '2',
/* 32 */        '3',      '4',      '5',      '6',      '7',      '8',      '9',      '0',
/* 40 */        '-',      '=',      '`',      '\b',     HOLE,     RF(4),    RF(5),    RF(6),
/* 48 */        HOLE,     LF(5),    HOLE,     LF(6),    HOLE,     '\t',     'Q',      'W',
/* 56 */        'E',      'R',      'T',      'Y',      'U',      'I',      'O',      'P',
/* 64 */        '[',      ']',      0x7F,     HOLE,     RF(7),    STRING+UPARROW,
                                                                            RF(9),    HOLE,
/* 72 */        LF(7),    LF(8),    HOLE,     HOLE,     SHIFTKEYS+LEFTCTRL,
                                                                  'A',      'S',      'D',
/* 80 */        'F',      'G',      'H',      'J',      'K',      'L',      ';',      '\'',
/* 88 */        '\\',     '\r',     HOLE,     STRING+LEFTARROW,
                                                        RF(11),   STRING+RIGHTARROW,
                                                                            HOLE,     LF(9),
/* 96 */        LF(15),   LF(10),   HOLE,     SHIFTKEYS+LEFTSHIFT,
                                                        'Z',      'X',      'C',      'V',
/*104 */        'B',      'N',      'M',      ',',      '.',      '/',      SHIFTKEYS+RIGHTSHIFT,
                                                                                      '\n',
/*112 */        RF(13),   STRING+DOWNARROW,
                                    RF(15),   HOLE,     HOLE,     HOLE,     HOLE,     SHIFTKEYS+CAPSLOCK,
/*120 */        BUCKYBITS+METABIT,
                          ' ',      BUCKYBITS+METABIT,
                                              HOLE,     HOLE,     HOLE,     ERROR,IDLE,
};

/* Controlled keyboard table for Sun-3 keyboard */

static struct keymap keytab_s3_ct = {
```

```
/*  0 */    HOLE,  BUCKYBITS+SYSTEMBIT,
                                 HOLE,  LF(2),  HOLE,  TF(1),  TF(2),  HOLE,
/*  8 */    TF(3),  HOLE,  TF(4),  HOLE,  TF(5),  HOLE,  TF(6),  HOLE,
/* 16 */    TF(7),  TF(8),  TF(9),  ALT,   HOLE,  RF(1),  RF(2),  RF(3),
/* 24 */    HOLE,  LF(3),  LF(4),  HOLE,  HOLE,  c('['),  '1',   c('@'),
/* 32 */    '3',   '4',   '5',   c('^'),  '7',   '8',   '9',   '0',
/* 40 */    c('_'),  '=',   c('^'),  '\b',   HOLE,  RF(4),  RF(5),  RF(6),
/* 48 */    HOLE,  LF(5),  HOLE,  LF(6),  HOLE,  '\t',  c('q'),   c('w'),
/* 56 */    c('e'),  c('r'),  c('t'),  c('y'),  c('u'),  c('i'),  c('o'),  c('p'),
/* 64 */    c('['),  c(']'),  0x7F,  HOLE,  RF(7),  STRING+UPARROW,
                                                        RF(9),  HOLE,
/* 72 */    LF(7),  LF(8),  HOLE,  HOLE,  SHIFTKEYS+LEFTCTRL,
                                               c('a'),  c('s'),  c('d'),
/* 80 */    c('f'),  c('g'),  c('h'),  c('j'),  c('k'),  c('l'),  ';',   '\'',
/* 88 */    c('\\'),
                        '\r',   HOLE,  STRING+LEFTARROW,
                                        RF(11), STRING+RIGHTARROW,
                                                        HOLE,  LF(9),
/* 96 */    LF(15), LF(10), HOLE,  SHIFTKEYS+LEFTSHIFT,
                                        c('z'),  c('x'),  c('c'),  c('v'),
/*104 */    c('b'),  c('n'),  c('m'),  ',',    '.',    c('_'),  SHIFTKEYS+RIGHTSHIFT,
                                                                 '\n',
/*112 */    RF(13), STRING+DOWNARROW,
                                 RF(15), HOLE,  HOLE,  HOLE,  HOLE,  SHIFTKEYS+CAPSLOCK,
/*120 */    BUCKYBITS+METABIT,
                        c(' '),  BUCKYBITS+METABIT,
                                        HOLE,  HOLE,  HOLE,  ERROR,IDLE,
};


/* "Key Up" keyboard table for Sun-3 keyboard */

static struct keymap keytab_s3_up = {
/*  0 */    HOLE,  BUCKYBITS+SYSTEMBIT,
                                 HOLE,  OOPS,  HOLE,  OOPS,  OOPS,  HOLE,
/*  8 */    OOPS,  HOLE,  OOPS,  HOLE,  OOPS,  HOLE,  OOPS,  HOLE,
/* 16 */    OOPS,  OOPS,  OOPS,  OOPS,  HOLE,  OOPS,  OOPS,  NOP,
/* 24 */    HOLE,  OOPS,  OOPS,  HOLE,  HOLE,  NOP,   NOP,   NOP,
/* 32 */    NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,
/* 40 */    NOP,   NOP,   NOP,   NOP,   HOLE,  OOPS,  OOPS,  NOP,
/* 48 */    HOLE,  OOPS,  HOLE,  OOPS,  HOLE,  NOP,   NOP,   NOP,
/* 56 */    NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,
/* 64 */    NOP,   NOP,   NOP,   HOLE,  OOPS,  OOPS,  NOP,   HOLE,
/* 72 */    OOPS,  OOPS,  HOLE,  HOLE,  SHIFTKEYS+LEFTCTRL,
                                               NOP,   NOP,   NOP,
/* 80 */    NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   NOP,
/* 88 */    NOP,   NOP,   HOLE,  OOPS,  OOPS,  NOP,   HOLE,  OOPS,
/* 96 */    OOPS,  OOPS,  HOLE,  SHIFTKEYS+LEFTSHIFT,
                                        NOP,   NOP,   NOP,   NOP,
/*104 */    NOP,   NOP,   NOP,   NOP,   NOP,   NOP,   SHIFTKEYS+RIGHTSHIFT,
                                                                 NOP,
/*112 */    OOPS,  OOPS,  NOP,   HOLE,  HOLE,  HOLE,  HOLE,  NOP,
/*120 */      BUCKYBITS+METABIT,
                            NOP,    BUCKYBITS+METABIT,
                                            HOLE,  HOLE,  HOLE,  HOLE,  RESET,
};

/* Index to keymaps for Sun-3 keyboard */
static struct keyboard keyindex_s3 = {
              &keytab_s3_lc,
              &keytab_s3_uc,
              &keytab_s3_cl,
              &keytab_s3_ct,
              &keytab_s3_up,
              0x0000,         /* Shift bits which stay on with idle keyboard */
              0x0000,         /* Bucky bits which stay on with idle keyboard */
              1,        77,   /* abort keys */
              CAPSMASK,       /* Shift bits which toggle on down event */
};

/************************************************************************/
/*  Index table for the whole shebang                                   */
/************************************************************************/
int nkeytables = 4;    /* max 16 */
struct keyboard *keytables[] = {
              &keyindex_ms,
              &keyindex_vt,
              &keyindex_s2,
              &keyindex_s3,
};

/*
              Keyboard String Table

              This defines the strings sent by various keys (as selected in the
              tables above).

              The first byte of each string is its length, the rest is data.
*/

#define       kstescinit(c)     {'\033', '[', 'c', '\0'}
char keystringtab[16][KTAB_STRLEN] = {
              kstescinit(H) /*home*/,
              kstescinit(A) /*up*/,
              kstescinit(B) /*down*/,
              kstescinit(D) /*left*/,
              kstescinit(C) /*right*/,
};
```

NAME

mntent – static information about filesystems

SYNOPSIS

#include <mntent.h>

DESCRIPTION

The file */etc/fstab* describes the file systems and swapping partitions used by the local machine. It is created by the system administrator using a text editor and processed by commands which mount, unmount, check consistency of, dump and restore file systems, and by the system in providing swap space.

It consists of a number of lines of the form:

```
fsname dir type opts freq passno
```

an example of which would be:

```
/dev/xy0a / 4.2 rw,noquota 1 2
```

The entries from this file are accessed using the routines in *getmntent*(3), which returns a structure of the following form:

```
struct mntent {
        char   *mnt_fsname;   /* file system name */
        char   *mnt_dir;      /* file system path prefix */
        char   *mnt_type;     /* 4.2, nfs, swap, or ignore */
        char   *mnt_opts;     /* ro, quota, etc. */
        int    mnt_freq;      /* dump frequency, in days */
        int    mnt_passno;    /* pass number on parallel fsck */
};
```

The fields are separated by white space, and a '#' as the first non-white character indicates a comment.

The *mnt_type* field determines how the *mnt_fsname*, and *mnt_opts* fields will be interpreted. Below is a list of the file system types currently supported and the way each of them interprets these fields.

4.2

mnt_fsname	Must be a block special device.
mnt_opts	Valid opts are ro, rw, quota, noquota.

NFS

mnt_fsname	The path on the server of the directory to be served.
mnt_opts	Valid opts are ro, rw, quota, noquota, hard, soft.

SWAP

mnt_fsname	Must be a block special device swap partition.
mnt_opts	Ignored.

If the *mnt_type* is specified as "ignore" the entry is ignored. This is useful to show disk partitions which are currently not used.

The field *mnt_freq* indicates how often each partition should be dumped by the *dump*(8) command (and triggers that commands w option which tells which file systems should be dumped). Most systems set the *mnt_freq* field to 1 indicating that the file systems are dumped each day.

The final field *mnt_passno* is used by the disk consistency check program *fsck*(8) to allow overlapped checking of file systems during a reboot. All file systems with *mnt_passno* of 1 are first checked simultaneosly, then all file systems with *mnt_passno* of 2, and so on. It is usual to make the *mnt_passno* of the root file system have the value 1 and then check one file system on each available disk drive in each subsequent pass to the exhaustion of file system partitions.

/etc/fstab is only *read* by programs, and not written; it is the duty of the system administrator to properly create and maintain this file. The order of records in */etc/fstab* is important because *fsck, mount,* and *umount* process the file sequentially; file systems must appear *after* file systems they are mounted within.

FILES

/etc/fstab

SEE ALSO

fsck(8), getmntent(3), mount(8), quotacheck(8), quotaon(8), umount(8)

1985"

NAME

mtab – mounted file system table

SYNOPSIS

#include <fstab.h>

DESCRIPTION

Mtab resides in the */etc* directory, and contains a table of devices mounted by the *mount* command. *Umount* removes entries.

The table is a set of mount entries, one per line, as defined in *<fstab.h>*. The type field indicates which type of file system (4.2, nfs, swap, etc.) is mounted, and the options field tells if the file system is mounted read-only, read-write, or read-write with disk quotas enabled.

This table is present only so people and programs can look at it. It does not matter to *mount* if there are duplicated entries nor to *umount* if a name cannot be found.

FILES

/etc/mtab

SEE ALSO

mount(8) fstab(5)

NAME

netgroup – list of network groups

DESCRIPTION

Netgroup defines network wide groups, used for permission checking when doing remote mounts, remote logins, and remote shells. For remote mounts, the information in *netgroup* is used to classify machines; for remote logins and remote shells, it is used to classify users. Each line of the *netgroup* file defines a group and has the format

```
groupname member1 member2 ....
```

where member*i* is either another group name, or a triple:

```
(hostname, username, domainname)
```

Any of three fields can be empty, in which case it signifies a wild card. Thus

```
universal (,,)
```

defines a group to which everyone belongs. Field names that begin with something other than a letter, digit or underscore (such as "-") work in precisely the opposite fashion. For example, consider the following entries:

```
justmachines    (analytica,-,sun)
justpeople      (-,babbage,sun)
```

The machine *analytica* belongs to the group *justmachines* in the domain *sun*, but no users belong to it. Similarly, the user *babbage* belongs to the group *justpeople* in the domain *sun*, but no machines belong to it.

Network groups are contained in the yellow pages, and are accessed through these files:

/etc/yp/*domainname*/netgroup.dir
/etc/yp/*domainname*/netgroup.pag
/etc/yp/*domainname*/netgroup.byuser.dir
/etc/yp/*domainname*/netgroup.byuser.pag
/etc/yp/*domainname*/netgroup.byhost.dir
/etc/yp/*domainname*/netgroup.byhost.pag

These files can be created from */etc/netgroup* using *makedbm*(8).

FILES

/etc/netgroup
/etc/yp/*domainname*/netgroup.dir
/etc/yp/*domainname*/netgroup.pag
/etc/yp/*domainname*/netgroup.byuser.dir
/etc/yp/*domainname*/netgroup.byuser.pag
/etc/yp/*domainname*/netgroup.byhost.dir
/etc/yp/*domainname*/netgroup.byhost.pag

SEE ALSO

getnetgrent(3), exportfs(8), makedbm(8), ypserv(8)

NAME

netrc – .netrc file for berknet information

DESCRIPTION

The *.netrc* file contains frequently-needed options for newtork commands.

The format of the *.netrc* file is as follows: Each line of the *.netrc* file defines options for a specific machine. A line in the *.netrc* file can be either a **machine** line or a **default** line. The **default** line must be the first line in the *.netrc* file if it is present. Lines thus appear as:

default *default machine name*
machine *machine name options*

Fields on each line are separated by spaces or tabs.

The *options* for a **machine** line are:

Option	Parameter	Default	Description
login	name	localname	login name for remote machine
password	password	(none)	password for remote login name
command	command	(none)	default command to be executed
write	yes/no	yes	write to user if possible
force	yes/no	no	always prompt for login name and password
quiet	yes/no	no	llike the **-q** option

NAME

networks – network name data base

DESCRIPTION

The *networks* file contains information regarding the known networks which comprise the DARPA Internet. For each network a single line should be present with the following information:

official network name
network number
aliases

Items are separated by any number of blanks and/or tab characters. A "#" indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file. This file is normally created from the official network data base maintained at the Network Information Control Center (NIC), though local changes may be required to bring it up to date regarding unofficial aliases and/or unknown networks.

Network number may be specified in the conventional "." notation using the *inet_network*() routine from the Internet address manipulation library, *inet*(3N). Network names may contain any printable character other than a field delimiter, newline, or comment character.

FILES

/etc/networks

SEE ALSO

getnetent(3N)

BUGS

A name server should be used instead of a static file. A binary indexed file format should be available for fast access.

NAME

news – USENET network news article, utility files

DESCRIPTION

There are two formats of news articles: A and B. A format is the only format that version 1 netnews systems can read or write. Systems running the version 2 netnews can read either format and there are provisions for the version 2 netnews to write in A format. A format looks like this:

Aarticle-ID
newsgroups
path
date
title
Body of article

Only version 2 netnews systems can read and write B format. B format contains two extra pieces of information: receival date and expiration date. The basic structure of a B format file consists of a series of headers and then the body. A header field is defined as a line with a capital letter in the 1st column and a colon somewhere on the line. Unrecognized header fields are ignored. News is stored in the same format transmitted, see "Standard for the Interchange of USENET Messages" for a full description. The following fields are among those recognized:

Header	Information
From:	*user@host.domain[.domain ...] (Full Name)*
Newsgroups:	*Newsgroups*
Message-ID:	*<Unique Identifier>*
Subject:	*descriptive title*
Date:	*Date Posted*
Date-Received:	*Date received on local machine*
Expires:	*Expiration Date*
Reply-To:	*Address for mail replies*
References:	*Article ID of article this is*
Control:	*Text of a control message*

Here is an example of an article:

```
Relay-Version: B 2.10   2/13/83 cbosgd.UUCP
Posting-Version: B 2.10   2/13/83 eagle.UUCP
Path: cbosgd!mhuxj!mhuxt!eagle!jerry
From: jerry@eagle.uucp (Jerry Schwarz)
Newsgroups: net.general
Subject: Usenet Etiquette -- Please Read
Message-ID: <642@eagle.UUCP>
Date: Friday, 19-Nov-82 16:14:55 EST
Followup-To: net.news
Expires: Saturday, 1-Jan-83 00:00:00 EST
Date-Received: Friday, 19-Nov-82 16:59:30 EST
Organization: Bell Labs, Murray Hill

The body of the article comes here, after a blank line.
```

A *sys* file line has four fields, each seperated by colons:

system-name:subscriptions:flags:transmission command

Of these fields, on the *system-name* and *subscriptions* need to be present.

The *system name* is the name of the system being sent to. The *subscriptions* is the list of newsgroups to be transmitted to the system. The *flags* are a set of letters describing how the article should be transmitted. The default is B. Valid flags include A (send in A format), B (send in B format), N (use ihave/sendme protocol), U (use uux -c and the name of the stored article in a %s string).

The *transmission command* is executed by the shell with the article to be transmitted as the standard input. The default is **uux – –z –r** *sysname***!rnews**. Some examples:

xyz:net.all
oldsys:net.all,fa.all,to.oldsys:A
berksys:net.all,ucb.all::/usr/lib/news/sendnews –b berksys:rnews
arpasys:net.all,arpa.all::/usr/lib/news/sendnews –a rnews@arpasys
old2:net.all,fa.all:A:/usr/lib/sendnews –o old2:rnews
user:fa.sf-lovers::mail user

Somewhere in a *sys* file, there must be a line for the host system. This line has no *flags* or *commands*. A # as the first character in a line denotes a comment.

The history, active, and ngfile files have one line per item.

SEE ALSO

inews(1), postnews(1), sendnews(8), uurec(8), readnews(1)

NAME

newsrc – information file for readnews and checknews

DESCRIPTION

The *.newsrc* file contains the list of previously read articles and an optional options line for *readnews*(1) and *checknews*(1). Each newsgroup that articles have been read from has a line of the form:

newsgroup : range

Range is a list of the articles read. It is basically a list of numbers separated by commas with sequential numbers collapsed with hyphens. For instance:

general: 1-78,80,85-90
fa.info-cpm: 1-7
net.news: 1
fa.info-vax! 1-5

If the : is replaced with an ! (as in info-vax above) the newsgroup is not subscribed to and is not be shown to the user.

An options line starts with the word **options** (left-justified). Then there are the list of options just as they would be on the command line. For instance:

options –n all !fa.sf-lovers !fa.human-nets –r
options –c –r

A string of lines beginning with a space or tab after the initial options line are considered continuation lines.

FILES

~/.newsrc	options and list of previously read articles

SEE ALSO

readnews(1), checknews(1)

NAME

passwd – password file

SYNOPSIS

/etc/passwd

DESCRIPTION

The *passwd* file contains for each user the following information:

name	User's login name — contains no upper case characters and must not be greater than eight characters long.
password	encrypted password
numerical user ID	This is the user's ID in the system and it must be unique.
numerical group ID	This is the number of the group that the user belongs to.
user's real name	In some versions of UNIX, this field also contains the user's office, extension, home phone, and so on. For historical reasons this field is called the GCOS field.
initial working directory	The directory that the user is positioned in when they log in — this is known as the 'home' directory.
shell	program to use as Shell when the user logs in.

The user's real name field may contain '&', meaning insert the login name.

The password file is an ASCII file. Each field within each user's entry is separated from the next by a colon. Each user is separated from the next by a new-line. If the password field is null, no password is demanded; if the Shell field is null, */bin/sh* is used.

The *passwd* file can also have line beginning with a plus (+), which means to incorporate entries from the yellow pages. There are three styles of + entries: all by itself, + means to insert the entire contents of the yellow pages password file at that point; *+name* means to insert the entry (if any) for *name* from the yellow pages at that point; *+@name* means to insert the entries for all members of the network group *name* at that point. If a + entry has a non-null password, directory, gecos, or shell field, they will overide what is contained in the yellow pages. The numerical user ID and group ID fields cannot be overridden.

EXAMPLE

Here is a sample */etc/passwd* file:

```
root:q.mJzTnu8icF.:0:10:God:/:/bin/csh
tut:6k/7KCFRPNVXg:508:10:Bill Tuthill:/usr2/tut:/bin/csh
+john:
+@documentation:no-login:
+:::Guest
```

In this example, there are specific entries for users *root tut*, in case the yellow pages are out of order. The user will have his password entry in the yellow pages incorporated without change; anyone in the netgroup *documentation* will have their password field disabled, and anyone else will be able to log in with their usual password, shell, and home directory, but with a gecos field of *Guest*.

The password file resides in the */etc* directory. Because of the encrypted passwords, it has general read permission and can be used, for example, to map numerical user ID's to names.

Appropriate precautions must be taken to lock the */etc/passwd* file against simultaneous changes if it is to be edited with a text editor; *vipw*(8) does the necessary locking.

FILES

/etc/passwd

SEE ALSO

getpwent(3), login(1), crypt(3), passwd(1), group(5), vipw(8), adduser(8)

NAME

phones – remote host phone number data base

SYNOPSIS

/etc/phones

DESCRIPTION

The file */etc/phones* contains the system-wide private phone numbers for the *tip*(1C) program. */etc/phones* is normally unreadable, and so may contain privileged information. The format of */etc/phones* is a series of lines of the form: <system-name>[\t]*<phone-number>. The system name is one of those defined in the *remote*(5) file and the phone number is constructed from [0123456789−=*%]. The '=' and '*' characters are indicators to the auto call units to pause and wait for a second dial tone (when going through an exchange). The '=' is required by the DF02-AC and the '*' is required by the BIZCOMP 1030.

Comment lines are lines containing a '#' sign in the first column of the line.

Only one phone number per line is permitted. However, if more than one line in the file contains the same system name *tip*(1C) will attempt to dial each one in turn, until it establishes a connection.

FILES

/etc/phones

SEE ALSO

tip(1C), remote(5)

NAME

plot – graphics interface

DESCRIPTION

Files of this format are produced by routines described in *plot*(3X), and are interpreted for various devices by commands described in *plot*(1G). A graphics file is a stream of plotting instructions. Each instruction consists of an ASCII letter usually followed by bytes of binary information. The instructions are executed in order. A point is designated by four bytes representing the x and y values; each value is a signed integer. The last designated point in an **l**, **m**, **n**, or **p** instruction becomes the 'current point' for the next instruction.

Each of the following descriptions begins with the name of the corresponding routine in *plot*(3X).

m move: The next four bytes give a new current point.

n cont: Draw a line from the current point to the point given by the next four bytes. See *plot*(1G).

p point: Plot the point given by the next four bytes.

l line: Draw a line from the point given by the next four bytes to the point given by the following four bytes.

t label: Place the following ASCII string so that its first character falls on the current point. The string is terminated by a newline.

a arc: The first four bytes give the center, the next four give the starting point, and the last four give the end point of a circular arc. The least significant coordinate of the end point is used only to determine the quadrant. The arc is drawn counter-clockwise.

c circle: The first four bytes give the center of the circle, the next two the radius.

e erase: Start another frame of output.

f linemod: Take the following string, up to a newline, as the style for drawing further lines. The styles are 'dotted,' 'solid,' 'longdashed,' 'shortdashed,' and 'dotdashed.' Effective only in *plot 4014* and *plot ver*.

s space: The next four bytes give the lower left corner of the plotting area; the following four give the upper right corner. The plot will be magnified or reduced to fit the device as closely as possible.

Space settings that exactly fill the plotting area with unity scaling appear below for devices supported by the filters of *plot*(1G). The upper limit is just outside the plotting area. In every case the plotting area is taken to be square; points outside may be displayable on devices whose face isn't square.

4014	space(0, 0, 3120, 3120);
ver	space(0, 0, 2048, 2048);
300, 300s	space(0, 0, 4096, 4096);
450	space(0, 0, 4096, 4096);

SEE ALSO

plot(1G), plot(3X), graph(1G)

NAME

printcap – printer capability data base

SYNOPSIS

/etc/printcap

DESCRIPTION

Printcap is a simplified version of the *termcap*(5) data base for describing printers. The spooling system accesses the *printcap* file every time it is used, allowing dynamic addition and deletion of printers. Each entry in the data base describes one printer. This data base may not be substituted for, as is possible for *termcap*, because it may allow accounting to be bypassed.

The default printer is normally *lp*, though the environment variable *PRINTER* may be used to override this. Each spooling utility supports a –P*printer* option to explicitly name a destination printer.

Refer to the *Line Printer Spooler Manual* in the Sun *System Administration Manual* for a discussion of how to set up the database for a given printer.

Each entry in the *printcap* file describes a printer, and is a line consisting of a number of fields separated by ':' characters. The first entry for each printer gives the names which are known for the printer, separated by '|' characters. The first name is conventionally a number. The second name given is the most common abbreviation for the printer, and the last name given should be a long name fully identifying the printer. The second name should contain no blanks; the last name may well contain blanks for readability. Entries may continue onto multiple lines by giving a \ as the last character of a line, and empty fields may be included for readability.

Capabilities in *printcap* are all introduced by two-character codes, and are of three types:

Boolean capabilities indicate that the printer has some particular feature. Boolean capabilities are simply written between the ':' characters, and are indicated by the word 'bool' in the type column of the capabilities table below.

Numeric capabilities supply information such as baud-rates, number of lines per page, and so on. Numeric capabilities are indicated by the word 'num' in the type column of the capabilities table below. Numeric capabilities are given by the two-character capability code followed by the '#' character, followed by the numeric value. For example: :br#1200: is a numeric entry stating that this printer should run at 1200 baud.

String capabilities give a sequence which can be used to perform particular printer operations such as cursor motion. String valued capabilities are indicated by the word 'str' in the type column of the capabilities table below. String valued capabilities are given by the two-character capability code followed by an '=' sign and then a string ending at the next following ':'. For example, :rp=spinwriter: is a sample entry stating that the remote printer is named 'spinwriter'.

CAPABILITIES

Name	Type	Default	Description
af	str	NULL	name of accounting file
br	num	none	if lp is a tty, set the baud rate (ioctl call)
cf	str	NULL	cifplot data filter
df	str	NULL	TeX data filter (DVI format)
du	str	0	User ID of user 'daemon'.
fc	num	0	if lp is a tty, clear flag bits (sgtty.h)
ff	str	"\f"	string to send for a form feed
fo	bool	false	print a form feed when device is opened
fs	num	0	like 'fc' but set bits
gf	str	NULL	graph data filter (plot (3X) format)
ic	bool	false	driver supports (non standard) ioctl call for indenting printout
if	str	NULL	name of text filter which does accounting

lf	str	"/dev/console"	error logging file name
lo	str	"lock"	name of lock file
lp	str	"/dev/lp"	device name to open for output
mc	num	0	maximum number of copies
mx	num	1000	maximum file size (in BUFSIZ blocks), zero = unlimited
nd	str	NULL	next directory for list of queues (unimplemented)
nf	str	NULL	ditroff data filter (device independent troff)
of	str	NULL	name of output filtering program
pl	num	66	page length (in lines)
pw	num	132	page width (in characters)
px	num	0	page width in pixels (horizontal)
py	num	0	page length in pixels (vertical)
rf	str	NULL	filter for printing FORTRAN style text files
rm	str	NULL	machine name for remote printer
rp	str	"lp"	remote printer name argument
rs	bool	false	restrict remote users to those with local accounts
rw	bool	false	open printer device read/write instead of read-only
sb	bool	false	short banner (one line only)
sc	bool	false	suppress multiple copies
sd	str	"/usr/spool/lpd"	spool directory
sf	bool	false	suppress form feeds
sh	bool	false	suppress printing of burst page header
st	str	"status"	status file name
tf	str	NULL	troff data filter (cat phototypesetter)
tr	str	NULL	trailer string to print when queue empties
vf	str	NULL	raster image filter
xc	num	0	if lp is a tty, clear local mode bits (tty (4))
xs	num	0	like 'xc' but set bits

Error messages sent to the console have a carriage return and a line feed appended to them, rather than just a line feed.

If the local line printer driver supports indentation, the daemon must understand how to invoke it.

Note that the 'fs', 'fc', 'xs', and 'xc' fields are flag *masks* rather than flag *values*. Certain default device flags are set when the device is opened by the lineprinter daemon if the device is a tty. The flags indicated in the 'fc' field are then cleared; the flags in the 'fs' field are then set (or vice-versa, depending on the order of 'fc#nnnn' and 'fs#nnnn' in the /etc/printcap file). For example, to set exactly the flags 06300 in the 'fs' field, do:

```
:fc#0177777:fs#06300:
```

The same process applies to the 'xc' and 'xs' fields.

SEE ALSO

termcap(5), lpc(8), lpd(8), pac(8), lpr(1), lpq(1), lprm(1)
The *Line Printer Spooler Manual* in the Sun *System Administration Manual*.

NAME

protocols – protocol name data base

SYNOPSIS

/etc/protocols

DESCRIPTION

The *protocols* file contains information regarding the known protocols used in the DARPA Internet. For each protocol a single line should be present with the following information:

official protocol name
protocol number
aliases

Items are separated by any number of blanks and/or tab characters. A ''#'' indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file.

Protocol names may contain any printable character other than a field delimiter, newline, or comment character.

EXAMPLE

The following example is taken from the Sun UNIX system.

```
#
# Internet (IP) protocols
#
ip        0     IP       # internet protocol, pseudo protocol number
icmp      1     ICMP     # internet control message protocol
ggp       2     GGP      # gateway-gateway protocol
tcp       6     TCP      # transmission control protocol
pup       12    PUP      # PARC universal packet protocol
udp       17    UDP      # user datagram protocol
```

FILES

/etc/protocols

SEE ALSO

getprotoent(3N)

BUGS

A name server should be used instead of a static file. A binary indexed file format should be available for fast access.

NAME

rasterfile – Sun's file format for raster images

SYNOPSIS

#include <rasterfile.h>

DESCRIPTION

A rasterfile is composed of three parts: first, a header containing 8 integers; second, a (possibly empty) set of colormap values; and third, the pixel image, stored a line at a time, in increasing *y* order. The image is layed out in the file as in a memory pixrect. Each line of the image is rounded up to the nearest 16 bits.

The header is defined by the following structure:

```
struct rasterfile {
        int     ras_magic;
        int     ras_width;
        int     ras_height;
        int     ras_depth;
        int     ras_length;
        int     ras_type;
        int     ras_maptype;
        int     ras_maplength;
};
```

The *ras_magic* field always contains the following constant:

```
#define  RAS_MAGIC     0x59a66a95
```

The *ras_width*, *ras_height*, and *ras_depth* fields contain the image's width and height in pixels, and its depth in bits per pixel, respectively. The depth is either 1 or 8, corresponding to standard frame buffer depths. The *ras_length* field contains the length in bytes of the image data. For an unencoded image, this number is computable from the *ras_width*, *ras_height*, and *ras_depth* fields, but for an encoded image it must be explicitly storéd in order to be available without decoding the image itself. Note that the length of the header and of the (possibly empty) colormap values are not included in the value of the *ras_length* field; it is only the image data length. For historical reasons, files of type *RT_OLD* will usually have a 0 in the *ras_length* field, and software expecting to encounter such files should be prepared to compute the actual image data length if needed. The *ras_maptype* and *ras_maplength* fields contain the type and length in bytes of the colormap values, respectively. If *ras_maptype* is not *RMT_NONE* and the *ras_maplength* is not 0, then the colormap values are the *ras_maplength* bytes immediately after the header. These values are either uninterpreted bytes (usually with the *ras_maptype* set to *RMT_RAW*) or the equal length red, green and blue vectors, in that order (when the *ras_maptype* is *RMT_EQUAL_RGB*). In the latter case, the *ras_maplength* must be three times the size in bytes of any one of the vectors.

FILES

/usr/include/rasterfile.h

SEE ALSO

Programmer's Reference Manual for SunWindows

NAME

remote – remote host description file

SYNOPSIS

/etc/remote

DESCRIPTION

The systems known by *tip*(1C) and their attributes are stored in an ASCII file which is structured somewhat like the *termcap*(5) file. Each line in the file provides a description for a single *system*. Fields are separated by a colon (':'). Lines ending in a \ character with an immediately following newline are continued on the next line.

The first entry is the name(s) of the host system. If there is more than one name for a system, the names are separated by vertical bars. After the name of the system comes the fields of the description. A field name followed by an '=' sign indicates a string value follows. A field name followed by a '#' sign indicates a following numeric value.

Entries named 'tip*' and 'cu*' are used as default entries by *tip*, and the *cu* interface to *tip*, as follows. When *tip* is invoked with only a phone number, it looks for an entry of the form 'tip300', where 300 is the baud rate with which the connection is to be made. When the *cu* interface is used, entries of the form 'cu300' are used.

CAPABILITIES

Capabilities are either strings (str), numbers (num), or boolean flags (bool). A string capability is specified by *capability=value*; for example, 'dv=/dev/harris'. A numeric capability is specified by *capability#value*; for example, 'xa#99'. A boolean capability is specified by simply listing the capability.

at	(str) Auto call unit type.
br	(num) The baud rate used in establishing a connection to the remote host. This is a decimal number. The default baud rate is 300 baud.
cm	(str) An initial connection message to be sent to the remote host. For example, if a host is reached through port selector, this might be set to the appropriate sequence required to switch to the host.
cu	(str) Call unit if making a phone call. Default is the same as the 'dv' field.
di	(str) Disconnect message sent to the host when a disconnect is requested by the user.
du	(bool) This host is on a dial-up line.
dv	(str) UNIX device(s) to open to establish a connection. If this file refers to a terminal line, *tip*(1C) attempts to perform an exclusive open on the device to insure only one user at a time has access to the port.
el	(str) Characters marking an end-of-line. The default is NULL. *Tip* only recognizes '~' escapes after one of the characters in 'el', or after a carriage-return.
fs	(str) Frame size for transfers. The default frame size is equal to BUFSIZ.
hd	(bool) The host uses half-duplex communication, local echo should be performed.
ie	(str) Input end-of-file marks. The default is NULL.
oe	(str) Output end-of-file string. The default is NULL. When *tip* is transferring a file, this string is sent at end-of-file.
pa	(str) The type of parity to use when sending data to the host. This may be one of 'even', 'odd', 'none', 'zero' (always set bit 8 to zero), 'one' (always set bit 8 to 1). The default is 'none'.
pn	(str) Telephone number(s) for this host. If the telephone number field contains an @ sign, *tip* searches the */etc/phones* file for a list of telephone numbers — see *phones*(5). A % sign in the telephone number indicates a 5-second delay for the Ventel Modem.
tc	(str) Indicates that the list of capabilities is continued in the named description. This is used primarily to share common capability information.

Here is a short example showing the use of the capability continuation feature:

```
UNIX-1200:\
        :dv=/dev/cau0:el=^D^U^C^S^Q^O@:du:at=ventel:ie=#$%:oe=^D:br#1200:
arpavax|ax:\
        :pn=7654321%:tc=UNIX-1200
```

FILES

/etc/remote

SEE ALSO

tip(1C), phones(5)

NAME

rmtab – remotely mounted file system table

DESCRIPTION

Rmtab resides in directory */etc* and contains a record of all clients that have done remote mounts of file systems from this machine. Whenever a remote *mount* is done, an entry is made in the *rmtab* file of the machine serving up that file system. *Umount* removes entries, if of a remotely mounted file system. *Umount –a* broadcasts to all servers, and informs them that they should remove all entries from *rmtab* created by the sender of the broadcast message. By placing a *umount –a* command in */etc/rc.boot*, *rmtab* tables can be purged of entries made by a crashed host, which upon rebooting did not remount the same file systems it had before. The table is a series of lines of the form

```
hostname:directory
```

This table is used only to preserve information between crashes, and is read only by *mountd*(8) when it starts up. *Mountd* keeps an in-core table, which it uses to handle requests from programs like *showmount*(1) and *shutdown*(8).

FILES

/etc/rmtab

SEE ALSO

showmount(1), mountd(8), mount(8), umount(8), shutdown(8)

BUGS

Although the *rmtab* table is close to the truth, it is not always 100% accurate.

NAME

rpc – rpc program number data base

SYNOPSIS

/etc/rpc

DESCRIPTION

The *rpc* file contains user readable names that can be used in place of rpc program numbers. Each line has the following information:

name of server for the rpc program
rpc program number
aliases

Items are separated by any number of blanks and/or tab characters. A "#" indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file.

Here is an example of the */etc/rpc* file from the Sun UNIX System.

```
#
#               rpc  1.2  85/09/26
#
rstatd                          100001      rstat rup perfmeter
rusersd                         100002      rusers
nfs                             100003      nfsprog
ypserv                          100004      ypprog
mountd                          100005      mount showmount
ypbind                          100007
walld                           100008      rwall shutdown
yppasswdd       100009          yppasswd
etherstatd      100010          etherstat
rquotad                         100011      rquotaprog quota rquota
sprayd                          100012      spray
selection_svc   100014          selnsvc
```

FILES

/etc/rpc

SEE ALSO

getrpcent(3N)

NAME

sccsfile – format of SCCS file

DESCRIPTION

An SCCS file is an ASCII file. It consists of six logical parts: the *checksum*, the *delta table* (contains information about each delta), *user names* (contains login names and/or numerical group IDs of users who may add deltas), *flags* (contains definitions of internal keywords), *comments* (contains arbitrary descriptive information about the file), and the *body* (contains the actual text lines intermixed with control lines).

Throughout an SCCS file there are lines which begin with the ASCII SOH (start of heading) character (octal 001). This character is hereafter referred to as *the control character* and will be represented graphically as @. Any line described below which is not depicted as beginning with the control character is prevented from beginning with the control character.

Entries of the form **DDDDD** represent a five digit string (a number between 00000 and 99999).

Each logical part of an SCCS file is described in detail below.

Checksum

The checksum is the first line of an SCCS file. The form of the line is:

```
@hDDDDD
```

The value of the checksum is the sum of all characters, except those of the first line. The @h provides a *magic number* of (octal) 064001.

Delta table

The delta table consists of a variable number of entries of the form:

```
@s DDDDD/DDDDD/DDDDD
@d <type> <SCCS ID>  yr/mo/da hr:mi:se  <pgmr>  DDDDD  DDDDD
@i DDDDD ...
@x DDDDD ...
@g DDDDD ...
@m <MR number>
 .
 .
 .
@c <comments> ...
 .
 .
 .
@e
```

The first line (@s) contains the number of lines inserted/deleted/unchanged respectively. The second line (@d) contains the type of the delta (currently, normal: **D**, and removed: **R**), the SCCS ID of the delta, the date and time of creation of the delta, the login name corresponding to the real user ID at the time the delta was created, and the serial numbers of the delta and its predecessor, respectively.

The @i, @x, and @g lines contain the serial numbers of deltas included, excluded, and ignored, respectively. These lines are optional.

The @m lines (optional) each contain one MR number associated with the delta; the @c lines contain comments associated with the delta.

The @e line ends the delta table entry.

User names

The list of login names and/or numerical group IDs of users who may add deltas to the file, separated by new-lines. The lines containing these login names and/or numerical group IDs are surrounded by the bracketing lines @u and @U. An empty list allows anyone to make a delta.

Flags

Keywords used internally (see *admin*(1) for more information on their use). Each flag line takes the form:

```
@f <flag>        <optional text>
```

The following flags are defined:

```
@f t    <type of program>
@f v    <program name>
@f i
@f b
@f m    <module name>
@f f    <floor>
@f c    <ceiling>
@f d    <default-sid>
@f n
@f j
@f l    <lock-releases>
@f q    <user defined>
```

The **t** flag defines the replacement for the identification keyword. The v flag controls prompting for MR numbers in addition to comments; if the optional text is present it defines an MR number validity checking program. The i flag controls the warning/error aspect of the "No id keywords" message. When the **i** flag is not present, this message is only a warning; when the i flag is present, this message will cause a "fatal" error (the file will not be gotten, or the delta will not be made). When the **b** flag is present the **–b** keyletter may be used on the *get* command to cause a branch in the delta tree. The **m** flag defines the first choice for the replacement text of the sccsfile.5 identification keyword. The **f** flag defines the "floor" release; the release below which no deltas may be added. The **c** flag defines the "ceiling" release; the release above which no deltas may be added. The d flag defines the default SID to be used when none is specified on a *get* command. The **n** flag causes *delta* to insert a "null" delta (a delta that applies *no* changes) in those releases that are skipped when a delta is made in a *new* release (for example, when delta 5.1 is made after delta 2.7, releases 3 and 4 are skipped). The absence of the **n** flag causes skipped releases to be completely empty. The **j** flag causes *get* to allow concurrent edits of the same base SID. The **l** flag defines a *list* of releases that are *locked* against editing (*get*(1) with the **–e** keyletter). The **q** flag defines the replacement for the identification keyword.

Comments

Arbitrary text surrounded by the bracketing lines @t and @T. The comments section typically will contain a description of the file's purpose.

Body

The body consists of text lines and control lines. Text lines don't begin with the control character, control lines do. There are three kinds of control lines: *insert*, *delete*, and *end*, represented by:

```
@I DDDDD
@D DDDDD
@E DDDDD
```

respectively. The digit string is the serial number corresponding to the delta for the control line.

SEE ALSO

admin(1), delta(1), get(1), prs(1).
Source Code Control System User's Guide by L. E. Bonanni and C. A. Salemi.

NAME

servers – inet server data base

DESCRIPTION

The *servers* file contains the list of servers that *inetd*(8) operates. For each server a single line should be present with the following information:

name of server
protocol
server location

Items are separated by any number of blanks and/or tab characters. A "#" indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file.

The name of the server should be the official service name as contained in *services*(5). The protocol entry is either udp or tcp. The server location is the full path name of the server program.

EXAMPLE

The following example is taken from the Sun UNIX system.

```
tcp      tcp   /usr/etc/in.tcpd
telnet   tcp   /usr/etc/in.telnetd
shell    tcp   /etc/in.rshd
login    tcp   /etc/in.rlogind
exec     tcp   /usr/etc/in.rexecd
tcp   udp   /usr/etc/in.ttcpd
syslog   udp   /usr/etc/in.syslog
comsat   udp   /usr/etc/in.comsat
talk     udp   /usr/etc/in.talkd
time     tcp   /usr/etc/in.timed
```

FILES

/etc/servers

SEE ALSO

services(5), inetd(8)

BUGS

Because of a limitation on the number of open files, this file must contain fewer than 27 lines.

NAME

services – service name data base

SYNOPSIS

/etc/services

DESCRIPTION

The *services* file contains information regarding the known services available in the DARPA Internet. For each service a single line should be present with the following information:

official service name
port number
protocol name
aliases

Items are separated by any number of blanks and/or tab characters. The port number and protocol name are considered a single *item*; a "/" is used to separate the port and protocol (for instance, "512/tcp"). A "#" indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file.

Service names may contain any printable character other than a field delimiter, newline, or comment character.

EXAMPLE

Here is an example of the */etc/services* file from the Sun UNIX System.

```
#
# @(#)services 1.5 85/04/02 SMI
#
# Network services, Internet style
# This file is never consulted when the yellow pages are running
#
echo                    7/udp
discard                 9/udp                   sink null
systat                  11/tcp
daytime                 13/tcp
netstat                 15/tcp
ftp                     21/tcp
telnet                  23/tcp
smtp                    25/tcp                  mail
time                    37/tcp                  timserver
name                    42/tcp                  nameserver
whois                   43/tcp                  nicname
mtp                     57/tcp                  # deprecated
hostnames     101/tcp             hostname      # usually from sri-nic
sunrpc                  111/udp
sunrpc                  111/tcp
#
# Host specific functions
#
tftp                    69/udp
rje                     77/tcp
finger                  79/tcp
link                    87/tcp                  ttylink
supdup                  95/tcp
ingreslock    1524/tcp
#
# UNIX specific services
```

```
#
exec                    512/tcp
login                   513/tcp
shell                   514/tcp                 cmd# no passwords used
printer                 515/tcp                 spooler# experimental
efs                     520/tcp                 # for LucasFilm
courier                 530/tcp                 rpc# experimental
biff                    512/udp                 comsat
who                     513/udp                 whod
syslog                  514/udp
talk                    517/udp
route                   520/udp                 router routed# 521 also
new-rwho    550/udp                 new-who     # experimental
rmonitor    560/udp                 rmonitord   # experimental
monitor                 561/udp                 # experimental
```

FILES

/etc/services

SEE ALSO

getservent(3N)

BUGS

A name server should be used instead of a static file. A binary indexed file format should be available for fast access.

NAME

tar – tape archive file format

DESCRIPTION

Tar, (the tape archive command) dumps several files into one, in a medium suitable for transportation.

A "tar tape" or file is a series of blocks. Each block is of size TBLOCK. A file on the tape is represented by a header block which describes the file, followed by zero or more blocks which give the contents of the file. At the end of the tape are two blocks filled with binary zeros, as an end-of-file indicator.

The blocks are grouped for physical I/O operations. Each group of *n* blocks (where *n* is set by the b keyletter on the *tar*(1) command line — default is 20 blocks) is written with a single system call; on nine-track tapes, the result of this write is a single tape record. The last group is always written at the full size, so blocks after the two zero blocks contain random data. On reading, the specified or default group size is used for the first read, but if that read returns less than a full tape block, the reduced block size is used for further reads, unless the B keyletter is used.

The header block looks like:

```
#define TBLOCK          512
#define NAMSIZ 100

union hblock {
        char dummy[TBLOCK];
        struct header {
                char name[NAMSIZ];
                char mode[8];
                char uid[8];
                char gid[8];
                char size[12];
                char mtime[12];
                char chksum[8];
                char linkflag;
                char linkname[NAMSIZ];
        } dbuf;
};
```

Name is a null-terminated string. The other fields are zero-filled octal numbers in ASCII. Each field (of width w) contains w-2 digits, a space, and a null, except *size* and *mtime*, which do not contain the trailing null. *Name* is the name of the file, as specified on the *tar* command line. Files dumped because they were in a directory which was named in the command line have the directory name as prefix and */filename* as suffix. *Mode* is the file mode, with the top bit masked off. *Uid* and *gid* are the user and group numbers which own the file. *Size* is the size of the file in bytes. Links and symbolic links are dumped with this field specified as zero. *Mtime* is the modification time of the file at the time it was dumped. *Chksum* is a decimal ASCII value which represents the sum of all the bytes in the header block. When calculating the checksum, the *chksum* field is treated as if it were all blanks. *Linkflag* is ASCII '0' if the file is "normal" or a special file, ASCII '1' if it is an hard link, and ASCII '2' if it is a symbolic link. The name linked-to, if any, is in *linkname*, with a trailing null. Unused fields of the header are binary zeros (and are included in the checksum).

The first time a given i-node number is dumped, it is dumped as a regular file. The second and subsequent times, it is dumped as a link instead. Upon retrieval, if a link entry is retrieved, but not the file it was linked to, an error message is printed and the tape must be manually re-scanned to retrieve the linked-to file.

The encoding of the header is designed to be portable across machines.

SEE ALSO

tar(1)

BUGS

Names or linknames longer than NAMSIZ produce error reports and cannot be dumped.

NAME

term – terminal driving tables for nroff

SYNOPSIS

/usr/lib/term/tabname

DESCRIPTION

Nroff(1) uses driving tables to customize its output for various types of output devices, such as terminals, line printers, daisy-wheel printers, or special output filter programs. These driving tables are written as C programs, compiled, and installed in the directory */usr/lib/term*. The *name* of the output device is specified with the –T option of *nroff*. The structure of the terminal table is as follows:

```
#define     INCH        240

struct {
            int bset;
            int breset;
            int Hor;
            int Vert;
            int Newline;
            int Char;
            int Em;
            int Halfline;
            int Adj;
            char *twinit;
            char *twrest;
            char *twnl;
            char *hlr;
            char *hlf;
            char *flr;
            char *bdon;
            char *bdoff;
            char *ploton;
            char *plotoff;
            char *up;
            char *down;
            char *right;
            char *left;
            char *codetab[256–32];
            char *zzz;
} t;
```

The meanings of the various fields are as follows:

bset	bits to set in the *sg_flags* field of the *sgtty* structure before output; see *tty*(4).
breset	bits to reset in the *sg_flags* field of the *sgtty* structure after output; see *tty*(4).
Hor	horizontal resolution in fractions of an inch.
Vert	vertical resolution in fractions of an inch.
Newline	space moved by a newline (linefeed) character in fractions of an inch.
Char	quantum of character sizes, in fractions of an inch. (that is, a character is a multiple of Char units wide)
Em	size of an em in fractions of an inch.
Halfline	space moved by a half-linefeed (or half-reverse-linefeed) character in fractions of an inch.

Adj	quantum of white space, in fractions of an inch. (that is, white spaces are a multiple of Adj units wide) Note: if this is less than the size of the space character (in units of Char; see below for how the sizes of characters are defined), *nroff* will output fractional spaces using plot mode. Also, if the –e switch to *nroff* is used, Adj is set equal to Hor by *nroff*.
twinit	set of characters used to initialize the terminal in a mode suitable for *nroff*.
twrest	set of characters used to restore the terminal to normal mode.
twnl	set of characters used to move down one line.
hlr	set of characters used to move up one-half line.
hlf	set of characters used to move down one-half line.
flr	set of characters used to move up one line.
bdon	set of characters used to turn on hardware boldface mode, if any.
bdoff	set of characters used to turn off hardware boldface mode, if any.
ploton	set of characters used to turn on hardware plot mode (for Diablo type mechanisms), if any.
plotoff	set of characters used to turn off hardware plot mode (for Diablo type mechanisms), if any.
up	set of characters used to move up one resolution unit (Vert) in plot mode, if any.
down	set of characters used to move down one resolution unit (Vert) in plot mode, if any.
right	set of characters used to move right one resolution unit (Hor) in plot mode, if any.
left	set of characters used to move left one resolution unit (Hor) in plot mode, if any.
codetab	definition of characters needed to print an *nroff* character on the terminal. The first byte is the number of character units (Char) needed to hold the character; that is, "\001" is one unit wide, "\002" is two units wide, etc. The high-order bit (0200) is on if the character is to be underlined in underline mode (.ul). The rest of the bytes are the characters used to produce the character in question. If the character has the sign (0200) bit on, it is a code to move the terminal in plot mode. It is encoded as:

0100 bit on	vertical motion.
0100 bit off	horizontal motion.
040 bit on	negative (up or left) motion.
040 bit off	positive (down or right) motion.
037 bits	number of such motions to make.

zzz a zero terminator at the end.

All quantities which are in units of fractions of an inch should be expressed as INCH**num/denom*, where *num* and *denom* are respectively the numerator and denominator of the fraction; that is, 1/48 of an inch would be written as "INCH/48".

If any sequence of characters does not pertain to the output device, that sequence should be given as a null string.

The source code for the terminal name is in */usr/src/usr.bin/nroff/term/*name.*c* If you add a new terminal type, modify the *Makefile* to reflect the change. By using the *Makefile*, everything will be compiled and installed automatically

FILES

/usr/lib/term/tab*name*	driving tables
tab*name*.c	source for driving tables

SEE ALSO

troff(1), term(7)

NAME

termcap – terminal capability data base

SYNOPSIS

/etc/termcap

DESCRIPTION

Termcap is a data base describing terminals, used, for example, by *vi*(1) and *curses*(3X). Terminals are described in *termcap* by giving a set of capabilities which they have, and by describing how operations are performed. Padding requirements and initialization sequences are included in *termcap*.

Each entry in the *termcap* file describes a terminal, and is a line consisting of a number of fields separated by ':' characters. The first entry for each terminal gives the names which are known for the terminal, separated by '|' characters. The first name is always 2 characters long and is used by older version 6 systems which store the terminal type in a 16 bit word in a systemwide data base. The second name given is the most common abbreviation for the terminal, and the last name given should be a long name fully identifying the terminal. The second name should contain no blanks; the last name may well contain blanks for readability. Entries may continue onto multiple lines by giving a \ as the last character of a line, and empty fields may be included for readability.

Capabilities in *termcap* are all introduced by two-character codes, and are of three types:

Boolean capabilities indicate that the terminal has some particular feature. Boolean capabilities are simply written between the ':' characters, and are indicated by the word 'bool' in the type column of the capabilities table below.

Numeric capabilities supply information such as the size of the terminal or the size of particular delays. Numeric capabilities are indicated by the word 'num' in the type column of the capabilities table below. Numeric capabilities are given by the two-character capability code followed by the '#' character and then the numeric value. For example: :co#80: is a numeric entry stating that this terminal has 80 columns.

String capabilities give a sequence which can be used to perform particular terminal operations such as cursor motion. String valued capabilities are indicated by the word 'str' in the type column of the capabilities table below. String valued capabilities are given by the two-character capability code followed by an '=' sign and then a string ending at the next following ':'. For example, :ce=16\E^S: is a sample entry for clear to end-of-line.

CAPABILITIES

(P)	indicates padding may be specified
(P*)	indicates that padding may be based on the number of lines affected

Name	Type	Pad?	Description
ae	str	(P)	End alternate character set
al	str	(P*)	Add new blank line
am	bool		Terminal has automatic margins
as	str	(P)	Start alternate character set
bc	str		Backspace if not ^H
bl	str		Audible bell character
bs	bool		Terminal can backspace with ^H
bt	str	(P)	Back tab
bw	bool		Backspace wraps from column 0 to last column
CC	str		Command character in prototype if terminal settable
cd	str	(P*)	Clear to end of display
ce	str	(P)	Clear to end of line
ch	str	(P)	Like cm but horizontal motion only, line stays same
cl	str	(P*)	Clear screen
cm	str	(P)	Cursor motion
co	num		Number of columns in a line
cr	str	(P*)	Carriage return, (default ^M)

cs	str	(P)	Change scrolling region (vt100), like cm
ct	str		Clear all tab stops
cv	str	(P)	Like ch but vertical only.
da	bool		Display may be retained above
dB	num		Number of millisec of bs delay needed
db	bool		Display may be retained below
dC	num		Number of millisec of cr delay needed
dc	str	(P*)	Delete character
dF	num		Number of millisec of ff delay needed
dl	str	(P*)	Delete line
dm	str		Delete mode (enter)
dN	num		Number of millisec of nl delay needed
do	str		Down one line
dT	num		Number of millisec of tab delay needed
ed	str		End delete mode
ei	str		End insert mode; give ":ei=:" if ic
eo	str		Can erase overstrikes with a blank
ff	str	(P*)	Hardcopy terminal page eject (default ^L)
hc	bool		Hardcopy terminal
hd	str		Half-line down (forward 1/2 linefeed)
ho	str		Home cursor (if no cm)
hu	str		Half-line up (reverse 1/2 linefeed)
hz	str		Hazeltine; can't print ~'s
ic	str	(P)	Insert character
if	str		Name of file containing is
im	bool		Insert mode (enter); give ":im=:" if ic
in	bool		Insert mode distinguishes nulls on display
ip	str	(P*)	Insert pad after character inserted
is	str		Terminal initialization string
k0-k9	str		Sent by "other" function keys 0-9
kb	str		Sent by backspace key
kd	str		Sent by terminal down arrow key
ke	str		Out of "keypad transmit" mode
kh	str		Sent by home key
kl	str		Sent by terminal left arrow key
kn	num		Number of "other" keys
ko	str		Termcap entries for other non-function keys
kr	str		Sent by terminal right arrow key
ks	str		Put terminal in "keypad transmit" mode
ku	str		Sent by terminal up arrow key
l0-l9	str		Labels on "other" function keys
le	str		Move cursor left one place
li	num		Number of lines on screen or page
ll	str		Last line, first column (if no cm)
ma	str		Arrow key map, used by vi version 2 only
mb	str		Turn on blinking
md	str		Enter bold (extra-bright) mode
me	str		Turn off all attributes, normal mode
mh	str		Enter dim (half-bright) mode
mi	bool		Safe to move while in insert mode
ml	str		Memory lock on above cursor.
mr	str		Enter reverse mode
ms	bool		Safe to move while in standout and underline mode

mu	str		Memory unlock (turn off memory lock).
nc	bool		No correctly working carriage return (DM2500,H2000)
nd	str		Non-destructive space (cursor right)
nl	str	(P*)	Newline character (default \n)
ns	bool		Terminal is a CRT but doesn't scroll.
os	bool		Terminal overstrikes
pc	str		Pad character (rather than null)
pt	bool		Has hardware tabs (may need to be set with is)
rf	str		Reset file, like if but for *reset* (1)
rs	str		Reset string, like is but for *reset* (1)
se	str		End stand out mode
sf	str	(P)	Scroll forwards
sg	num		Number of blank chars left by so or se
so	str		Begin stand out mode
sr	str	(P)	Scroll reverse (backwards)
st	str		Set a tab in all rows, current column
ta	str	(P)	Tab (other than ^I or with padding)
tc	str		Entry of similar terminal - must be last
te	str		String to end programs that use **cm**
ti	str		String to begin programs that use **cm**
uc	str		Underscore one char and move past it
ue	str		End underscore mode
ug	num		Number of blank chars left by **us** or **ue**
ul	bool		Terminal underlines even though it doesn't overstrike
up	str		Upline (cursor up)
us	str		Start underscore mode
vb	str		Visible bell (may not move cursor)
ve	str		Sequence to end open/visual mode
vs	str		Sequence to start open/visual mode
vt	num		Virtual terminal number (CB/UNIX)
xb	bool		Beehive (f1=escape, f2=ctrl C)
xn	bool		A newline is ignored after a wrap (Concept)
xr	bool		Return acts like ce \r \n (Delta Data)
xs	bool		Standout not erased by writing over it (HP 264?)
xt	bool		Tabs are destructive, magic so char (Teleray 1061)

A Sample Entry

The following example describes the wyse terminal entry.

```
wv|wyse-vp|wyse|Wyse 50 in ADDS Viewpoint emulation mode with "enhance" on:
:am:cr=^M:do=^J:nl=^J:bl=^G:if=/usr/lib/tabset/wyse-adds:      :le=^H:bs:li#24:co#80:cm=EY%+   %+
:cd=Ek:ce=EK:nd=^F:                              :up=^Z:cl=^L:ll=^A:kl=^U:kr=^F:kd=^J:ku=^Z:kh=^A:
:pt:so=^N:se=^O:us=^N:ue=^O:                                          :dl=El:al=EM:im=Eq:ei=Er:dc=EW:
:is=E‘ 72E‘9^OEr:rs=E‘ 72E‘9^OEr:
```

Types of Capabilities

Capabilities in *termcap* are of three types: Boolean capabilities which indicate that the terminal has some particular feature, numeric capabilities giving the size of the terminal or the size of particular delays, and string capabilities, which give a sequence which can be used to perform particular terminal operations. All capabilities have two letter codes.

Boolean capabilities are introduced simply by stating the two-character capability code in the field between ':' characters. For instance, the fact that the Concept has "automatic margins" (that is, an automatic return and linefeed when the end of a line is reached) is indicated by the capability **am**. Hence the description of the Concept includes **am**.

Numeric capabilities are followed by the character '#' and then the value. Thus **co** which indicates the number of columns the terminal has gives the value '80' for the Concept.

String valued capabilities, such as **ce** (clear to end of line sequence) are given by the two character code, an '=', and then a string ending at the next following ':'. A delay in milliseconds may appear after the '=' in such a capability, and padding characters are supplied by the editor after the remainder of the string is sent to provide this delay. The delay can be either a integer, for instance, '20', or an integer followed by an '*', that is, '3*'. A '*' indicates that the padding required is proportional to the number of lines affected by the operation, and the amount given is the per-affected-unit padding required. When a '*' is specified, it is sometimes useful to give a delay of the form '3.5' to specify a delay per unit to tenths of milliseconds.

A number of escape sequences are provided in the string valued capabilities for easy encoding of characters there. A \E maps to an ESCAPE character, ^x maps to a control-x for any appropriate x, and the sequences \n \r \t \b \f give a newline, return, tab, backspace and formfeed. Finally, characters may be given as three octal digits after a \, and the characters ^ and \ may be given as \^ and \\. If it is necessary to place a : in a capability it must be escaped in octal as \072. If it is necessary to place a null character in a string capability it must be encoded as \200. The routines which deal with *termcap* use C strings, and strip the high bits of the output very late so that a \200 comes out as a \000 would.

Preparing Descriptions

We now outline how to prepare descriptions of terminals. The most effective way to prepare a terminal description is by imitating the description of a similar terminal in *termcap* and to build up a description gradually, using partial descriptions with *ex* to check that they are correct. Be aware that a very unusual terminal may expose deficiencies in the ability of the *termcap* file to describe it or bugs in *ex*. To easily test a new terminal description you can set the environment variable TERMCAP to a pathname of a file containing the description you are working on and the editor will look there rather than in */etc/termcap*. TERMCAP can also be set to the termcap entry itself to avoid reading the file when starting up the editor.

Basic capabilities

The number of columns on each line for the terminal is given by the **co** numeric capability. If the terminal is a CRT, then the number of lines on the screen is given by the **li** capability. If the terminal wraps around to the beginning of the next line when it reaches the right margin, then it should have the **am** capability. If the terminal can clear its screen, then this is given by the **cl** string capability. If the terminal can backspace, then it should have the **bs** capability, unless a backspace is accomplished by a character other than ^H (ugh) in which case you should give this character as the **bc** string capability. If it overstrikes (rather than clearing a position when a character is struck over) then it should have the **os** capability.

A very important point here is that the local cursor motions encoded in *termcap* are undefined at the left and top edges of a CRT terminal. The editor will never attempt to backspace around the left edge, nor will it attempt to go up locally off the top. The editor assumes that feeding off the bottom of the screen will cause the screen to scroll up, and the **am** capability tells whether the cursor sticks at the right edge of the screen. If the terminal has switch selectable automatic margins, the *termcap* file usually assumes that this is on, that is, **am**.

These capabilities suffice to describe hardcopy and "glass-tty" terminals. Thus the model 33 teletype is described as

```
t3|33|tty33:co#72:os
```

while the Lear Siegler ADM-3 is described as

```
cl|adm3|3|lsi adm3:am:bs:cl=^Z:li#24:co#80
```

Cursor addressing

Cursor addressing in the terminal is described by a **cm** string capability, with *printf*(3S) like escapes %x in it. These substitute to encodings of the current line or column position, while other characters are passed through unchanged. If the **cm** string is thought of as being a function, then its arguments are the line and then the column to which motion is desired, and the % encodings have the following meanings:

%d	as in *printf*, 0 origin
%2	like %2d
%3	like %3d
%.	like %c
%+x	adds *x* to value, then %.
%>xy	if value > x adds y, no output.
%r	reverses order of line and column, no output
%i	increments line/column (for 1 origin)
%%	gives a single %
%n	exclusive or row and column with 0140 (DM2500)
%B	BCD (16*(x/10)) + (x%10), no output.
%D	Reverse coding (x-2*(x%16)), no output. (Delta Data).

Consider the HP2645, which, to get to row 3 and column 12, needs to be sent \E&a12c03Y padded for 6 milliseconds. Note that the order of the rows and columns is inverted here, and that the row and column are printed as two digits. Thus its **cm** capability is "cm=6\E&%r%2c%2Y". The Microterm ACT-IV needs the current row and column sent preceded by a **^T**, with the row and column simply encoded in binary, "cm=^T%.%.". Terminals which use "%." need to be able to backspace the cursor (**bs** or **bc**), and to move the cursor up one line on the screen (**up** introduced below). This is necessary because it is not always safe to transmit **\t**, **\n** **^D** and **\r**, as the system may change or discard them.

A final example is the LSI ADM-3a, which uses row and column offset by a blank character, thus "cm=\E=%+ %+ ".

Cursor motions

If the terminal can move the cursor one position to the right, leaving the character at the current position unchanged, then this sequence should be given as **nd** (non-destructive space). If it can move the cursor up a line on the screen in the same column, this should be given as **up**. If the terminal has no cursor addressing capability, but can home the cursor (to very upper left corner of screen) then this can be given as **ho**; similarly a fast way of getting to the lower left hand corner can be given as **ll**; this may involve going up with **up** from the home position, but the editor will never do this itself (unless **ll** does) because it makes no assumption about the effect of moving up from the home position.

Area clears

If the terminal can clear from the current position to the end of the line, leaving the cursor where it is, this should be given as **ce**. If the terminal can clear from the current position to the end of the display, then this should be given as **cd**. The editor only uses **cd** from the first column of a line.

Insert/delete line

If the terminal can open a new blank line before the line where the cursor is, this should be given as **al**; this is done only from the first position of a line. The cursor must then appear on the newly blank line. If the terminal can delete the line which the cursor is on, then this should be given as **dl**; this is done only from the first position on the line to be deleted. If the terminal can scroll the screen backwards, then this can be given as **sb**, but just **al** suffices. If the terminal can retain display memory above then the **da** capability should be given; if display memory can be retained below then **db** should be given. These let the editor understand that deleting a line on the screen may bring non-blank lines up from below or that scrolling back with **sb** may bring down non-blank lines.

Insert/delete character

There are two basic kinds of intelligent terminals with respect to insert/delete character which can be described using *termcap*. The most common insert/delete character operations affect only the characters on the current line and shift characters off the end of the line rigidly. Other terminals, such as the Concept 100 and the Perkin Elmer Owl, make a distinction between typed and untyped blanks on the screen, shifting upon an insert or delete only to an untyped blank on the screen which is either eliminated, or expanded to two untyped blanks. You can find out which kind of terminal you have by clearing the screen and then typing text separated by cursor motions. Type "abc def" using local cursor motions (not spaces) between the "abc" and the "def". Then position the cursor before the "abc" and put the terminal in insert mode. If typing characters causes the rest of the line to shift rigidly and characters to fall off the end, then your terminal does not distinguish between blanks and untyped positions. If the "abc" shifts over to the "def" which then move together around the end of the current line and onto the next as you insert, you have the second type of terminal, and should give the capability **in**, which stands for "insert null". If your terminal does something different and unusual then you may have to modify the editor to get it to use the insert mode your terminal defines. We have seen no terminals which have an insert mode not not falling into one of these two classes.

The editor can handle both terminals which have an insert mode, and terminals which send a simple sequence to open a blank position on the current line. Give as **im** the sequence to get into insert mode, or give it an empty value if your terminal uses a sequence to insert a blank position. Give as **ei** the sequence to leave insert mode (give this, with an empty value also if you gave **im** so). Now give as **ic** any sequence needed to be sent just before sending the character to be inserted. Most terminals with a true insert mode will not give **ic**, terminals which send a sequence to open a screen position should give it here. (Insert mode is preferable to the sequence to open a position on the screen if your terminal has both.) If post insert padding is needed, give this as a number of milliseconds in **ip** (a string option). Any other sequence which may need to be sent after an insert of a single character may also be given in **ip**.

It is occasionally necessary to move around while in insert mode to delete characters on the same line (for example, if there is a tab after the insertion position). If your terminal allows motion while in insert mode you can give the capability **mi** to speed up inserting in this case. Omitting **mi** will affect only speed. Some terminals (notably Datamedia's) must not have **mi** because of the way their insert mode works.

Finally, you can specify delete mode by giving **dm** and **ed** to enter and exit delete mode, and **dc** to delete a single character while in delete mode.

Highlighting, underlining, and visible bells

If your terminal has sequences to enter and exit standout mode these can be given as so and se respectively. If there are several flavors of standout mode (such as inverse video, blinking, or underlining – half bright is not usually an acceptable "standout" mode unless the terminal is in inverse video mode constantly) the preferred mode is inverse video by itself. If the code to change into or out of standout mode leaves one or even two blank spaces on the screen, as the TVI 912 and Teleray 1061 do, then sg should be given to tell how many spaces are left.

Codes to begin underlining and end underlining can be given as **us** and **ue** respectively. If they leave blank spaces on the screen, set ug. If the terminal has a code to underline the current character and move the cursor one space to the right, such as the Microterm Mime, this can be given as **uc**. (If the underline code does not move the cursor to the right, give the code followed by a nondestructive space.)

Many terminals, such as the HP 2621, automatically leave standout mode when they move to a new line or the cursor is addressed. Programs using standout mode should exit standout mode before moving the cursor or sending a newline.

If the terminal has a way of flashing the screen to indicate an error quietly (a bell replacement) then this can be given as vb; it must not move the cursor. If the terminal should be placed in a different mode during open and visual modes of *ex*, this can be given as vs and ve, sent at the start and end of these modes respectively. These can be used to change, for example, from a underline to a block cursor and back.

If the terminal needs to be in a special mode when running a program that addresses the cursor, the codes to enter and exit this mode can be given as **ti** and **te**. This arises, for example, from terminals like the Concept with more than one page of memory. If the terminal has only memory relative cursor addressing and not screen relative cursor addressing, a one screen-sized window must be fixed into the terminal for cursor addressing to work properly.

If your terminal correctly generates underlined characters (with no special codes needed) even though it does not overstrike, then you should give the capability **ul**. If overstrikes are erasable with a blank, then this should be indicated by giving **eo**.

ANSI terminals have modes for the character highlighting. Dim characters may be generated in dim mode, entered by **mh**; reverse video characters in reverse mode, entered by **mr**; bold characters in bold mode, entered by **md**; and normal mode characters restored by turning off all attributes with **me**.

Keypad

If the terminal has a keypad that transmits codes when the keys are pressed, this information can be given. Note that it is not possible to handle terminals where the keypad only works in local (this applies, for example, to the unshifted HP 2621 keys). If the keypad can be set to transmit or not transmit, give these codes as **ks** and **ke**. Otherwise the keypad is assumed to always transmit. The codes sent by the left arrow, right arrow, up arrow, down arrow, and home keys can be given as **kl**, **kr**, **ku**, **kd**, and **kh** respectively. If there are function keys such as f0, f1, ..., f9, the codes they send can be given as **k0**, **k1**, ..., **k9**. If these keys have labels other than the default f0 through f9, the labels can be given as **l0**, **l1**, ..., **l9**. If there are other keys that transmit the same code as the terminal expects for the corresponding function, such as clear screen, the *termcap* 2 letter codes can be given in the **ko** capability, for example, ":ko=cl,ll,sf,sb:", which says that the terminal has clear, home down, scroll down, and scroll up keys that transmit the same thing as the cl, ll, sf, and sb entries.

The **ma** entry is also used to indicate arrow keys on terminals which have single character arrow keys. It is obsolete but still in use in version 2 of vi, which must be run on some minicomputers due to memory limitations. This field is redundant with **kl**, **kr**, **ku**, **kd**, and **kh**. It consists of groups of two characters. In each group, the first character is what an arrow key sends, the second character is the corresponding vi command. These commands are **h** for **kl**, **j** for **kd**, **k** for **ku**, **l** for **kr**, and **H** for **kh**. For example, the mime would be **:ma=^Kj^Zk^Xl:** indicating arrow keys left (^H), down (^K), up (^Z), and right (^X). (There is no home key on the mime.)

Miscellaneous

If the terminal requires other than a null (zero) character as a pad, then this can be given as **pc**.

If tabs on the terminal require padding, or if the terminal uses a character other than ^I to tab, then this can be given as **ta**.

Hazeltine terminals, which don't allow '~' characters to be printed should indicate **hz**. Datamedia terminals, which echo carriage-return linefeed for carriage return and then ignore a following linefeed should indicate **nc**. Early Concept terminals, which ignore a linefeed immediately after an **am** wrap, should indicate **xn**. If an erase-eol is required to get rid of standout (instead of merely writing on top of it), **xs** should be given. Teleray terminals, where tabs turn all characters moved over to blanks, should indicate **xt**. Other specific terminal problems may be corrected by adding more capabilities of the form **x**x.

Other capabilities include **is**, an initialization string for the terminal, and **if**, the name of a file containing long initialization strings. These strings are expected to properly clear and then set the tabs on the terminal, if the terminal has settable tabs. If both are given, **is** will be printed before **if**. This is useful where **if** is */usr/lib/tabset/std* but **is** clears the tabs first.

Similar Terminals

If there are two very similar terminals, one can be defined as being just like the other with certain exceptions. The string capability **tc** can be given with the name of the similar terminal. This capability must be *last* and the combined length of the two entries must not exceed 1024. Since *termlib* routines search the entry from left to right, and since the tc capability is replaced by the corresponding entry, the capabilities given at the left override the ones in the similar terminal. A capability can be canceled with xx@ where xx is the capability. For example, the entry

```
hn|2621nl:ks@:ke@:tc=2621:
```

defines a 2621nl that does not have the **ks** or **ke** capabilities, and hence does not turn on the function key labels when in visual mode. This is useful for different modes for a terminal, or for different user preferences.

FILES

/etc/termcap	file containing terminal descriptions

SEE ALSO

ex(1), curses(3X), termcap(3X), tset(1), vi(1), ul(1), more(1)

BUGS

Ex allows only 256 characters for string capabilities, and the routines in *termcap*(3X) do not check for overflow of this buffer. The total length of a single entry (excluding only escaped newlines) may not exceed 1024.

The **ma**, vs, and ve entries are specific to the *vi* program.

Not all programs support all entries. There are entries that are not supported by any program.

NAME

tp – DEC/mag tape formats

DESCRIPTION

Tp dumps files to and extracts files from DECtape and magtape. The formats of these tapes are the same except that magtapes have larger directories.

Block zero contains a copy of a stand-alone bootstrap program. See *reboot*(8).

Blocks 1 through 24 for DECtape (1 through 62 for magtape) contain a directory of the tape. There are 192 (resp. 496) entries in the directory; 8 entries per block; 64 bytes per entry. Each entry has the following format:

```
struct {
        char            pathname[32];
        unsigned short  mode;
        char            uid;
        char            gid;
        char            unused1;
        char            size[3];
        long            modtime;
        unsigned short  tapeaddr;
        char            unused2[16];
        unsigned short  checksum;
};
```

The path name entry is the path name of the file when put on the tape. If the pathname starts with a zero word, the entry is empty. It is at most 32 bytes long and ends in a null byte. Mode, uid, gid, size and time modified are the same as described under i-nodes (see file system *fs*(5)). The tape address is the tape block number of the start of the contents of the file. Every file starts on a block boundary. The file occupies (size+511)/512 blocks of continuous tape. The checksum entry has a value such that the sum of the 32 words of the directory entry is zero.

Blocks above 25 (resp. 63) are available for file storage.

A fake entry has a size of zero.

SEE ALSO

fs(5)

BUGS

The *pathname*, *uid*, *gid*, and *size* fields are too small.

NAME

ttys – terminal initialization data

DESCRIPTION

The *ttys* file is read by the *init* program and specifies which terminal special files are to have a process created for them so that people can log in. There is one line in the *ttys* file per special file associated with a terminal.

The first character of a line in the *ttys* file is either '0' or '1'. If the first character on the line is a '0', the *init* program ignores that line. If the first character on the line is a '1', the *init* program creates a login process for that line.

The second character on each line is used as an argument to *getty*(8), which performs such tasks as baud-rate recognition, reading the login name, and calling *login*. For normal lines, the second character is '0'; other characters can be used, for example, with hard-wired terminals where speed recognition is unnecessary or which have special characteristics. The remainder of the line is the terminal's entry in the device directory, /dev.

Getty uses the second character in the *ttys* file to look up the characteristics of the terminal in the */etc/gettytab* file. Consult the *gettytab*(5) manual page for an explanation of the layout of */etc/gettytab*.

FILES

/etc/ttys

SEE ALSO

init(8), getty(8), login(1), gettytab(5)

NAME

ttytype – data base of terminal types by port

SYNOPSIS

/etc/ttytype

DESCRIPTION

Ttytype is a database containing, for each tty port on the system, the kind of terminal that is attached to it. There is one line per port, containing the terminal kind (as a name listed in termcap (5)), a space, and the name of the tty, minus /dev/.

This information is read by *tset*(1) and by *login*(1) to initialize the TERM variable at login time.

SEE ALSO

tset(1), login(1)

BUGS

Some lines are merely known as ‘‘dialup’’ or ‘‘plugboard’’.

NAME

types – primitive system data types

SYNOPSIS

#include <sys/types.h>

DESCRIPTION

The data types defined in the include file are used in UNIX system code; some data of these types are accessible to user code:

```
/*      @(#)types.h 2.4 85/02/06 SMI; from UCB 4.11 83/07/01*/

/*
 * Basic system types and major/minor device constructing/busting macros.
 */
#ifndef _TYPES_
#define _TYPES_

/* major part of a device */
#define major(x)  ((int)(((unsigned)(x)>>8)&0377))

/* minor part of a device */
#define minor(x)  ((int)((x)&0377))

/* make a device number */
#define makedev(x,y)    ((dev_t)(((x)<<8) | (y)))

typedef unsigned char   u_char;
typedef unsigned short  u_short;
typedef unsigned int    u_int;
typedef unsigned long   u_long;
typedef unsigned short  ushort;/* System V compatibility */

#ifdef vax
typedef struct   _physadr { int r[1]; } *physadr;
typedef struct   label_t{
        int      val[14];
} label_t;
#endif
#ifdef mc68000
typedef struct   _physadr { short r[1]; } *physadr;
typedef struct   label_t{
        int      val[13];
} label_t;
#endif
typedef struct   _quad { long val[2]; } quad;
typedef long     daddr_t;
typedef char *   caddr_t;
typedef u_long   ino_t;
typedef long     swblk_t;
typedef int      size_t;
typedef int      time_t;
typedef short    dev_t;
typedef int      off_t;
typedef struct      fd_set { int fds`bits[1]; } fd_set;

#endif
```

The form *daddr_t* is used for disk addresses, see *fs* (5). Times are encoded in seconds since 00:00:00 GMT, January 1, 1970. The major and minor parts of a device code specify kind and unit number of a device and are installation-dependent. Offsets are measured in bytes from the beginning of a file. The *label_t* variables are used to save the processor state while another process is running.

SEE ALSO

fs(5), time(3C), lseek(2), adb(1S)

NAME

utmp, wtmp, lastlog — login records

SYNOPSIS

#include <utmp.h>

DESCRIPTION

The *utmp* file records information about who is currently using the system. The file is a sequence of entries with the following structure declared in the include file:

```
/*      @(#)utmp.h 1.3 85/07/01 SMI; from UCB 4.2 83/05/22       */

/*
 * Structure of utmp and wtmp files.
 *
 * Assuming the number 8 is unwise.
 */
struct utmp {
        char    ut_line[8];             /* tty name */
        char    ut_name[8];             /* user id */
        char    ut_host[16];            /* host name, if remote */
        long    ut_time;        /* time on */
};

/*
 * This is a utmp entry that does not correspond to a genuine user
 */
#define nonuser(ut) ((ut).ut_host[0] == 0 &&        strncmp((ut).ut_line, "tty", 3) == 0 && ((ut).ut_line[3] ==
```

This structure gives the name of the special file associated with the user's terminal, the user's login name, and the time of the login in the form of *time*(3C).

The *wtmp* file records all logins and logouts. A null user name indicates a logout on the associated terminal. Furthermore, the terminal name '~' indicates that the system was rebooted at the indicated time; the adjacent pair of entries with terminal names '|' and '}' indicate the system-maintained time just before and just after a *date* command has changed the system's idea of the time.

wtmp is maintained by *login*(1) and *init*(8). Neither of these programs creates the file, so if it is removed, record-keeping is turned off. It is summarized by *ac*(8).

/usr/adm/wtmp is appened to whenever a user logs in or out, and should be truncated periodically.

The *lastlog* file records the most recent login-date for every user logged in. When reporting (and updating) the most recent login date, *login*(1) performs an to a byte-offset in */usr/adm/lastlog* corresponding to the userid. Because the count of userids may be high, whereas the number actual users may be small within a network environment, the bulk of this file may never be allocated by the file system even though an offset may appear to be quite large. Although *ls* may show it to be large, chances are that this file need not truncated. *du*(1) will report the correct (smaller) amount of space actually allocated to it.

FILES

/etc/utmp
/usr/adm/wtmp

SEE ALSO

login(1), init(8), who(1), ac(8)

NAME

uuencode – format of an encoded uuencode file

DESCRIPTION

Files output by *uuencode(1C)* consist of a header line, followed by a number of body lines, and a trailer line. *Uudecode* will ignore any lines preceding the header or following the trailer. Lines preceding a header must not, of course, look like a header.

The header line is distinguished by having the first 6 characters ''begin ''. The word *begin* is followed by a mode (in octal), and a string which names the remote file. Spaces separate the three items in the header line.

The body consists of a number of lines, each at most 62 characters long (including the trailing newline). These consist of a character count, followed by encoded characters, followed by a newline. The character count is a single printing character, and represents an integer, the number of bytes the rest of the line represents. Such integers are always in the range from 0 to 63 and can be determined by subtracting the character space (octal 40) from the character.

Groups of 3 bytes are stored in 4 characters, 6 bits per character. All are offset by a space to make the characters printing. The last line may be shorter than the normal 45 bytes. If the size is not a multiple of 3, this fact can be determined by the value of the count on the last line. Extra garbage will be included to make the character count a multiple of 4. The body is terminated by a line with a count of zero. This line consists of one ASCII space.

The trailer line consists of ''end'' on a line by itself.

SEE ALSO

uuencode(1C), uudecode(1C), uusend(1C), uucp(1C), mail(1)

NAME

vfont – font formats

SYNOPSIS

#include <vfont.h>

DESCRIPTION

The fonts used by the window system and printer/plotters have the following format. Each font is in a file, which contains a header, an array of character description structures, and an array of bytes containing the bit maps for the characters. The header has the following format:

```
struct header {
        short           magic;          /* Magic number VFONT_MAGIC */
        unsigned short  size;           /* Total # bytes of bitmaps */
        short           maxx;           /* Maximum horizontal glyph size */
        short           maxy;           /* Maximum vertical glyph size */
        short           xtend;          /* (unused) */
};
#define VFONT_MAGIC                     0436
```

Maxx and *maxy* are intended to be the maximum horizontal and vertical size of any glyph in the font, in raster lines. (A glyph is just a printed representation of a character, in a particular size and font.) The *size* is the total size of the bit maps for the characters in bytes. The *xtend* field is not currently used.

After the header is an array of NUM_DISPATCH structures, one for each of the possible characters in the font. Each element of the array has the form:

```
struct dispatch {
        unsigned short  addr;                   /* &(glyph) - &(start of bitmaps) */
        short           nbytes;                 /* # bytes of glyphs (0 if no glyph) */
        char            up, down, left, right;  /* Widths from baseline point */
        short           width;                  /* Logical width, used by troff */
};
#define NUM_DISPATCH                            256
```

The *nbytes* field is nonzero for characters which actually exist. For such characters, the *addr* field is an offset into the bit maps to where the character's bit map begins. The *up*, *down*, *left*, and *right* fields are offsets from the base point of the glyph to the edges of the rectangle which the bit map represents. (The imaginary "base point" is a point which is vertically on the "base line" of the glyph (the bottom line of a glyph which doesn't have a descender) and horizontally near the left edge of the glyph; often 3 or so pixels past the left edge.) The bit map contains *up+down* rows of data for the character, each of which has *left+right* columns (bits). Each row is rounded up to a number of bytes. The *width* field represents the logical width of the glyph in bits, and shows the horizontal displacement to the base point of the next glyph.

FILES

/usr/lib/vfont/*
/usr/lib/fonts/fixedwidthfonts/*

SEE ALSO

troff(1), pti(1), vfontinfo(1), vswap(1)

BUGS

A machine-independent font format should be defined. The shorts in the above structures contain different bit patterns depending whether the font file is for use on a Vax or a Sun. The *vswap* program must be used to convert one to the other.

NAME

vgrindefs – vgrind's language definition data base

SYNOPSIS

/usr/lib/vgrindefs

DESCRIPTION

Vgrindefs contains all language definitions for vgrind. The data base is very similar to *termcap*(5).

FIELDS

The following table names and describes each field.

Name	Type	Description
pb	str	regular expression for start of a procedure
bb	str	regular expression for start of a lexical block
be	str	regular expression for the end of a lexical block
cb	str	regular expression for the start of a comment
ce	str	regular expression for the end of a comment
sb	str	regular expression for the start of a string
se	str	regular expression for the end of a string
lb	str	regular expression for the start of a character constant
le	str	regular expression for the end of a character constant
tl	bool	present means procedures are only defined at the top lexical level
oc	bool	present means upper and lower case are equivalent
kw	str	a list of keywords separated by spaces

Example

The following entry, which describes the C language, is typical of a language entry.

```
C|c:    :pb=^\d?*?\d?\p\d??):bb={:be=}:cb=/*:ce=*/:sb=":se=\e":\
        :lb=':le=\e':tl:\
        :kw=asm auto break case char continue default do double else enum\
        extern float for fortran goto if int long register return short\
        sizeof static struct switch typedef union unsigned while #define\
        #else #endif #if #ifdef #ifndef #include #undef # define else endif\
        if ifdef ifndef include undef:
```

Note that the first field is just the language name (and any variants of it). Thus the C language could be specified to *vgrind*(1) as "c" or "C".

Entries may continue onto multiple lines by giving a \ as the last character of a line. Capabilities in *vgrindefs* are of two types: Boolean capabilities which indicate that the language has some particular feature and string capabilities which give a regular expression or keyword list.

REGULAR EXPRESSIONS

Vgrindefs uses regular expression which are very similar to those of *ex*(1) and *lex*(1). The characters '^', '$', ':' and '\' are reserved characters and must be "quoted" with a preceding \ if they are to be included as normal characters. The metasymbols and their meanings are:

$	the end of a line
^	the beginning of a line
\d	a delimiter (space, tab, newline, start of line)
\a	matches any string of symbols (like .* in lex)
\p	matches any alphanumeric name. In a procedure definition (pb) the string that matches this symbol is used as the procedure name.
()	grouping

|	alternation
?	last item is optional
\e	preceding any string means that the string will not match an input string if the input string is preceded by an escape character (\). This is typically used for languages (like C) which can include the string delimiter in a string b escaping it.

Unlike other regular expressions in the system, these match words and not characters. Hence something like "(tramp|steamer)flies?" would match "tramp", "steamer", "trampflies", or "steamerflies".

KEYWORD LIST

The keyword list is just a list of keywords in the language separated by spaces. If the "oc" boolean is specified, indicating that upper and lower case are equivalent, then all the keywords should be specified in lower case.

FILES

/usr/lib/vgrindefs file containing terminal descriptions

SEE ALSO

vgrind(1), troff(1)

NAME

ypfiles – the yellowpages database and directory structure

DESCRIPTION

The yellow pages (YP) network lookup service uses a database of *dbm* files in the directory hierarchy at */etc/yp* . A *dbm* database consists of two files, created by calls to the *dbm*(3X) library package. One has the filename extension *.pag* and the other has the filename extension *.dir*. For instance, the database named *hosts.byname*, is implemented by the pair of files *hosts.byname.pag* and *hosts.byname.dir*. A *dbm* database served by the YP is called a YP *map*. A YP *domain* is a named set of YP maps. Each YP domain is implemented as a subdirectory of */etc/yp* containing the map. Any number of YP domains can exist. Each may contain any number of maps.

No maps are required by the YP lookup service itself, although they may be required for the normal operation of other parts of the system. There is no list of maps which YP serves - if the map exists in a given domain, and a client asks about it, the YP will serve it. For a map to be accessible consistently, it must exist on all YP servers that serve the domain. To provide data consistency between the replicated maps, an entry to run *ypxfr* periodically should be made in */usr/lib/crontab* on each server. More information on this topic is in ypxfr(8).

YP maps should contain two distinguished key-value pairs. The first is the key YP_LAST_MODIFIED, having as a value a ten-character ASCII order number. The order number should be the UNIX time in seconds when the map was built. The second key is YP_MASTER_NAME, with the name of the YP master server as a value. *makedbm* generates both key-value pairs automatically. A map that does not contain both key-value pairs can be served by the YP, but the *ypserv* process will not be able to return values for "Get order number" or "Get master name" requests. In addition, values of these two keys are used by *ypxfr* when it transfers a map from a master YP server to a slave. If *ypxfr* cannot figure out where to get the map, or if it is unable to determine whether the local copy is more recent than the copy at the master, you must set extra command line switches when you run it.

YP maps must be generated and modified only at the master server. They are copied to the slaves using *ypxfr*(8) to avoid potential byte-ordering problems among YP servers running on machines with different architectures, and to minimize the amount of disk space required for the dbm files. The YP database can be initially set up for both masters and slaves by using *ypinit*(8).

After the server databases are set up, it is probable that the contents of some maps will change. In general, some ASCII source version of the database exists on the master, and it is changed with a standard text editor. The update is incorporated into the YP map and is propagated from the master to the slaves by running */etc/yp/Makefile* . All Sun-supplied maps have entries in */etc/yp/Makefile ;* if you add a YP map, edit the this file to support the new map. The makefile uses *makedbm* to generate the YP map on the master, and *yppush* to propagate the changed map to the slaves. *yppush* is a client of the map *ypservers* , which lists all the YP servers. For more information on this topic, see yppush(8).

SEE ALSO

makedbm(8), ypinit(8), ypmake(8), ypxfr(8), yppush(8), yppoll(8), ypserv(8), rpcinfo(8),

Index

Revision History

Version	Date	Comments
A	23 February 1983	First edition of this manual under the title *System Interface Manual for the Sun Workstation*.
B	15 April 1983	Second edition of this manual with corrections to numerous manual pages.
C	1 August 1983	Third edition of this manual with corrections to numerous manual pages. Added a glossary of system calls and system error responses.
D	1 November 1983	Fourth edition of this manual with numerous corrections. Corrected numerous incorrect cross-references. Added a *System Interface Overview* and the *Interprocess Communication Primer*.
E	7 January 1984	Fifth edition of this manual with numerous corrections.
F	15 May 1985	Sixth edition with numerous corrections. The *Interprocess Communication Primer* made a part of the manual, *Networking on the Sun Workstation*. Made page numbering contiguous throughout, and replaced the *Permuted Index* with a conventional one.
G	1 January 1986	Formerly the *System Interface Manual for the Sun Workstation*, this seventh edition contains many corrections to manual pages. The former section entitled *System Interface Overview* is now a separate manual entitled *UNIX Interface Overview*. The index has been upgraded to refer to `ioctl`'s and system error numbers.